



Basic Rules v1.06

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Welcome to Westbound

Westbound is the game of epic adventure in the magical wild west. It is a game of imagination and improvisation, where people collaborate to create legendary stories of gunslingers and wizards. Westbound is typically played with one Game Master and several Players.

Westbound is takes place after the industrial revolution of a classical fantasy world, where humans, elves, dwarves, and even goblins and Ogres are presented with the challenge of wrangling an age that is transitioning between archaic traditions and by technological marvels.

Westbound is designed to integrate with ongoing campaigns, as well as being a jumping off point for new campaigns. Its rules are designed around gun-based combat, with grounded character creation rules that will keep players challenged and excited.

Players

In Westbound, players control a single Player Character within the story, making choices, speaking to other characters, and assuming the life and desires of a westbounding adventurer. Players will create personalized fantasy characters of different sorts and breeds, creating their personality and backstory, and controlling them in a fantastic adventure. The Game Master will describe the world and other characters, while the players interact with the world.

Each player needs a deck of 52 playing cards to play, as well as a character sheet, a pencil, and lined paper for notes.

Game Master

The Game Master tells the story of the game, directing the world and non-player characters. They will describe the scene, and react to the actions of the players by describing the results of their actions. They will call for checks to test the abilities of the player characters, and will often fight against the players in combat as dastardly adversaries and strange monsters.

As Game Master, you take on the bulk of the responsibility, in managing and planning for the game. It's important that you understand the rules of the game, especially least the basics. That being said, being a Game Master can be tremendously rewarding, and you can create the whatever kind of world , from a sandbox world

Game Masters can prepare before the game starts, creating maps, non-player characters, and a large world for the players to interact with, or even buying a module adventure and following that story. Alternatively, they can also improvise the game on the spot, responding the world to the player's mood and interests. Most Game Masters do some mix of planning and improvising.

Krillo's Guide to the West:

"If you're new to these parts, you might'n be hearin' the word 'Westbounder' thrown your way. Now there's a word with history. Started out as something to yell at the exiles, when the locals got tired of callin' 'em Filth. Then'n they found magic wands and glowin' swords in the sand, and all's a' sudden Westbounder referred to those good honest folk that'n be comin in droves to be excavatin' and pilferin' in them sand buried tombs. These days, Westbounders is them folk with a fire in their hearts and a rumble in their belly, lookin' to make a name for themselves out in the

barrens. So, when someone out there be callin' you Westbounder, be sure'n you know what they mean by it, and either buy em' a whiskey or break their jaw."

-Krillo

Westbound Essentials

Westbound is a game about telling stories and playing cards. When your character takes an action in the story, the Game Master may ask you to draw a card from your deck to *Check* if the action is successful. When making checks you always want a higher value on the card, and your Game Master will tell you the result of the action based on what you draw for the check.

During *combat*, players draw hands and use those cards for both offense and defense.

A character's defenses are called *Foundation* and *Base Foundation*. *Base Foundation* is a stack of Face Down cards that represent their health and tolerance for injury. When you take damage, and have no *Foundation*, cards are discarded from this stack. If your stack is entirely discarded, your character becomes wounded.

Foundation is your character's active defenses and their ability to avoid injury. *Foundation* is a stack of Face Up cards that lay on top of your *Base Foundation*. You can temporarily add cards to your *Foundation* stack by placing cards directly from your hand into the stack in a *numerically sequential and descending order*; the card on top must always be one value lower than the card below it. When a character takes damage, they first discard cards from their *Foundation* before discarding from their *Base Foundation*.

Characters attack by playing *Sets* of cards from their hand. A *Set* is a group of cards that are similar to each other, such as: a pair of

cards of the same value, or five cards of the same suit. For each card discarded in a *Set*, the target takes damage. The goal of any battle is to force an opponent to discard their *Base Foundation*.

All cards used in checks, attacks, and discarded from their defenses are sent to the *Discard Pile*. When you run out of cards in your deck, your character becomes exhausted, and can no longer perform actions!

That was the Essential *Westbound* gameplay! There are more rules, but these are all that are needed to get you started.

World of Westbound

Dust, the Kingmaker

Dust is the magical substance of fire and force that explodes from gun barrels and propels bullets. Once the key component that ended the Age of Wizards and ushered in the Age of Kings, the secret of Dust has been released, and now the Age of Kings has given way into an Age of War. Formed by the newly liberated Dust god, and cultivated by Witches into uniform bullets which all guns spit. These bullets are uniform and small, and a holy icon to those who worship the god of dust. Weapons like Shotguns and grenades launch a barrage multiple bullets at once, and rifles distances are decreased greatly. It's not uncommon to see guns with six or more barrels, and the rare blacksmith has been known to draw out the dust from bullets to make customized ammunition for specially designed pistols and rifles.

Legacy of the Bards

Once the strumming of lutes and beating of drums caused the occasional detonation of arcane excellence in the light of camp fires. The curiosity and talent of the bards have since been filtered through thousands of years to produce weaponized instruments that rival both pistol and wand. These flutes, forks, and drums flare and burst in tones that reverberate their enemies to strain their minds and leave their bodies unharmed, but exhausted. They have produce a multitude of other miracles from these instruments, including whistles capable of propelling hundreds of tonnes of steel, and music boxes which can make mechanical men move and talk.

Cael, the Broken Kingdom

The once great central kingdom, now shattered into factions and militia like glass. The Six Hundred year reign of the Buzan monarchs have turned into an all out war between all races and counties vying for power. A once peaceful kingdom of adventure has been transformed to ruin, and now many seek the safety of the unknown west.

Age of Towers

The longest age in remembrance, spanning well over a thousand years, many eternal beings speak of this age with fondness, as an age of beauty and enlightenment. Their eyes are largely rose tinted, as in reality it was a brutal age of great magics used in savage ways. Wizards ruled as tyrants, splitting the land between themselves and ruining their borderlands with endless arcane assaults. The Age of Towers ended with the discovery of Dust, and king Buzan 1'st creating a throne and forcing all of Cael to bend to his will.

Age of Kings

The Age of Kings, also known as the Age of Adventure, was a time now recalled by scholars as a time of safety and security. Although only spanning a half-millennium, the Age of Kings was a time of great culture, trade, and forging of powerful relics. Ruled over by the Buzans until the end of the age, Cael saw an lasting peace, and even monitored and restricted the education of wizards to prevent a resurgence of the age of wizards. The dethronement of the kings by the released Dust God, who stole the grand city of Buzanbard, and massacred the Buzan family.

Age of War

The end of the Buzan family saw an end to Cael's alliances and the peace that the Buzan family held together. Cael is in an all out war, while the last remaining Queen Buzan lies in an arcane stupor, hidden deep under the Bulwark Mountains, made hollow by her ancestors in an attempt protect the populous of Cael from a catastrophic attack. Burning towns now dot the landscape and blacken the sky, and the clacks of spinning raffles draft increasingly younger soldiers into endless wars.

The West, The Eternal Frontier

Long Buried Mysteries

The West is terribly ancient, with ruins spanning back thousands of years, before the Age of Towers and the age before that. Archaeologists venture deep into the West in search of ancient treasure beyond time, but most often find the bones of their colleagues from centuries prior. Still, cities in the West are built on relics and antiques. Stonefort stands as the most westward town and end of the train line, built on an ancient piles of

stones and under the looming protection of the guardian.

Ghost Towns and Gold Rails

Though there are a few towns and cities that have remained strong in the west, most towns not connected to the railways suffer from economic busts, attacks from raiding creatures, or completely disappear without a trace. An unknown number of these Ghost Towns now occupy the west, providing mystery and forewarning danger.

The Grey Tide

The West is forever a frontier for a reason. Every few hundred years, without warning or provocation, strange grey orcs arrive in mass to slaughter every life and stamp out every light. Ruthless and barbaric, these orcs come in endless waves that overwhelm armies and fortifications. Little is written about where they come from or what dark master they serve, but it is known that every time they arrive, the only known defence the row of dwarven mountains that border the west.

The Universe

The Shattered Span

Once only two realms that mirrored Cael, The Shadow Realm and the Wyld, but the mirrored realms were shattered by a conflict among the gods, and now the incalculable shards have seeded have grown into a near boundless worlds that mirror our own in strange ways.

The worlds in the Shattered Span were build from small shards that regrew into entire worlds. Within the span are lands that might seem familiar, with streams, forests, and creatures that mirror the familiar world. Other

worlds contain barren deserts and empty oceans, or sights that defy comprehension.

Throughout the world are gateways to other worlds

The Shadow Realm

One of the original two mirrored worlds, the Shadow Realm is the dark realm of law, death, and rebirth, where souls enter into when they shuffle off their mortal coil. The Shadow Realm is a world of death, and those who enter are given two choices: enter the Soul Grinder to be reborn on Cael, or to wander in search of the bridge that leads to paradise. Most choose the former, as the Shadow Realm is populated by countless shades and shadows that seek to drag unworthy souls back to the Soul Grinder. Some few, once powerful nobles and ancient wizards, possess the stubbornness to refuse to lose themselves by rebirth and instead remain at the gates Cael for eternity.

The Wyld Lands

The second of the two original mirrored worlds, the Wyld Lands is the land of chaos, growth, and the pursuit of perfect form. The Wyld has no sun, and is constantly bathed in the orange glow of a morning light, which makes long shadows on the many untended forests and plains. Like the Shadow Realm, the Wyld Lands is a world of spirit, where beasts are reborn again and again, creating a never ending cycle of life. The elves and gnomes are said to have originated in this world, and are said to live forever while within its confines.

The Hells

Created by the gods as an asylum for souls too perverted and corrupt to return to Cael, the hells are nine stacked layers in an inverted world. There is no sun or stars, nor

ore or forests, and no water or food. Under the light of the everpresent crimson crystal that bathes the world in a necrotic energy that imposes an eternal regeneration, the only renewable resource is the flesh and bone wrought from denizens themselves. The sky rains blood, as dragons roar, pierced and torn by smaller wyrms, and drench the land below in a hot oozing shower.

Arcadia

An accidental offshoot of the Hell, this world is inside out and stacked in nine layers, but maintained by a cool blue sun that sits in the center of the world, eclipsing its glow to give way to a serene night. The world is sparsely populated by sweet people of all races who manage to exist peaceful existence in the Edonian landscape. Like the Hells, there is little to no ore, and weapons of war seem inconceivable under the gentle blue sky.

Interplanar

Sitting still in a black pool, a burning fire elemental soars from horizon to horizon over a turquoise world. A white ball of glowing metal wanes and waxes with magic, and a chromatic ring spins and spits off tiny worlds into the void beyond.

Cael sits at the center of a small but vibrant universe. Discovered by the gods before time began, and crafted with untold care and creativity, Cael is part of a larger interplanar existence that spans into the void.

The Elemental Ring

Far beyond the sky of Cael lies a ring from which the world was created. The Forge of Creation, as it was once called, is an ever spinning band of the elements, intermingling in a span that defies mortal comprehension. Within the ever spinning circlet are veins rivers and deep mountains, air and fire that

spin and burst in billowing clouds.

Embodiments of all elements are waiting here since before creation, plotting to steal back the parts of their world the gods have stolen.

The Void

Beyond the sky, the elemental ring, and the tiny worlds that float in the aether sea, lies an emptiness unparalleled. Here in the Void bounds an endless eternity, free from substance, form, time, and order. The land is so bare, that even the laws of nature fail to stick, and phenomenon are born from far wandering dreams.

How to Play

Westbound is a role-playing game of revolvers and rituals, set in the magical wild west! Westbound is designed with gun combat in mind, and utilizes the suits and values of playing cards into the gameplay at every avenue. It has removed the standard system of Strength, Dexterity and Intelligence, and replaced it with Tradition, Luck, Grit and Fortitude. Your deck is your entire character, and with it you attack, overcome obstacles, cast spells, and defend yourself.

♥*Tradition*: Represented by the Hearts suit, Tradition is learned and long consolidated ways and customs, as well as magic, knowledge, rituals, study, and all connections to the old world. Those who travel west bring the traditions of their people with them, with all their magic, crafts, and suspicions.

◇*Fortitude*: Represented by the Diamonds suit, Fortitude is the ancient connection to the soil, drawn out and culminated in instinct and ferocity. Those who travel west find the fortitude of the land waiting for them, with all its untamed, enduring brutality.

♣*Luck*: Represented by the Clubs suit, Luck is the intangible presence of good fortune which blesses a person with opulence, influence, and prosperity. Those who travel to the west may find unexpected fortunes, where chance, talent, and flattery take on an entirely different meaning.

♠*Grit*: Represented by the Spades suit, Grit is the indomitable spirit which forms integrity and a strong will. Those who travel west will bring their courageous heart with them, or find it among the cruel desert which hungers to test their strength, discipline, and resolve.

The Deck is your Character

In Westbound, your deck is more than just cards: it is your entire character. It is the life, the energy, and the driving force behind every action.

Your Deck is your Stamina

In Westbound, all actions require a card to be discarded. As a day of adventuring wears on, characters will find themselves weary from their activities, requiring varying degrees of rest. Your deck is your daily stamina, and is slowly whittled down during a day until you are forced to make camp.

It doesn't take much to get your breath back. A Breather will only take five minutes, and will restore most of your vitality. A wounded or unconscious ally may require at least an hour to recover from a wound, bandaging lesions and massaging the stiffness out of muscles. However, there is nothing better for the body than a full night's rest of about 8 hours, which will completely reinvigorate a character.

A Breather takes five minutes, during which you perform only lightly taxing tasks, such as marching, practicing, and scouting the area. After the five minutes have expired, shuffle your discard pile and remove half of the pile from the game. Shuffle the other half of the discard pile into your deck.

A Short Rest takes one hour, during which you perform only lightly taxing tasks, such as cooking, bandaging wounds, or drawing up plans. After the hour has expired, you may redraw your Base Foundation up to your maximum amount; for each Base Foundation replaced this way, remove 5 cards from your deck from the game. At the end of the hour, you may also replenish your deck as though you had completed a Breather.

A Full Rest takes at least eight hours, during which you are expected to perform no taxing activities, and instead only sleep, sit, and eat. After the eight hours have expired, you may shuffle all 52 cards back into your deck and draw for Base Foundation.

Your Base Foundation is your Life

In Westbound, Base Foundation represents your constitution and tolerance for injury. At the end of each Full Rest, characters will draw cards face down to their maximum Base Foundation. When a character's Base Foundation is reduced to zero, they are wounded, and the injury exhausts them until they pass out. A wounded character will require a Short or Full rest to regain their Base Foundation.

Characters with a Diamond Source Suit tend to have a higher Base Foundation, but more base foundation can be gained by acquiring more Diamond Traits.

The Game Master's Deck

Similarly to the player, the Game Master has their own deck, which represents the world at large. Unlike a Player's deck, the Game Master's deck is constantly reshuffled, except for in battle, where creatures must rally under leaders to regain their resolve. The Game Master has one deck, and during combat only one hand.

Exploration and Adventure

The Window into a World

The Game Master is your window into the world of fantasy and adventure. They will describe the world in sight, sound, and touch, and will embody the people you meet on your adventures. They will give you the details of a journey or situation, and will occasionally offer actions or checks that your character could make in response to these details. As a

player, you embody a single character within the world, and respond to the Game Master with the actions your character tries to take. The Game Master will tell you the result of your action with a description of your success or failure based on the value of the cards played.

Overcoming Complications with Checks

During any adventure, there are sure to be obstacles that complicate the road ahead; picking a lock, jumping a chasm, or investigating a trap to name a few!

You can attempt to overcome an obstacle by making a check, which is done by drawing and discarding a card from the deck. The value of the card will determine the success of the action. If the value of the card is higher than the complication of the check, the action is successful. If the value of the card is lower or equal to the check's difficulty, than the check then the action will fail.

Untrained complications come in three tiers: Simple, Tough, and Severe. A simple complication is something that is relatively difficult, with little chance of failure. A Tough complication is difficult, and has an even chance of success and failure. An Severe complication is very difficult, with a low chance of success.

Most checks have an associated skill in which you can be proficient. When you are proficient in a skill, you may draw two cards and add their value together; All face cards are a value of 10. Proficiency makes checks easier, while also allowing characters to

complete checks that are otherwise Severe for unskilled characters. There are three tiers of Trained complication: Absurd, Futile, and Hopeless.

When you are proficient in a skill, you can choose to only draw one card, and recycle it instead of discarding it, representing how easy the check is for the character.

Tier of Complication: Value of Card
Required to pass: *Example of Difficulty*

Simple Complication: 4 or Higher: *Climb out of a window.*

Tough Complication: 7 or Higher: *Kick down a wooden door.*

Severe Complication: 10 or Higher: *Swim against the tide.*

Absurd Complication: 14 or Higher: *Picking a lock instead of breaking it.*

Futile Complication: 17 or Higher: *Balance on a tightrope.*

Hopeless Complication: 20 or higher: *Climb a smooth marble wall.*

Drawing Blindly

Many skills or abilities may ask you do draw #c. This means to draw the number of cards blindly from your deck. Even while in combat, players must draw and discard these cards from the deck, and cannot draw them from their hand.

Advantage and Disadvantage

Situations or abilities may rule that you have a particular edge or difficulty with a check.

When you have an advantage or disadvantage, you draw an additional card from the deck. If you have advantage on a check, discard the lower valued card; if you have disadvantage, discard the highest valued card.

Recycling Cards

When tasks are particularly easy or the advantages are numerous, you may be able to recycle drawn cards instead of discarding them. Recycled cards have their own pile, and are shuffled into the deck immediately while not in combat. During combat, the recycling pile can be shuffled into the deck as an action, and will automatically be shuffled into the deck after combat has ended.

Preparing for a Fight!

In Westbound, your defences are dynamic, not static, and most characters cannot rely on their constitution alone to protect them from an impending attack. When kicking down a door, walking down a suspicious corridor, or when you hear rustling in the nearby bushes, it is often best to prepare for a tussle and declare that you draw your weapons.

Drawing early has benefits and detriments. If you are surprised by a trap or enemy, you will be able to participate in surprise round and will have the foundation to survive the attacks. However, if you were wrong in your suspicions, you will have to discard your hand and foundation, essentially wasting cards for the day. Because of this double-edged sword, it's always good to have one forward scout

who prepares for danger, while the rest watch and remain alert.

Combat

Battle in Rounds, Fighting In Sets

Each battle consists of Rounds, Turns, and Actions. A Round is a moment of battle, representing six seconds of time. During this moment, each character gets a Turn to act. All Turn's happen simultaneously during this six second Round.

A Turn is a character's activities during the round. These activities includes their Action, Movement, as well as any Checks or Part Actions they make as part of their Action or Movement.

An Action is an activity that requires a great deal of physical or mental concentration, such as attacking with a sword, casting a spell, or unjamming a firearm. Actions are exhausting, and require a card to be discarded to perform.

Movement dictates the total distance a character can travel during a Round. Movement can be used all at once, split up between the Action, and even used as a reaction to retreat during another character's Turn.

A Reaction is an activity a character can take when it is not their Turn in the Round, and is always in response to another character's actions. Reactions are commonly used to: Advance on an enemy, retreat from an enemy, or complete a prepared attack.

Part Actions are very quick activities that are done as part of a Movement or Action. Both Movements and Actions have one Part Action each, which can be used for an associated activity, such as: reloading a firearm after you fire it, drawing a weapon before you attack with it, or opening a door as you walk through it. Part actions are not stressful, and do not require characters to discard any cards to perform them.

Checks are called by the Game Master because an obstacle during an activity must be overcome before the activity can be completed. Checks can be made during an Action, Movement, Reaction or Part Action, and there are no limit to how many Checks a character can perform in a Turn. Checks are resolved by drawing a card from the deck; a card with a higher Value than the Complication will succeed, while a card with a Value lower or equal to the Complication would result in a failure or another obstacle. During each round, each player can resolve one check from their hand, but the rest must be resolved from the deck.

As an example, a character can attempt to run over an oil slick as their movement, make a Poise Check to not slip on the Oil slick, kick down a door as part of their movement, make a Vigor Check to knock down the door, be shot by a poison dart from a hidden enemy's reaction, make a Mettle Check to resist the poison, pull out their firearm as part of their Action, make an Observance check to find their hidden enemy, and attack the enemy as their Action.

Each Attack Action involves playing a Set of cards. A Set is a

The number of cards played in this Set is the amount of damage the target takes. Your goal with any attack is to reduce the enemies' foundation until they are wounded.

These are the standard Sets in Westbound. Your Game Master may determine other Sets, such as a "Five of a Kind," in certain circumstances.

High Card: A single card of any suit or value.

Pair: Two cards of the same value.

Three of a Kind: Three cards of the same value.

Four of a Kind: Four cards of the same value.

Full House: Three cards of one value and two cards of another value.

Straight: Five cards of sequential value.

Flush: Five cards of the same suit.

Ante up and Draw!

Your capabilities in Westbound are not just based on the hand you draw, but also how you play the cards you're dealt. Your hand represents your given circumstances in a situation, and you are forced to play through those circumstances. When in battle, if you have no cards in your hand at the beginning of your turn, you draw for cards up to your hand's limit. Immediately after drawing, you may discard any unwanted cards and redraw up to your hand limit. This is called a "Redraw"

At the beginning of combat, and during your turn, you may up your Ante. The Ante represents your speed and determines the order of a battle. As combat begins, you may add any number of cards in your hand to the ante. As a minor action you may add any individual card or set to your ante.

Your position in the turn order remains stagnant until you declare that you want to use your ante. You may do this as a free action during your turn, and your position in the turn order will change to reflect the new order, although you can only have one turn per round; you can, however, use this if you are last in the turn order and then immediately become first in the next round.

The Double Tap: Kyle is playing an Elf Gambler named Hebi Hanzo. Hebi is a savage melee fighter who uses a pair of short swords. In any given battle, Kyle will play no Ante in the beginning, and do his best to insure that he attacks after the Game Master. During the battle, Kyle increases his ante regularly each turn, until his ante is higher than the Game Master's ante. Once his ante surpasses the Game Master's, he performs what he calls "The Double Tap Maneuver." Hebi attacks a tough enemy, reducing his own hand to zero and removing the target's foundation. Then, Kyle announces that Hebi Overtakes the Ante, and Hebi goes to the start of the turn order. As a new round begins, Hebi is at the top of the order and immediately takes another turn. The Game Master has not had a turn to increase the character's foundation, so Hebi is able to draw his full hand and execute

his enemy before they could recover from his first attack.

It's not your weapon, but how you use it!

Damage in Westbound is determined by played sets of cards, and therefore all weapons do the same amount of damage. However, in Westbound, each weapon has a set of special features, such as a pistol's ability to pierce armor, or a heavy-axe's ability to sweep into multiple enemies.

Attacks that hit but do not damage Base Foundation are considered near-misses, grazing hits, or flesh wounds. Although these attacks do not deal damage to the Base Foundation, any special ability the weapon has, such as bleeding or poison, still take effect.

Weapons can be found on felled enemies, purchased from tradesmen, or designed using the Blacksmithing craft. Weapons will each have strengths and weaknesses in different situations, and it is the task of the skilled warrior to prepare for all enemies and eventualities.

Protect yourself: Armor and Foundation!

In Westbound, your defenses are more than a static number, they are an intricate dance of give and take. When in combat, you may place cards of any value down sequentially over your Base Foundation. Your Foundation represents your plan for survival, a dynamic dance that involves dipping, dodging, glancing, and feigning to avoid strikes. Any

card can be placed over your base foundation, but when adding onto an already established foundation, cards can only be placed sequentially, and only lower in value. When you would take damage, you may instead remove cards from the top of your foundation.

Another way to protect yourself is with Armor. Although armor can't stop bullets, it is able to withstand bolts, swords, and ice spikes easily enough. Your armor will provide an Armor Complication, or "AC," which will aid in defending against attacks.

Higher armor complications often come with detriments, such as a decreased speed. Knowing what armor to bring with you on a given adventure is a must if you plan to survive in the west.

***The Hard Easy:** Derrek is playing a Human Savage named "De'rock the Traveler." He is a close combat fighter, and utilizes a throwing hammer with the Returning rune. After battling through a skeletal army, he finally arrives at the Wight King, a heavily armored undead with a massive shield and warhammer. Derrek draws his hand for combat, and after laying foundation his hand consists of a pair of sevens and a Jack. Derrek knows that with the heavy armor and shield, the Wight King has nothing less than a Severe Armor Complication for Savage Attacks. Although Derrek has a pair of sevens, which would deal 2 damage, he knows that the Armor Complication of the Wight King would cause that attack to glance and deal no damage. Instead,*

Derrek attacks with the Jack, preferring to deal a little damage than no damage at all.

Find Cover or Fall!

Attacks from Dust weapons are the most deadly in Westbound. With their ability to completely ignore Armor Complications, pistols and rifles dominate most battlefields. Defending against Dust weapons means getting where the attacker can't see you, or where they'll have trouble shooting at you. Hiding behind heavy poles, walls, and boulders will give your enemies attacks complications, and make hitting you more difficult. You can also hide yourself in shadows, behind thin walls, or run out of your assailant's range to give yourself a Sensory Complication, which will reduce the total damage dealt to you, or avoid the attack altogether.

Be careful as you walk around corners or leave full cover; Enemies with the special ability "Quickshot" can take a reactionary attack against you! Against these enemies, it is best to stay in heavy cover without letting them out of your sight.

If all else fails, drop to the ground. Going prone will give you minimal, but often life saving protection from bullets.

Checks in Combat:

When making a check during combat, in addition to drawing blindly, you are also able to discard cards from your hand. You can discard two cards if you have proficiency in

the check, play one card and draw another blindly, or draw two blindly as normal. Similarly, if you have advantage, you can choose to draw both blindly or draw one card blindly and play one card from your hand.

Some checks will be reactive, such as when you are grappled or attacked by magic, and other checks will come as part other actions, such as an observance check as part of an attack or a climb check as part of a movement action through a window.

Resisting Magical Effects

Magic is very old in Cael, and mothers sing protection spells and counter curses to their children as they fall asleep, hoping to better prepare them for the dangerous world of wizards. When a spell directly affects a character, they can make a check to negate the effects the spell has on them. The card must be of a heart suit, and the value of the card must match or exceed the value of the lowest valued mana card that was used to cast the spell. If a spell has a limited duration, characters who are still affected by a spell may make a check during their turn to end the effects of the spell on them.

The Dance: Michael is playing Gorin the Steel Dwarf. During his pilgrimage down the tracks, Gorin encountered a Troll sleeping on the hallowed train line. Gorin sprung to attack the creature, and on Michael's first draw picked up a King, 7, 7, 6, and an Ace. Michael was struck with a hard decision: Play a pair of sevens in an attack and attempt to wound the Troll before it's defences raise, or; to play a 7 and 6 into his foundation,

giving him solid protection for when the Troll strikes back at him. Michael decided to play the 7 and 6 into Gorin's foundation, favoring his survival to the Troll's death.

Social encounters

Whether chatting up a bartender for information, beating a confession out of a criminal, or begging for your life before a dragon, your adventure is sure to involve social encounters. A social encounter is the dialogue of an adventure between your character and the NPC's played by the Game Master.

Similar to battles, social encounters have goals and obstacles which can sometimes be abstract or silly.

Skill checks in Conversation

Certain checks can be made in conversation. These checks are usually to manipulate someone through some trick or ploy. The main proficiencies for manipulation are Coercion and Blandish.

Coercion checks are made to intimidate or threaten a person, contesting the target's ability to stay calm. Among other features, this ability can be used to convince others of an impending threat from a nearby barbarian horde, or to make a bandit surrender his weapon and run away.

Blandish checks are made to flatter or charm a person, contesting the target's better judgement. Among other features, this ability can be used to convince someone that a flaw is really a strength, or to make a barmaid want to help you by listening in on another table.

Archetypes and You

An Archetype is a broad stroke of personality from recurring motifs in storytelling. Most characters from any story have an archetype that they fall into, which influences and organizes their actions and beliefs. Most characters have aspects from many archetypes, but generally fall into one dominant archetype.

Similar to alignments that would influence a character's actions, Archetypes help players in roleplaying their characters, outlining the perspective and outlook of a character.

Archetypes also include a wealth of abilities, granting characters special skills in conversation. As a character puts levels into their archetype, they gain certain leverage in discussions depending on the abilities they have acquired, giving their words greater weight. It is important for players to inform or remind Game Masters that they have these abilities as they use them.

Magic

Western Magic

In ages past, spells were cast by learned wizards. Through tireless preparation and memorization, they broke the divide between dreams and reality, conjuring burning missiles and dark entities. However, in an age defined by undisciplined dust-wielding peasants and dishonorable sniper fire, the magic user has never been more vulnerable. Most have therefore opted to become increasingly dangerous to counteract the ever-present threat of dust.

Magic users of the current day use raw magic drawn from the aether and unwieldy conjurings of arcane fury. This new type of magic production is far less controllable than the arcane arts once taught in sparkling

towers in ages past, but such is the price of survival.

Spell Sculpting

Magic-Users are able to inhale pure arcane power from the aether, draw out that mana from within themselves, and forge it into a powerful spell. Any character that has a daily allotment of mana can cast spells.

As an action, a character with mana can cast a spell. The card discarded for this action must be of the Heart suit. When casting a spell, the Magic-User decides which mana they are adding to the spell, and the combination of different types of mana creates the effects of the spell. While outside of combat, the card discarded for a spell does not need to be in the heart suit.

Mana

Characters have a set amount of mana they can bring into themselves before requiring a full rest. Characters with the Spellcasting feature will have a mana capacity equal to their level +1. Some creatures, such as Elves and Gnomes, are naturally magical, and so have an increased daily mana allotment. Acquiring tradition traits will also increase the daily allotment of mana available for a character.

As an action, characters can draw mana from the aether into themselves. Players can draw a number of cards up to their daily allotment of mana, with each card drawn this way placed into a pile representing the character's current mana pool. Mana cards that are drawn that are not of the character's source suit are discarded, and do not count towards their daily allotment of mana. It is often wise, especially at higher levels, to not draw your entire mana allotment at the beginning of a day, as it may be very exhausting.

There are four mana types, each corresponding to a suit: Spades, Hearts, Diamonds, and Clubs. When casting spells, mixing these mana types together will twist spells with the flavour of each, and casting spells with multiple of the same mana type will create a spell more exemplary of that suit.

Spell List and Tiers

There is one spell list from which all magic-users cast from, and the availability of these spells depends on the mana they draw and cast with.

Spell Tiers are defined by the amount of mana that is cast into a spell. Creating a spell with more mana is more difficult, and creating a spell with four or more mana is reserved for only the highest champions of the craft.

Characters of any level are able to cast spells of Tier 1, which only allow one mana to be used at a time. Characters who are level 3 or higher can cast Tier 2 spells, which allows for 2 mana to be used at once. Tier 3 is reserved for characters who are level 10 or higher, which allows users to create spells powered by 3 mana. Characters who are level 17 or higher are able to cast spells using 4 mana, and are able to use the Spell-Surge ability on Tier 4 spells.

Certain characters, such as Shamans or Witches, are able to cast spells above their Tier in specific circumstances. However, only characters that are level 17 or higher are able to use the Spell Surge ability.

Changing the Morning Ritual: *Jen is playing a Goblin Witch named Torra Glassblast. She has recently turned to level 10, and when her traits and spellcasting level are combined, she is able to conjure 13 mana from the aether every day. Since first level, Torra has always conjured all her mana*

at the beginning of the day, so she can plan and cast her spells accordingly. However, she notices now that all that summoning at the beginning is starting to exhaust her before her day even begins. Jen calculates that she loses over half her deck by summoning all her mana at once, 13 cards from the mana she draws, and another 13 from randomly drawing Spades and Diamonds that are not her source suits, which after a short rest is 20 cards removed from her deck. All this early exhaustion starts affecting her capabilities, and she is constantly causing her to slow her team down and end battles early. Jen decides to how she gathers magic, instead now only drawing six cards at the beginning, or stopping after she discards 10 cards. This way she limits her exhaustion, but maintains her magical abilities, and if she needs mana later, she can always use another action to gather more.

Creating a Character

Before you begin your adventure in Westbound, you will need to first create a character! It's good to consider the kind of character you want to play. Will you be an arcane gunslinger mastering the West magic and steel, or a savage outlaw searching for a new home? Keep these thoughts in your head as you look through the character creation section, but allow yourself to be malleable as you may find your interest pulled in different directions.

Characters each have a Sort, a Breed, and an Archetype. Your Sort starts at level 1, and your Breed and archetype at level 0. These determine your base foundation, traits, speed, and most of your abilities. As you gain levels from experience, you can put levels into one to gain abilities.

Choosing a Sort:

Your sort is your role in the party and establishes how you play. Each comes with special skills and talents which help the party and sets your character apart from the pack.

Your Sort determines some of the types of traits that are accessible to you, as well as proficiencies, your source suit, and base foundation.

Your sort starts at level 1, and you gain all the level 1 abilities of your sort at the start of character creation.

Go to the Sorts section and choose a Sort, taking the Level 1 abilities of that Sort.

Choosing a Breed:

Your Breed is where you come from. It is your genetic and cultural history that helps to define who you are. Your breed determines some of the types of traits that are accessible to you, as well as some proficiencies, and various abilities that are gained as you level.

Go to the Breeds section of the book and choose a breed, taking the level 0 abilities of that breed.

Choosing an Archetype:

Your archetype is how you act. It is a broad personality that define how you see situations and gives social abilities to characters. Your Archetype will give you a trait of any suit and a social ability.

Go to the Archetype section and choose an Archetype, and take the level 0 ability and a Trait of any suit.

Choosing your Traits

So far, your Sort, Breed, and Archetype should have awarded you with 5 or 6 Traits. Each trait has a suit associated with it which determines what kind of trait they can be. Traits further develop your characters skills and special abilities, defining what he can do and what his role is in the party.

Once your Sort, Breed, and Archetype are chosen, go to the Traits section and select an ability for each trait you have.

Choosing your Inventory

Your Sort will contain options for starting weapons and equipment.

Gaining Levels:

As you complete tasks and gain experience, you will be able to level up aspects of your character. When you gain a level, decide whether it will go into your Sort, Breed, or Archetype; and take the appropriate option.

In order to reach the max level in Westbound, you will need to spread out your levels. The maximum level is 20, with 10 levels in your sort, and 5 in your breed, and another 5 in your archetype.

Sorts: Source: Role

Gambler: ♠Luck: Fortunate Striker

Wizard: ♥Tradition: Supreme Magic-User

Savage: ♦Fortitude: Economical Hunter

Cowboy: ♠Grit: Consistent Damage Dealer

Marshal: ♦Fortitude & ♠Grit: Martial

Controller

Outlaw: ♠Luck & ♠Grit: Consistent Damage Dealer

Renegade: ♠Luck & ♦Fortitude: Wasteful Striker

Witch: ♠Luck & ♥Tradition: Pact Master

Shaman: ♦Fortitude & ♥Tradition: Magic

Support

Spellslinger: ♥Tradition & ♠Grit:
Counter-Caster

Breeds: Traits: Description

Elf: ♠Luck ♥Tradition: Delicate, eternal, and transcendent.

Dwarf: ♠Grit ♦Fortitude: As sturdy and stubborn as mountains.

Human: Any two: Persistent, adaptable, and naturally diplomatic.

Half-Breed: ♠Grit ♠Luck: The products of road taverns, borderlands, and star-crossed lovers.

Orc: ♠Grit ♦Fortitude: Crude, cruel, and green; natural warriors and survivors.

Ogre: ♠Grit ♦Fortitude: Massive creatures of fat and flesh.

Halfling: ♠Luck ♠Grit: Followers of the path of least resistance, with comfortable beds and good food.

Gnome: ♥Tradition ♦Fortitude: Tricksters and inventors of unparalleled ingenuity.

Goblin: ♠Luck ♥Tradition: Intelligent and devious, with questionable organizational skills.

Archetype: Summary

The Innocent: Caring and empathetic, despite lack of experience.

The Orphan: The Everyman, weaponizing the commonplace.

The Warrior: Honorable and powerful, reaping the rewards of a champion.

The Saint: Trustworthy and Patient, a friend to the weak.

The Explorer: Experienced and Determined, seeking adventure on new horizons.

The Rebel: Restless and Unruly, seeking justice from those in power.

The Lover: Friendly and familiar, a social spider weaving a web.

The Comedian: Ever Hilarious, never serious.

The Sage: Ancient Wisdom, developed through study and reflection.

The Creator: The Creative type, creating tomorrow today.

The Visionary: The Curious Dreamer, searching for deeper answers.

The Ruler: Confident and privileged, a born leader.

Leveling Up:

In Westbound, characters progress in level by the Milestone System. You level up based on the number of sessions played, enemies and obstacles conquered, and at the completion of story arcs or campaigns. Your Game Master will tell you when you level up, and you can ask your GM at the end of a session if you have leveled up.

When a character gains a level, the player chooses to level up the either their Sort, Breed, or their archetype. Only five levels can be placed into the Breed, another five in the character's Archetype, and ten levels into the character's Sort, for a total of Twenty Levels.

Sorts

Your *sort* is your role in the party and establishes how you play. Each comes with special skills and talents which help the party and sets your character apart from the pack.

Your *sort* determines a few of the types of traits that are accessible to you, as well as proficiency, your source suit, and your base foundation.

When you choose your sort, take the level 1 abilities and equipment. At the second level of your Sort you are inducted into a Subclass, and at level 7 you gain the second ability offered by that same subclass.

Gambler



“A well dressed halfling sits across an orc chief and two lackeys with his feet relaxed on the table. The dealer sets four cards in front of the halfling and another four in front of the orc chief. As orc reaches for the cards, the halfling smirks and exclaims, ‘All in!’”

“A human scans the horizon one final time before rushing out from under the cover. As bullets fly through the air, he takes a long breath, and releases a solitary, decisive bullet that ends the gunfight; his cloak is riddled with bullets, but he doesn't have a scratch on him.”

Gamblers live their lives based on risk and reward, laying everything on the line for huge payoffs. Natural strikers, gamblers are able to use their wild aces and heavy hands to deal large amounts of damage. The Risky and Calculating subclasses help the gambler withstand greater assaults or increase their endurance.

Suitcase and a Trunk

The gambler is a master of luck, who walks through warzones and bar fights with nary a scratch. Gamblers are often travelers. Some are lost, while others are searching for a meaning in their lives. Gamblers make good impressions, but due to their nefarious deeds are often run out of town. Gamblers keep moving to protect themselves after their stealing, lying, counterfeiting and cavorting

are discovered; their charming smile won't count for much.

Not all who are lucky are gamblers, but all gamblers are lucky. Gamblers are often very talented and innately capable, coasting far with nothing more than a sly grin and a jar of snake oil. Most people are suspicious of strangers, but the gambler's delicate art is to permeate a group and depart with all the ill-gotten gains they can.

Gamblers are not inherently sordid, but a fortuitous life tends to make them seek the easiest way around any obstacle, often lying and cheating, among other iniquitous deeds. Trustworthy gamblers use their talents for justice, smooth talking their way through negotiations, picking the keys of guards, and sneaking into a wizard's tower.

Quick Character Build:

When you take the Gambler *sort*, take either the Half-Breed or Halfling breed, and take the Dive, Poise, and Furtive Traits.

Level 1: Aces Wild

Level 2: Subclass

Level 3: Trait

Level 4: Divorce

Level 5: Trump Card

Level 6: Trait, Professional

Level 7: Subclass ability

Level 8: Fluke

Level 9: Trait

Level 0: Long Sleeves

Proficiencies: None

Base Foundation: 1

Hand Size: 5

Traits: 3 Luck ♣♣♣

Ability: Cheat Death

Source Suit: Clubs

No Weapon Proficiencies: The Gambler does not have any inherent weapons proficiencies. To become combat ready you should use a Trait to gain proficiency in a weapon type. However, an atypical Westbounder may find more utility skills to come in handy instead.

♣**Cheat Death:** When you choose the Gambler as your *sort*, you gain the benefit of the Cheat Death ability. As a reaction, you may reduce oncoming damage by discarding cards with the club suit. You reduce the oncoming attack's damage by one for each card discarded this way.

When you start a Gambler at level 1, choose between the options provided for each section: Weapon, Sort Specific and Pack.

Equipment:

Weapon: Leather Baton or O'I Faithful Pistol

Sort Specific: Sound Wave or Frostbrand Wand

Pack: Gambler's Pack or Burglary Pack

Aces Wild: At level 1, when making an attack, adding to fortitude, making a save or check: an Ace can be used as a wildcard and can substitute for any card in the deck.

Subclass: At level 2, you can choose a subclass. This subclass affects the abilities you gain at level 7. Subclasses for the Gambler are *Risky* and *Calculating*.

Trait: At levels 3, 6, and 9; you gain an additional trait of your choice of suit.

Divorce: At level 4, Gamblers may discard their entire hand to avoid an enemy attack. The gambler must have at least one card in their hand, and will avoid one point of damage per card discarded this way.

Trump Card: At level 5, you may play an ace as a *hold'em* as a free action during a battle. Once this *hold'em* card is paired with another set, or battle ends, it is discarded.

Professional: Starting at level 6, When a Crown is drawn during a skill check, Gamblers may draw an additional card and use that as it's [no apostrophe here] pair.

Fluke: Starting at level 8, When starting a round with cards in your hand, you can replace the cards from your hand as if you were doing a redraw.

Long Sleeves: Starting at level 10, whenever you take a breather, all discarded aces are reshuffled into the deck.

Subclasses

Calculating: Gamblers who prefer to calculate the odds are more likely to survive.

These are the gamblers who think ahead and look before they leap.

Plan B: At level 2, you have access to a second foundation, and may add cards to the pile as if it were your foundation. You do not remove cards from the second foundation when you take damage. As an action, you can discard your foundation and replace it with the secondary foundation.

Dual Mind: Starting at level 7, you automatically switch to your secondary foundation as soon as your current one is used.

Risky: Fortune favors the bold, and there is no reward without risk.

Flourish: At level 2, if you replace cards from your hand during a draw, you can choose to replace cards from the new hand again. You can do this only once per round.

Defy: Starting at level 7, when you replace cards from your hand during a draw, send the discarded cards to the Recycling.

Wizard



“The gnome furrowed his brow in mock confusion at the bandit's words.

‘Outnumbered?’ his voice echoed, with his hands fluxing into arcane gestures. The bandits leapt back and gasped, as their weapons drew themselves from their sheaths and began to assail their own masters.”

“The child roared with excitement as she sparked the fluffy thing into being. She pressed her body onto the mound of fur and fuzz, rubbing her nose along its fragrant hide as she pondered what to name it. Before she fell asleep against the great thing, she had narrowed the name down to Mr. Floppy, or Bullet-Eater. “

“The goblin walked nervously, head low, as he approached the ogre chief. ‘Only strongest lead’ the ogre bellowed, ‘and I strongest of all!’ The goblin started to whisper and wave his hands, pressing bright pulsing magic into the massive cairn stone. He gripped the rough rock with his delicate fingers, and lifted it skyward to the cheers of his clansmen.”

No one comes closer to mastering the chaotic nature of magic than wizards. A wizard learns to aim the wild arcane forces that flow through and binds the world. There are many magic-users throughout Cael, but a Wizard is a dedicated student who seeks to grasp all sources of magic.

Quick Character Build:

When you take the Wizard *sort*, take either the Elf or Gnome breed, and take the Schooling and Cognizant Traits.

Level 1: Improved Spellcasting

Level 2: Subclass

Level 3: Trait

Level 4: Surge

Level 5: Durable Magic

Level 6: Trait, Reclaim Effort

Level 7: Subclass ability

Level 8: Integrate

Level 9: Trait

Level 0: Controlled Chaos

Proficiencies: Arcanic Implements

Base Foundation: 1

Hand Size: 5

Traits: 2 Hearts ♡♡

Ability: Spellcasting

Source Suit: Hearts

Arcane Implements: You are proficient in the use of Arcane Implements. Arcane Implements are magical items, such as wands and orbs, which allow the owner to cast various cantrips. Unlike spellcasting, using an Arcane Implements ability only has a somatic component. Arcane Implements require mana to activate, which allows it to be used for 24 hours.

♡**Spellcasting:** When you choose the Wizard at level 1, you gain the Spellcasting ability. Each day, you can draw for mana cards equal to your total character level plus 1. You regain the use of all expended mana after a long rest. The mana cards drawn this way can be of any source suit.

When you start a Wizard at level 1, choose between the options provided for the Weapon, Sort Specific and Pack.

Equipment:

Weapon: Orb of the Arcane Assault or Illusory Scepter

Sort Specific: Sacrificial Dagger or Any Craft Kit
Pack: Wizard's Pack or Seeker's Pack

Improved Spellcasting: Unlike other spellcasters, you've mastered all four sources of magic. When drawing for spells at the beginning of the day you can take spells of any suit.

Subclass: At level 2 you can take a subclass, which will affect all subclass options you get in the future. Your choices are Chronomancy, Lazuration, and Universal.

Trait: You gain an additional trait of your choice of suit at levels 3, 6, and 9.

Surge: At level 4, you can draw mana as a minor action.

Durable Magic: At level 5, your heart cards that are used to cast spells are recycled.

Reclaim Effort: At level 6, you can shuffle your recycling into your deck as a minor action.

Integrate: Starting at level 8, your Arcane Implements no longer require mana to activate. You can use this to activate allies' weapons.

Controlled Chaos: Starting at level 10, when drawing for mana, you can choose to discard any drawn card and draw again. You

can do this multiple times, but cards discarded this way cannot be recycled.

Subclass: You may select your choice of one of three subclasses: *Lazuration* or *Universal*.

Lazuration: The school of life and creation, Lazuration generates new and unique beasts designed and personalized for both utility and combat.

As an action, the creature will appear out of the air within 5ft of you.

The creatures are personalized with an aesthetic chosen by their creator at the time of the spellcasting; such as slimy, scaly, furry, etc. Most wizards have a theme from which all their creatures derive their aesthetic features, such as furry with big eyes or slimy and tentacled.

These creatures cannot use items, wield weapons, or attack. They have a walking or swimming speed of up to 30ft, chosen by the creator at the time of casting. Creatures are created without mouths and cannot eat or breath to sustain themselves, and they will die of exhaustion after one minute. These creatures are made of air and will slowly evaporate after death.

The created creature will naturally try to survive as best they can, and have the limited intelligence of a gnat, dog or dolphin, which is chosen by the creator at the time of spell-casting. The creature weighs between 50lbs and 100lbs, is Small, and has basic sensory capabilities such as sight and sound.

Beastial Creations: At level 2, you can create small creatures of simple ambition. As a spell, you can create a creature with one of the following traits; adding more traits to the same creature means expending more spells on the same casting.

Beastial Mutations allow your creation to have the following traits:

Designed Instinct: You can give the creature a one sentence command which it will follow instinctively. Designed Instinct can override their natural survival instincts. You can take this trait multiple times for more commands. An example of instinct is: Collect walnuts and place them in trees, or jump into fire.

Enduring: Your creature can breathe and consume nutrients, allowing it to last the number of years of your choosing; If your creatures consumes its weight in organic material they will no longer evaporate after death, and instead leave an edible flesh. You can choose this trait again to give the creatures the ability to breed; their gestation time is 1 month for every spell slot spent during their creation, and only fully substantial creatures can breed. The newly born creature is identical to the parent, but requires an equal time to their gestation period to mature. The GM may circumvent the gestation period and allow creatures a smaller gestation time to be born in eggs or litters.

Enhanced Senses: You can give your creature enhanced senses, such as: Black Sight, Echolocation, Gutsight, or Tremorsense

up to 30ft. You can use this spell multiple times to broaden their senses or to double the range of an existing sense.

Brutal Mutations: At level 7, your creatures can now enter combat, with larger size and sharper claws.

Brutal Mutations allow your creation to have the following traits:

Larger: Your creature is now one size larger, going from small, to medium, to large, to Enormous, to Vast. Each size increases the creature's Base Foundation by 1. Larger creatures tend to have a longer stride, and increase their base land speed by 10ft per size.

Ivory: Your creature develop natural weapons in the form of claws, horns, and tusks. Your creature is now able to fight in combat, and all of its attacks are savage. Taking this trait again will give the creature the Keen weapon ability, or allow them to deal Elemental damage.

Raptor: Your creature develops wings. It now have has a fly speed of 30ft. Taking this trait again will increase the speed to 60ft.

Universal: The longstanding tradition of wizards is in the Universal school which manipulate the fabric of the universe, and is the ancient heritage of all wizards.

Study: Starting at level 2, the Wizard no longer requires Arcane Implements. The Wizard can mimic any arcane implement they

have used, and can make attacks or cast spells as if they were using that implement. This ability takes an action and expends one mana, similarly to activating an arcane implement; and the spell lasts for one hour.

Graduate: At level 7, the effects of Study no longer require mana to activate, and the benefits last for 24 hours after activation.

Savage



“A armored knight roars as he digs his broadsword into the orc’s chest. Catching his breath, he leans on his hilt as he stands himself up. The whooping of goblin ravagers rises; the knight wipes his blade and prepares for the next round.”

“An orc approaches a wounded colt and begins to examine its bleeding leg. She does what she can to stop the bleeding, and puts her ear to the ground to listen for the herd, feeling the faint rumblings in the distance. She braces herself against the young horse’s weak leg and begins to haul it to its family.”

Savages are strong and independent with an incredible endurance and strong ties to nature. Savages have a kinship with the soil and the wilds, which culminates in different ways. Some become animalistic in combat, becoming masters of war and employing swords, axes, and bows into a flurry of steel. Others tend to gardens, fields, and creatures,

becoming wardens of the wilds and guiding the lost through strange lands.

Quick Character Build:

When you take the *Savage sort*, take either the Elf or Orc Breed, and take the Hunter and Mettle Traits.

Level 1: Improved Foundation

Level 2: Subclass

Level 3: Trait

Level 4: Endurance

Level 5: Buttress

Level 6: Trait, Increased Speed

Level 7: Subclass Ability

Level 8: Mending

Level 9: Trait

Level 0: Bedrock

Proficiencies: Savage Weapons

Base Foundation: 2

Hand Size: 5

Traits: 2 Diamonds ◇◇

Ability: Withstand

Source Suit: Diamond

◇**Withstand**: When you choose the Savage as your *sort*, you gain the benefit of the Withstand ability. As a reaction, you may reduce oncoming damage by discarding cards with the Diamond suit. You reduce the oncoming attack’s damage by one for each card discarded this way.

When you start a Savage at level 1, choose between the options provided of Weapon, Sort Specific and Pack.

Equipment:

Weapon: Sword of Striking, or Bloodthirsty Battle Axe

Sort Specific: Bow, or Breastplate Armor

Pack: Settlers Pack, or Wilderness Pack

Improved Foundation: At level 1, the Savage can play Foundation cards to the top or bottom of their foundation. This means that if their highest showing card is a 7, they can place an 8 under it.

Subclass: At level 2 you can choose a subclass, Perseverance or Vigilance.

Trait: At levels 3, 6, and 9; you gain an additional trait of your choice of suit.

Endurance: Starting at level 4, you get to keep three-quarters of cards instead of half when reshuffling discard pile.

Buttress: Unused foundation is no longer discarded at the end of a battle, but is instead reshuffled into the deck.

Increased Speed: Starting at level 6, you can travel 20ft further per turn.

Mending: Starting at level 8, When you take a short rest, you only have to remove 1c from the game to regain a wound.

Bedrock: Starting at level 10, When a Diamond is removed from your foundation, all additional damage from the same source is reduced to nothing.

Subclasses

Perseverance

Take your time and you will spend less energy and make yourself look less the fool. Those who take the Perseverance subclass are more resourceful in battling the slow intrusions of the road.

Patience: At level 2, when making checks, you can spend an extra minute performing the action to give yourself advantage on the draw.

Experienced: At level 7, when you use your patience ability, you may choose to be proficient in the skill instead of having advantage on the draw.

Vigilant:

Make your eyes your shield, and you will need less armor. Those who choose the Vigilant subclass are warriors with a supreme sense of combat.

Battle Stance: At level 2, you can enter a state of battle readiness where your awareness of the battlefield increase Armor Complication to max, as you parry, dodge, and deflect your enemies attacks. You enter this state as a free action. When you enter this state, discard 10 cards from your deck. This state of readiness lasts until you are Exhausted or until you exit battle.

Diamond Stance: At level 7, you're not only aware of your enemies blades, but also their bullets. When you enter your state of awareness, your AC bonus now ignores all piercing, as you sidestep bullet trajectories before your foes can pull the trigger.

Cowboy



“A gnome jams a screwdriver under the debris and twists. The protrusion is removed, and as gears and barrels begin to spin in her hand, she aims her Trivolver at the walking corpse and pumps it full of lead.”

“A Dwarf yawns over the burning coals, hitting again the glowing ingot until it forms a long and jagged hook. Examining it closely, she bathes it in holy water until only a dull shine remains in the moonlight. She grips the new blade and tears into the pig carcass, the hook reaching deep and digging behind the bones; this time the hellion will not escape her grasp.”

Cowboys are independent and courageous. The bastion of civilization and watchmen from the encroaching wilds. They are honorable, and take on hardships for the good of society. Some cowboys choose partners, allies in which to share the burdens of their charge. Some choose a lonesome independence, becoming isolated even among allies, to reduce the hardships of their friends.

Quick Character Build:

When you take the Cowboy *sort*, take either the Human or Ogre breed, and take the Vigor and Coercion Traits.

Level 1: Hold'em

Level 2: Subclass

Level 3: Trait

Level 4: Hair Trigger

Level 5: Composed

Level 6: Trait, Deadeye

Level 7: Subclass Ability

Level 8: Overcome

Level 9: Trait

Level 0: Superior Hold'em

Proficiencies: Gunpowder Weapons

Base Foundation: 1

Hand Size: 5

Traits: 2 Spades ♠♠

Ability: Quickshot

♠Quickshot: You have been gifted with the Quickshot Ability. As a reaction, you may discard a Spade Suit card and make an attack on an enemy who leaves Full Cover. You must play a set along with the discarded Spade, and the spade cannot be included in the set.

When you start a Cowboy at level 1, choose between the options provided of Weapon, Sort Specific and Pack.

Equipment:

Weapon: Tinkspark Trivolver, or Witchbane Fancannon

Sort Specific: Marksman Rifle, or Tinkspark Trivolver

Pack: Seekers Pack, or Settlers Pack

Hold'em: Starting at level 1, At the end of a full rest, cowboys draw a Hold'em. This Hold'em can be applied to any set used as an attack that the Cowboy makes until they take another full rest.

SubClass: Starting at level 2, The cowboy can choose between the Independent and Hero Subclasses.

Trait: At levels 3, 6, and 9, you gain an additional trait of your choice of suit.

Hair Trigger: At level 4, the cowboy is able to outdraw their enemies. You can now use your Quickshot ability against enemies who attempt to attack you. Your attack is resolved first, and their attack is lost if your attack causes them to become wounded.

Composed: Starting at level 5, any set paired with your Hold'em is sent to the recycling instead of the discard pile.

Deadeye: Starting at level 6, you ignore one sensory complication. You have advantage on Observation checks.

Overcome: At level 8, You have advantage on all checks to prevent damage.

Superior Hold'em: Starting at level 10, you draw an additional card for Hold'em after a full rest that may be applied to any attack you make that day.

Subclass

Independent:

Sovereign: At level 2, at the beginning of your turn, you can play foundation directly from your deck. Any foundation cards drawn that are not sequential are discarded.

Prepared: At level 7, at the end of combat, remaining foundation cards are recycled instead of discarded.

Hero:

Partner: At level 2, During a short rest, you and an ally can train together. After the short rest is over, you and your ally discard 10c and until the next time you take a Breathe, your ally benefits from your Hold'em.

Company: At level 7, during a full rest, you and your allies can train together. After the full rest is over, you and the allies who participated in the training discard 10c; and until your next short rest, those allies benefit from your Hold'em.

Outlaw



“A masked elf brandishes his twin pistols in the air as the teller loads his backpack with cash. When she finishes the packing, the elf dons the stolen loot and beckons her over to stand with the others, now eight of them facing the wall. The elf smiles and unloads into the crowd until the pistols smoke and hammers strike empty barrels. When the teller wakes from her faint, she finds that the robber had written his signature in bullets on the wall; a great artist will always sign his work.”

“A dwarf lights his last cigarette and leans his head against the hot stone wall, resting his shattered leg as comfortably as possible. The sound of his companions falls softer and softer as they reach further into the cave, and skeletal hands reach over the burning wreckage of the train. The dwarf pours the cleric’s water over his mechanical bow, the

liquid mixing with the clips, spinning gears, and gnashing machinery. Not one undead will enter the cave this day.”

Lawless agents of the cities of the west, Outlaws are masters of the multishot, dual wielding with supreme accuracy. Often anarchic and mercurial, the outlaws operate in criminal organizations and guard the underbelly of civilization, charging a modest premium for their efforts.

Quick Character Build:

When you take the Outlaw sort, take either the Goblin or Dwarf breed, and take the Performer, Furtive, and Coercion Traits.

Level 1: Desperado

Level 2: Subclass

Level 3: Trait

Level 4: Pistol Whip

Level 5: Thousand Yard Glare

Level 6: Trait, Disguise and Conceal

Level 7: Subclass Ability

Level 8: Patsy

Level 9: Trait

Level 10: Smoking Barrels

Proficiencies: Gunpowder Weapons

Base Foundation: 1

Hand Size: 4

Traits: 1 Spade, 2 Club ♠ ♣♣

Ability: Quickshot, Cheat Death

Source Suit: Clubs, Spade

♠**Quickshot:** When you choose the Outlaw at level 1, you gain the Quickshot Ability. As a

reaction, you may discard a Spade Suit card and make an attack on an enemy who leaves Full Cover. You must play a set along with the discarded Spade, and the spade cannot be included in the set.

♣**Cheat Death:** When you choose the Outlaw as your *sort*, you gain the benefit of the Cheat Death ability. As a reaction, you may reduce oncoming damage by discarding cards with the Club suit. You reduce the oncoming attack's damage by one for each card discarded this way.

When you start a Outlaw at level 1, choose between the options provided of Weapon, Sort Specific and Pack.

Equipment:

Weapon: Tinkspark Revolver, or Demagogue Pistol.

Sort Specific: Tinkspark Revolver, or Wooden Shield.

Pack: Gambler's Pack, or Raider's Pack

Desperado: At level 1, When using a weapon that has the Multishot feature, you resolve the multishot cards drawn from the deck before deciding on an attack card to pair with it.

Subclass: At level 2, Outlaws choose a subclass between Robber & Dastardly

Trait: At levels 3, 6, and 9; you gain an additional trait of your choice of suit.

Pistol Whip: At level 4, You can use ranged weapons in melee. You are proficient in using the weapon, and it is considered a savage weapon.

Thousand Yard Glare: Starting at level five, after picking up your hand during your turn, reveal the top card of your deck.

Disguise and Conceal: Starting at level 6, you become proficient at disguising and concealing yourself. You are proficient in making Disguises to not be recognized, and concealing weapons from sight. In addition, while disguised, you have advantage on Hide checks.

Patsy: Starting at level 8, while within 5ft of an ally or cohort you gain a sensory complication.

Smoking Barrels: Starting at level 10, cards that are added to an attack by the Multiattack feature are recycled instead of discarded.

SUBCLASS: Dastardly & Robber

Dastardly

Suppressive Fire: At level 2, As an action, you can discard a Crown in your hand. You enter a trance to give your allies covering fire. While in this Trance you cannot move and you do not have a reaction, but you are able to attack any character you can sense that takes an action, as if you were using your quickshot ability. This trance ends at the start of your next turn.

Hail of Bullets: Starting at level 7, when using your Suppressive Fire ability, you can draw your attacks blindly from your deck instead of your hand.

Robber

Pilfer: At level 2, you are a master of stealing off bodies, dead or alive. You are proficient in

investigating bodies, treasures, vaults and treasure containers. As an action, you can take any item you can sense off an enemy unless they are holding or wearing it.

Additionally, due to secret pockets, your backpacks can carry five additional items, and you are proficient in picking locks and cracking safes.

Dragon: At level 7, you gain a commanding presence that forces non-combatants into the fray. Non-combatant npc's within 30ft act as cohorts, regardless of their allegiances. These cohorts can be coerced into doing any action, assuming they are not immune to fear.

Witch



“The glow from the bubbling pot bathes the goblin’s hut in a sickly green light. He stands at a distance, keeping away from the noxious fumes, while a black crow darts back and forth plunging nefarious components into the concoction.”

“A robed Dwarf points his fist at the rolling train. From his bags, bullets begin to pour out and swirl around his arm in braids. He points a single finger at the locomotive, and unleashes a torrent of steel and dust that perforates the train.”

“A halfling sits, hands bound, and waits as the deputies puzzle over the missing sheriff. As the one leaves, the other unlocks the door to feed the halfling; a simple meal of ripe bread on a steel plate. As he puts down the plate, the halfling’s gut bloats, and a needle toothed maw opens at his abdomen to swallow the deputy, joining him once more with his beloved sheriff.”

Witches are the dark and occult magic users of the west, combining ancient evils with modern revelations. Witches make deals with powerful entities to gain their powers, and control the battlefield with hexes and spells. Witches are often lost or misguided, often either foolish or desperate to make deals with such powerful beings. Such folk are often searching for redemption for crimes, or salvation for their bargained soul. Witches are a fine addition to any team willing to fight hellfire with hellfire.

Quick Character Build:

When you take the Witch sort, take either the Goblin or Elf breed, and take the Eldritch Lore, Blandish, and Furtive Traits.

Level 1: Spellcasting, Pact Magic

Level 2: Subclass

Level 3: Trait

Level 4: Blink

Level 5: Pact Magic

Level 6: Trait, Impact Zone

Level 7: Subclass Ability

Level 8: Regenerate

Level 9: Trait

Level 10: Pact Magic

Proficiencies: Arcanic weapons

Base Foundation: 1

Hand Size: 4

Traits: 1 Heart, 2 Club

Ability: Spellcasting, Cheat Death

Source Suit: Clubs, hearts

Cheat Death: When you choose the Witch as your sort, you gain the benefit of the Cheat Death ability. As a reaction, you may reduce oncoming damage by discarding cards with the Club suit. You reduce the oncoming

attack's damage by one for each card discarded this way.

Spellcasting: When you choose the Witch as your sort, you gain the Spellcasting ability. Each day, you can draw for mana cards equal to your total character level plus 1. You regain the use of all expended mana after a full rest. The mana cards drawn this way can Hearts or Clubs, and all others drawn are discarded.

When you start a Witch at level 1, choose between the options provided of Weapon, Sort Specific and Pack.

Equipment:

Weapon: Rod of the Thunder Cracker, or Illusory Scepter

Sort Specific: Leather Armor, or Sacrificial Dagger

Pack: Gamblers Pack, or Wizard's Pack.

Pact Magic: Starting at level 1, Witches make a deal with a powerful entity and choose a Pact. You gain the benefit of your pact again at level 5 and level 10.

Subclass: Starting at level 2, the Witch can choose a subclass: Brewer or Host.

Trait: At levels 3, 6, and 9; you gain an additional trait of your choice of suit

Blink: Starting at level 4, when you use your Cheat Death ability; you can immediately cast Shadow Step spell without the mana cost.

Impact Zone: Starting at level 6, As an action and a spell, you create an impact zone in a 15ft square you can see. All physical attacks in the square deal no damage, and Dust Weapons fired from within the zone jam. This zone dissipates after one minute.

Regenerate: Starting at level 8, when placing down Foundation, you can place a Crown card face down to replace a Base

Foundation. You cannot do this if you have foundation over your Base Foundation.

Pact Magic:

At level 1, the Witch makes a deal with a powerful entity and may choose from the following: Dust Pact, Devil Pact, and Dragon pact.

Dust Pact: You make a Pact with the God of Dust, and learn the secrets of it's ways. The bullet becomes a holy symbol of power

Create Bullets: At level 1, those who choose the Dust pact gain the ability create bullets with magic. As an action and a spell, you can create 10 bullets. This spell can be cast as a higher tiered spell to generate more bullets; creating 100 bullets at Tier 2, 1,000 bullets at Tier 3, and 10,000 bullets at Tier 4.

Living Weapon: Starting at level 5, The Dust Witch no longer requires guns to fire bullets. While within 5ft of ammunition, the Witch can control it telepathically and fire them at enemies. The Witch can mimic any gun they have used, and make attacks as if he had that gun.

Ceaseless Assault: Starting at level 10, The Dust Witch becomes a master of Dust. When making an attack with a bullet, the card is sent to the Recycling pile instead of the Discard.

Subclass: Brewer or Host

Brewer:

Brew: At level 2, you can craft a brew. It takes you one hour and alchemical equipment. A brew is a spell cast at a higher level than you can normally cast, and causes a thick noxious gas to pour into the air and be visible from miles away. At the end of the hour, draw a card. You may cast a spell with this card as if it were mana; if not used immediately it is discarded.

Toil and Trouble: You can target a brew on a creature without line of sight towards them if you have one of their possessions or a piece of them. (Such as a lock of hair)

Host:

Possession: At level 2, you become a host for your pact master, allowing you to sacrifice parts of yourself for a greater cause. When you pick this feature, you can pick one or more hosts. Each host comes with a cost and a benefit, and are generally disfiguring and should be hidden.

Living Nightmare: At level 7, your hosts lose their negative costs. Anything lost is regained, including limbs.

When you take the Host subclass, you may choose any and all of the following abilities to gain permanently. Most of these abilities come with grotesque deformities which can be covered up, and resemble your Pact of choice.

Host Soar: You lose your legs and gain the ability to hover and fly. You hover at 15ft per round, maintaining a height up to 15ft above the ground and descending when above that height. As a Rush action, you can fly 30ft per round and are not limited to the ground.

Host Bastion: You lose your non-dominant arm and gain a large flesh shield. This shield is magical and cannot be pierced by bullets. Your AC has a Severe complication for the last enemy you attacked this turn.

Host Seer: You lose a mana slot permanently and gain an extra eye. This eye does not sleep and is always vigilant. Perception checks made now go to the Recycling.

Host Shell: You lose your skin and two mana permanently as you become host to a Shell. The Shell replaces your skin and hangs

loosely off your flesh. Upon command, the Shell can thrust itself onto an enemy, grappling and then restraining it. The Shell moves 20ft per round. While the Shell is not attached to your skin, you become Staggered at the beginning of each round.

Host Devourer: You lose your stomach and two mana permanently as your abdomen is replaced with a gaping maw. You gain the Gut Magic feature, and the Gut magic ability: Consume*. You are able to use your stomach as a Savage Melee weapon with the Bleeding feature, and you are proficient in making attacks with your Stomach.

Breeds

When you choose a breed, you start at level 0, and you gain all benefits of the level 0 abilities.

Each breed has two paths representing the cultural identity of the breed. When leveling up your Breed, you choose from one of the two options provided at each level.

When you reach the level 3 in your Breed, you gain an Archetype ability of your choice from your Archetype.

Elf

Delicate, eternal, and transcendent, the elves stand among the most ancient and influential races of the world. Fleet of foot, elves are well known for their grace and agility, as well as wisdom derived from their incredibly long lives. However, their venerable traditions have not kept up well with the modern world,

and they have been forced to sacrifice and ally with external powers they had once hoped to avoid. They now live in cities and on borderlands, defending what remains of their identity and traditions.

Country Elves

Although seen as ignorant and ignoble by the city elves, country elves are experienced, shrewd, and free, living in the borderlands and swamps of their once treasured forests. Country elves are more adaptable than their city cousins, becoming creative in the weapons and tactics they use to survive the wars the drift back and forth over their land.

City Elves

For elves, cities are bastions of learning. However, not all lessons are learned in the spiraling classrooms of wizard towers, and in the streets and on factory floors elves learn to stay on their toes. City Elves are intelligent by necessity, as all manner of grifters sit in the shadows, seeking to make a rube out of any passers-by. City elves learn to better access their innate magic abilities to defend against the sneak-cheats that stand on every corner, and help them to dodge the ever persistent draft.

Stolen Childhoods

Most elvish parents can no longer afford the hundred year period their children typically take to mature. Many young elves now suffer fates as bonded laborers, working in factories and assembly lines for eighteen hours a day.

These elves suffer dangerous conditions for only a few steel coins, with few alternatives besides starvation or joining the militia. They are uneducated and inexperienced, sometimes suffering deformities, and are often foolish and desperate enough to make deals with bandits, warlords, and demons.

Quick Character Build:

When you take the Elf Breed, take either the Sage or Saint Archetype, and take the Cityslicker and Antiquarian Traits.

Powers and Abilities

When you choose Elf as your breed, take all level 0 abilities

Level 0
<p>Intuitive: You gain 1 magic added to your pool per day, and must be of the heart suit only. You are proficient in Arcanic weapons.</p> <p>Savage Tradition: After each full rest you gain a Hold'em, and may apply it to Savage Attacks. You are proficient in Savage weapons.</p> <p>You have Black Sight up to 60ft and a movement speed of 35ft.</p> <p>You gain 1 ♣Luck and 1 ♥Tradition trait.</p>

Every time you level up your breed, choose either ability for that level

Country Elf	Level 1	City Elf
<p>Navigate Terrain: Your movement speed is no longer reduced by difficult terrain.</p>		<p>Weapon Training: You become proficient with one type of weapon, such as arcanic weapons, dust implements, or musical weapons. When you play a crown card while making an attack with that weapon, you can ignore a Sensory Complication.</p>
Level 2		
<p>Knife Ears: You gain an echolocation sense of up to 30ft.</p>		<p>Innate Spellcaster: When drawing mana, all cards discarded because they are not of your source suit are Recycled. In addition, the mana added to your pool</p>

		by your 'Intuitive' ability can be of any suit.
Level 3		
Bonus: Gain one archetype ability of your choice		
Sleepless: You are completely aware during the night, although you must still rest your body for an extended period to gain the benefits of a full rest.		Starlit Eyes: Your Black Sight increases to 120ft.
Level 4		
Animal Amity: Your animal cohorts work with you in concert, knowing well your tactics and strategies. Animal cohorts, pets, and mounts no longer require verbal or somatic commands to take actions, as long as they are within 60ft of you.		Mana Flare: As a spell, cast with a crown heart card. This ability can end a spell effect you can sense.
Level 5		
Unyielding Motion: You have advantage on checks made for a Movement or as part of a Movement.		Feedback: When you are targeted by a spell, you can use a reaction to make an immediate attack against the spell-caster. The attack must use an arcane implement, and fires as if in prime range regardless of the physical distance.

Dwarf

As sturdy and stubborn as mountains, Dwarves are a hearty race that enjoy strong ale, loud songs, and rowdy battles. They are a race of warriors and craftsmen, with an

ancient tradition in both. Dwarves are well fit for the industrial age, and have forges from antiquity that still rival that of the surface world.

Legacy of Stone

Dwarves have a rich culture of art, industry, and war. In the deep burrows of mountains: glorious pillars carved into bearded statues stand behind notched walls of battered stone. Those who honor the traditions of their forefathers are known as Stone Dwarves, and participate in a legacy of durable crafting, creating legendary weapons and immortal walls within their charted domains.

The Path of Steel

Some dwarves are not charmed by the antiquated traditions of their Stone ancestors who would imprison themselves in tombs of mountain stone. The lack of ingenuity and creativity has driven a new type of dwarf to form from steam and steel. These new Steel Dwarves are more accepting of new styles, ideas, and technology. They have attached themselves heavily to the Steam Engine, seeing it as the future of the dwarven race. Steel dwarves are far less likely to hold a grudge than their stone cousins, and will

generally shave their face and head bare, revealing their face's rigid architecture.

Railway Industrialists

The Steel Road dissects the lands into neat portions, crossing in and out of territories, remaining stationary as the tides of war shift borderlines. Dwarves own, maintain, and operate these roads, transporting anything of value- food, weapons, and even soldiers. The rails are often harried by pirates and rogue militia, and trains have been outfitted with weapons of dwarvish ingenuity. The appearance of these lines is often a blessing for the governments of the lands they travel through, as they bring fresh, often desperately supplies into the war effort; but those daring to stop the trains, harm the tracks, or attempt to stifle the powerful engines must beware becoming blacklisted by the rail industry.

Quick Character Build:

When you take the Dwarf Breed, take either the Warrior or Creator Archetype, and take the Blacksmithing and Pack Mule Traits.

Powers and Abilities

When you choose Dwarf as your Breed, take all level 0 abilities

Level 0
<p>Cast Iron Stomach: You have advantage on Mettle checks to resist poison.</p> <p>Breaker: The armor complication of an enemy is decreased by one for the consideration of your Savage Attacks.</p> <p>You have Black Sight up to 60ft and a 30ft Movement speed.</p>

You gain 1 ♠Grit and 1 ♦Fortitude Trait.

Every time you level up your breed, choose either ability for that level

Stone Dwarf	Level 1	Steel Dwarf
Stone Body: When you discard a Base Foundation that is a Crown card, you may immediately place down another Base Foundation.		Steel Mind: You have an Impossible Armor Complication from Exhaustion attacks.
Level 2		
Toughen Up: You gain an additional Base Foundation.		Leadership: One of your cohorts loses the Uncoordinated trait when within 20ft of you.
Level 3		
Bonus: Gain one archetype ability of your choice		
Ancient Hate: Learn to speak Vile, and when battling against ogres, giants, or orcs, may call out one number of your choice and have all cards of that number removed from their hand after Drawing.		Prodigy: You are proficient in Musical Implements and all Instruments.
Level 4		
Crafting: You learn a craft, such as: Smithing, Runing, Tinkering, or Alchemy.		Tune Out: You have advantage on checks that affect your mind.
Level 5		
Crush Diamonds: All your savage weapons have piercing.		Seismic Sense: You have Seismic Sense up to 60ft.

Half Breed

Where there are road taverns, borderlands, and star-crossed lovers, there will be Half-Breeds. Often love-children or children of diplomats, Half-Breeds are the result of two different races procreating. Half Breeds are often troubled, with neither parent truly able to identify with their child's situation, until they find communities of half-breeds who understand truly their struggle. With their dynamic heritage, half-breeds are often more powerful than both parents, combining the benefits of both races.

Torn between worlds

Half-breeds are often raised in strange and confusing circumstances. They almost always stand out among their peers, often too tall, or too short, or are a strange color that matches neither of their parents. They must also deal with the constant clashing between the cultures of their parentage, developing a pride in both but a true home in neither. It is this

lack of acceptance that sends most half-breeds on the road, in search of a place they can find peace.

Bullies and Diplomats

Half-breeds are often isolated and singled out for their apparent differences, as they usually mature in environments that are culturally stagnant. They are generally at the center of conflict, regardless if they are the aggressor, and learn to respond in different ways. Some become diplomats, with silver tongues and sharp wits, able to avoid hostility and quickly gather favor. Others become violent, and learn to meet animosity with greater animosity, often striking before others have the chance to sleight them.

Quick Character Build:

When you take the Half-Breed, take either the Orphan or Lover Archetype, and take the Point Blank and Drive Traits.

Powers and Abilities

When you choose to be a Half-breed, take all level 0 abilities

Level 0
<p>Linguist: You learn one additional Language.</p> <p>Synergy: Any feature that both your parent breeds have, you have as well.</p> <p>You have a 30ft movement speed.</p> <p>You gain 1 ♣Luck and 1 ♠Grit Trait.</p>

Every time you level up your breed, choose either ability for that level

Bully	Level 1	Diplomat
<p>Quarrelsome: You are proficient in Arcanic, Savage, Instruments, and Dust weapons.</p>		<p>Heritage: You are proficient in the History of both your parentage, and have advantage on Blandish and Coercion</p>

		checks when speaking to a member of your parentage. You learn both languages of your parents if you do not already know them.
Level 2		
Heredity: You gain the level 0 abilities of both your ancestor races, but do not gain any bonuses that have already granted.*		Envoy: Learn 3 additional languages.
Level 3		
Bonus: Gain one archetype ability of your choice		
Feint: As an action, you may make an effort to look like you are about to strike something, but then don't. When making an action with a Crown Card, you may declare after the action is resolved that you are feinting. You may then immediately take another action, but cannot Feint with that action. This can cause enemies to waste reactionary cards and reactions.		Network: You are able to make contacts easily, and recall knowledge from others. You can make knowledge checks with Blandish or Coercion; as long as the difficulty for the check does not exceed Severe.
Level 4		
Tough: You gain an additional Base Foundation.		Talkative: You have advantage on social checks.
Level 5		
Rowdy: You gain an Hold'em at the start of day, and may apply that to all of your attacks.		Imitate: While you can see or hear an target, you can use their known Archetype abilities as if you had them as well.

* If a character gains both the Large and Small benefit, they can choose one, but not both.

Ogre

Ogres are massive creatures of fat and flesh. Capable of great feats of strength and cruelty both, they are notable as one of the larger sentient races of Cael. They are known widely

for their unique mutations that manifest in extra appendages: hands, hearts, and heads. They are one of the few breeds in possession of the rare "Gut Magic" ability, which converts the caloric energy in food into a raw magical force which is harnessed and expelled

through the ogre's stomach. This, and their love of food in general, has linked the halflings and ogres together.

Enormity and Vanishing Litters

It is a well known fact that Ogres have only one child per pregnancy, and twins or triplets are unheard of; however, recent autopsies from ogres in the early stages of pregnancy reveal a multitude of children. It seems that during these stages, one of the children will absorb the others over the year long gestation period. This would explain the enormity of the ogres [No it wouldn't], as well as the strange mutations that often would appear among the higher caste, including strange bone deformities, additional arms, and on rare occasions, an extra head that would so often bless that ogre with a position as shaman. Many ogre tribal gods have been known to have these mutations, including six armed war gods and fertility idols.

Others are blessed with a exorbitant enormity, strength and size beyond that of other ogres, which often rises them to positions of great power as captains or as warchiefs.

Rite of Excision

Those who have been discovered to have an internal mutation are known to go through the "Rite of Excision." Although the details vary from tribe to tribe, the staples of the rite include the ogre tearing at his own flesh and ripping out the extremities in a frenzy of blood. Not all survive the ordeal, and some have been known to undergo it needlessly, suffering from a "Phantom Limb" syndrome, where mutations are felt by the ogre, but do not exist.

Modern Ogres are often exploited for their large size and their dim-witted reputation; However, those ogres who are clever and hardworking will find uses for their size beyond manual labor.

Quick Character Build:

When you take the Ogre Breed, take either the Orphan or Warrior Archetype, and take the Citylicker and Gatherer Composed Demolition Traits.

Powers and Abilities

When you choose Ogre as your Breed, take all level 0 abilities

Level 0
Large: You are a large creature. Your backpack can hold 5 more items, and you are not affected by your armor's movement penalty if the penalty is 5ft or under. You also gain an additional base foundation.

Gut Magic: You can use Gut Magic. After Consuming 100lbs of food, you can use a Gut Magic ability that you have previously acquired.
 You have a movement speed of 30ft.
 You gain 1 ♠Grit and 1 ♦Fortitude Trait.

Every time you level up your breed, choose either ability for that level

Giant Ogre	Level 1	Mutant Ogre
Thick: With your thick skin, you have a Tough Armor Complication from attacks.		Extra Organs: You have advantage on Checks to resist exhaustion. You gain a second stomach, which can be used to store a second casting for Gut Magic.
Level 2		
Regeneration (Gut magic): At any time within a week of consuming at least 100lbs of food, you can use an action to heal yourself 1 base Foundation. This then empties the Gut Magic reservoir.		Acid Breath (Gut magic): At any time within a week of consuming at least 100 lbs of food, you can use an action to spray acid at a line of enemies within 15 ft. Deals 5c damage among all targets. This then empties the Gut Magic reservoir.
Level 3		
Bonus: Gain one archetype ability of your choice		
Eat Magic: Instead of consuming 100lbs of food to gain the use of a Gut Magic, you may consume a single mana.		Horns/Teeth/Claws: You become overgrown with natural weapons, and your body becomes a savage weapon of which you are proficient in.
Level 4		
Ferocious: At the beginning of the day, draw a Hold'em and apply that to all your Savage Attacks.		Extra Head: You gain a second head. This head can assist in Observance checks, breathing, and casting spells

		with the verbal component, giving advantage to the ogre in all related checks. This head is subject to the original, and cannot take control of the body or rebel.
Level 5		
Enormous: You gain an additional Base Foundation. The inventory of your backpacks and harnesses double, you can hold and use Large weapons with a single hand, and you use Huge weapons as 2-handed weapons.		Extra Arms: A pair of vestigial hands emerge from your body. You now can control four hands and use them for multi-attack or other actions, although you still only have one action per turn

Goblin

Intelligent, devious, with questionable organizational skills, goblins are the tiny creature often associated as the cousins of the orcs. Goblins are just as violent as orcs, but lack the size and strength to be as much of a threat; goblins therefore have relied on their intelligence in setting up devious traps, ambushes, and relying on an alchemical arsenal. Goblins rarely play fair, and are at great advantage when they get the drop on an enemy.

The Art of the Pile

Goblins often live in large, lopsided towers of mixed trash and treasures. A testament to organized chaos, goblins often know the exact composition of their pile and are learned in climbing, digging, and clambering through

piles in search of what they need. Goblins are very rarely claustrophobic, and most enjoy tight spaces.

Goblin Caves are known for large piles in the center of the network, with the goblin leader's stash containing a mix of treasures, weapons and guards. Similarly, goblins will make use of trash yards and dumps, constructing makeshift homes and workshops underneath the rotting mass.

They often find a use for anything, and will save anything that their sticky hands find on the street from a corpse, or in someone's pocket. They rarely throw anything away, and can find a use for anything, even if only as ammunition.

Intelligent and Daring Alchemists

A mistake in an alchemical process can easily result in loss of life and limb; however,

the curious, reckless, and almost suicidal nature of goblins make this a non-issue. Encouraged in all aspects of alchemy, especially the dangerous ones, goblin tribes will encourage every member of the clan to participate, creating a clan of alchemists, analysts, and taste testers.

Breeding Pools

Goblins gestate for a brief two months before being birthed into a breeding pool. This bath of questionable fluids encourages the growth of the child, increasing muscle density and overall size. Particularly small goblins are said to have “missed their bath,” as goblins who do not spend time in the breeding pool are often

meager in size. Goblins spend another two months in the breeding pool, watched over by clan matriarchs until their size peaks, or until the clan suffers too many losses and requires a boost in members.

The breeding pool’s composition is questionable, thought to be a mix of alchemical salves, ingredients from dark magic rituals, and amniotic fluid. As abominable as this may seem, the breeding pool has well documented healing properties.

Quick Character Build:

When you take the Goblin Breed, take either the Innocent or Rebel Archetype, and take the Dive and Alchemy Traits.

Powers and Abilities

When you choose Goblin as your Breed, take all level 0 abilities

Level 0
<p>Small Size: Your small stature makes you a hard target. Enemies have a simple complication when attacking you.</p> <p>Nasty: You gain a Hold'em in any battle in which you received a surprise round. This Hold'em is discarded at the end of the battle.</p> <p>You have Black Sight up to 60ft and a movement speed of 25ft.</p> <p>You gain 1 ♣Luck and 1 ♥Magic Trait.</p>

Every time you level up your breed, choose either ability for that level

Pile Goblin	Level 1	Alchemical Goblin
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Clamber: Your crawl speed is equal to your move speed. You can move and/or squeeze through tight spaces without taking any penalties.		Mixer: You are proficient in Alchemical Equipment, and your keystones are fresh for twice as long as normal.
Level 2		
Heap: Your excellent memorization and inventory management was necessary to traverse the piles of your home. You know where everything in your backpack and harnesses, and you can take an item out of your own pack as a Minor Action without taking it off.		Chemical Resistance: You gain a sensory complication from elemental Damage.
Level 3		
Bonus: Gain one archetype ability of your choice		
Sty: You are accustomed to the unhealthy nature of a pile. You have advantage on checks to resist Poison and Disease.		Change State: You can change the state of an alchemical good to Solid, liquid, or gas. The effects of the alchemical good remain the same, and the state of the alchemical good must be decided at the time of creation.
Level 4		
Clutter: Due to the chaotic nature of your home pile, you are extremely aware of details. You have advantage on observance checks.		Pitcher: When drawing for scatter distance on a thrown object, draw three cards and discard one of your choice.
Level 5		
Stockpile: You naturally pocket things you think may be useful. You gain the use of a sack for purloined items, and		Efficiency: All cards discarded when determining alchemical effects go to the Recycling instead of the discard pile.

<p>become proficient in Sleight of Hand checks. You're often not sure what is in the sack until you check it. When you check the sack, draw three cards on the Random item table.</p>		
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Halfling

Lucky

Halflings are some of the most fortuitous folk in all of Cael. Their town's, culture, and entire lives seem to follow the path of least resistance, with comfortable beds and good foods.

Those special halflings who choose to leave the comfort of their hearths find luck in abundance upon their travels, often stumbling blindly into good friends and safe taverns. Some begin to push their luck, taking greater risks until they eventually overstep their bounds and wind up in a deep dungeon or deep water.

Love of Feasts

If there is one thing that Halflings love above all, it is feasting. Halfling celebrations are known to last days, and include loud music, dancing, and food that rivals a king's court. They will find any excuse to celebrate,

whether it be for a long awaited guest, the arrival of goods, or whenever the moon crowns.

Halfling are known to have large kitchens and pantries, stocked with preserved meats, cheeses, and jams. The preservation of food is a time-honored halfling tradition among halflings, and many gatherings are held by their communities to do this, and the halflings never seem to mind that they've eaten more food than they've jared or salted.

Far from without purpose, the great feasts of the halflings seem to embody them with special gifts that some have dubbed "Gut Magic." Although most just enjoy the pleasant feeling of an expanded stomach, others have used this magic to perform feats thought impossible.

Quick Character Build:

When you take the Halfling Breed, take either the Comedian or Orphan Archetype, and take the Citylicker and Calm Traits.

Powers and Abilities

When you choose Halfling as your Breed, take all level 0 abilities

Level 0
<p>Gut Magic: You can use Gut Magic. After Consuming 100lbs of food, you can use a Gut Magic ability that you have previously acquired.</p>

Small Size: Your small stature makes you a hard target. Enemies have a simple complication when attacking you.

You have a Movement speed of 25ft.

You gain 1 Grit and 1 Luck Trait.

Every time you level up your breed, choose either ability for that level

Lucky Halfling	Level 1	Feasting Halfling
Lucky Number: Choose a Suit and Number. That card from your deck is considered Wild for you, and becomes any Suit or Number of your choosing when you play it. If this number is chosen as a holdem, you must choose what the suit and number it is as it is drawn.		Store: You can consume up to a month of food and gain sustenance from it later.
Level 2		
Neglect (Gut Magic): After Consuming 100lbs of food. At anytime within a week after eating, can use an action to, for one minute, have enemies ignore you for greater threats. This is cancelled if you cast a spell, make an attack, or draw attention to yourself. This ability may mean your enemies target your for larger foes, or may forget you altogether.		Sumptuous Spread: (Gut Magic) After Consuming 100lbs of food. At anytime within a week after eating, can use an action to cause all creatures within 15ft to become drunk for one hour. Drunk creatures have disadvantage on all checks and a sensory complication to attacks.
Level 3		
Bonus: Gain one archetype ability of your choice		
Fortuitous: You are considered proficient in all forms of gambling and games of chance.		Courage: You have advantage on Calm checks.
Level 4		
Stealthy: You become proficient in Hiding and Moving Around Silently.		Second Breakfast: Instead of consuming 100lbs of food to gain the use

Checks you make to be stealthy go to the Reverb Pile instead of the Discard.		of a Gut Magic, you can consume a 10lb meal to gain the use of Gut Magic. Can only use this ability once per day.
Level 5		
Get away with Anything: If you do not have Clubs as a source suit, you can now use Cheat Death as if you did. If you do have clubs as a source suit, you can use a card of any suit to use the Cheat Death feature.		Bite the Bullet: When you are attacked with a Dust weapon, as a reaction, you can catch the bullet with your teeth, reducing the damage by 1. If you have the grit ability, you can use it to spit the bullet at a new target within 30ft.

Leveling up your Archetype will grant you generic bonuses based off entire character level, such as daily mana allotment.

Archetypes

Who you were doesn't matter anymore in the west. Thieves, Priests, and soldiers are now pilgrims, sheriffs, and desperados. What matters is who you are now. Archetypes are how your character interacts socially with other characters. Your archetype helps you understand your character better, giving them a grand theme to which you can roleplay.

When you pick your archetype, choose one of its available abilities. When you level up, you can choose to level up your Archetype and choose another one of the abilities offered.

Unlike Race or Sorts, there is no order to which you acquire archetype bonuses. Archetype bonuses tend to offer little in the way of combat enhancements, and tend to be skills used by social characters and people who prefer to be the Party Face.

The Innocent

Caring and empathetic, despite lack of experience, the innocent acts on what they feel is right, but are unable to define why something is right. Often a gentle idealist, an innocent is likely to ignore the natural order and attempt to keep the wolf from eating the cat, and keep the cat from eating the vole. Innocents detest violence for power, but enjoy defeating an objective evil. The innocent hates subjectivity and moral ambiguity. An innocent is likely to believe in free will and fate interchangeably, and does not believe in no-win-situations, sacrifices, or compromises.

Quick Character Build:

When you take the innocent archetype, take the Animal Companion Trait.

Pity

There's no honor in killing an already retched soul.

You are more able to convince other to have sympathy. This works well on the compassionate, but poorly on the merciless or hateful.

Hooligan

Apparently, the guard found it completely reasonable for you to take your favorite shovel out for a midnight stroll. You are better able to convince others that you have a harmless intent.

Appeal to Paradise

You can better make an appeal for a better world. This can be to either get to paradise or to make the current world paradise. This works well with naive or hopeful people, but less so on skeptics or experienced individuals.

The Orphan

The Orphan is the regular hardworking individual who fits in at every social group. When people look at an orphan, they see a familiarity that reminds them of themselves, as well as friends or sometimes even enemies. They rarely stand out from the crowd and are easily overlooked by authorities. Orphans are often realists and egalitarians, believing that the lowliest beggar and highest king should be treated with the same respect. They believe in working together, sharing workloads, responsibilities, and rights. They don't believe in exceptionalism or flights of fantasy.

Quick Character Build:

When you take the Orphan archetype, take the Crouch Trait.

Everyman

You fit in easily with crowds and are talented at looking the part.

In groups of two or more, people will easily associate you with the crowd even if you wouldn't normally seem to belong. Additionally, in large groups, where not everyone knows each other, you may let your words or actions represent the group. Works well on followers, but poor on renegades and leaders.

Skeptic

The honored knight seems trustworthy, but how can we know she's trustworthy?

You can make people question things and become more skeptical. This works well on cynics, but poorly on the hopeful and optimistic.

Appeal to Connection

You can better make the appeal for interconnectivity between people. This can be to add members to an organization, to allow refugees into a city, or have two or more teams start working together.

The Warrior

Honorable and powerful, Warriors are champions. Warriors are determined in whatever they do and like to take on tasks as they come and complete them before continuing on. Warriors are achievers and motivators, men and women of action who believe in immediate action over deliberation. However, they are not reckless, and do not put their allies in danger by acting too soon

or too rashly. Warriors are naturally pack oriented, and are always thinking of others. Warriors believe in self sacrifice, always empowering others and refusing to let others assist them. They are honorable, and do not like striking a foe while they are down. Warriors often live by a code, defending the innocent and refusing to kill woman and children.

Aggressive

Your outburst may have hurt their feelings, but they won't be coming back anytime soon.

You are more convincing when you're being forceful or pushy. This works well with the timid, but poorly with the bold and brave.

Quicken

You're able to get others to skip the details and get down to brass tacks.

You are better able to instill a sense of urgency from others. This works well with the bold, but poorly with perfectionists and the careful.

Appeal to Legacy

You can better make an appeal to legacy. This appeal can be to leave a mark on the world, to build something that is lasting, or to be remembered long-term. This works well for the prideful, but poorly for the modest or shy.

The Saint

Trustworthy and Patient, a friend to the weak. The saint is a caregiver, not only to their allies but to all who are in need. They are compassionate and enjoy helping others.

The Saint is selfless and generous, giving without any thought to how they could benefit or if the recipient can repay them.

The Saint believes in mercy and forgiveness, even when it's not convenient. They see injured enemies as potential allies, and will try to assist them even if there is no reward. The Saint believes in trust, and does not believe in cynicism. They believe in second chances, and that no one is beyond redemption.

Amnesty

You promise this will never happen again, and that you'll clean up the mess. You are more easily able to ask for forgiveness. This works well on hopeful people, but poorly on skeptics and people who have been betrayed.

Shame

We're not mad, we're just disappointed. You can better shame others for their actions or inaction. This works well on the penitent, but poorly on the righteous and the shameless.

Appeal to Structure

You can better make an appeal to provide structure. This can to create social structures between between societies, groups, or individuals. This works well on orderly people, but poor on the lazy or disorganized.

The Explorer

Experienced and Determined, seeking adventure on new horizons. Explorers are independent and self directed. They are motivators for action, and do not enjoy sitting still or being without a task. Explorers do not enjoy getting sidetracked, and will do their best to steer their allies towards their directed goal. They enjoy deliberating, as long as they remain on the task at hand. Explorers are often pragmatists who prepare for perceived obstacles and don't fret over

events that do not affect them or that they cannot affect. They are men and women of action who enjoy uncertainty in the wild, but not among their allies. The Explorer believes in perseverance, preparedness, and dedication. The Explorer does not believe in excuses or idleness.

Pioneering

Fortune favors the bold and the quick. You are better at convincing people of the benefits of being first. This works well with the expeditious, but poorly with the passive and the cautious.

Perspective

You know, from the thieves' perspective, we're the bad guys. You are better able to help others see from different points of view. This works well for the open minded, but poorly for the stubborn or entrenched.

Appeal to Paradise

You can better make an appeal for a better world. This can be to either get to paradise or to make the current world paradise. This works well with naive or hopeful people, but less so on skeptics or experienced individuals.

The Rebel

Restless and Unruly, Rebels are free spirited, bold and adaptable. They are dissatisfied with their current situation and are constantly seeking change. Often nihilistic, skeptical, and suspicious, Rebels will do great and terrible things, and find ways to justify their actions. Rebels are known for going too far to reach their ends, and sensible rebels know to beware the traps of power and control.

The Rebel believes in freedom, equality, originality, and radical change. They do not believe in nepotism or discrimination.

Dismantle

The problems were already there, but you just bring them to light. People are more likely to argue and sabotage their relationships when provoked by you. This works well on a loose group of distinct individuals, but poorly on tightly knit groups or groups with similar convictions.

Crusader

We'll storm the castle, and after we get her, we're going to get them! You are better able to promote and conscript others into a cause. This works well on people who are invested in the cause, but poorly on the indifferent and cowardly.

Appeal to Legacy

You can better make an appeal to legacy. This appeal can be to leave the mark on the world, to build something that is lasting, or to be remembered long-term. This works well for the prideful, but poorly for the modest or shy.

The Lover

Friendly and familiar, Lovers seek after deep and lasting relationships. They are often willing to forgive others and salvage lost and damaged relationships. They are gracious, and make sure others feel appreciated for what they have done. Lovers care more about those that they are already close to, and prefer to help them than to do greater goods for strangers. Lovers are less likely to think in terms of universal or principles, and more likely to think in terms of people and relations. They

don't tend to think in terms of stone rules and statutes, but instead in contextualized situations and relationships.

Lovers are likely to believe in destiny and fate, second chances, and favoritism. They do not believe in absolutes, or cruelty.

Bond

It's not what was said, but who said it.

People are more likely to be swayed by you if they are familiar with you. This works well on people who like you, but poorly on strangers and people who hate you.

Perspective

You know, from the thief's perspective, we're the bad guys. You are better able to help others see from different points of view. This works well for the open minded, but poorly for the stubborn or entrenched.

Appeal to Connection

You can better make the appeal for a interconnectivity between people. This can be to add additions to an organization, or to allow refugees into a city, or have two teams start working together.

The Creator

Ingenius and clever, the Creators are the master of creative solutions. They are often learned, either self taught or schooled, and have a deep craving knowledge. They enjoy efficiency, and will experiment until they have a set routine in the morning and on the battlefield. Creators like to solve problems, even if they aren't "traditional" problems, and will often spend a hundred hours to save themselves five minutes in their morning routine.

Creators are most often pragmatists, and believe that if something is useful or has

purpose, that it is worthy of their attention. They will often value people in how they affect themselves directly, labeling them either as advantages or complications. They are detail oriented, and like to have plans and backup plans. A creator would prefer to spend a lot of time planning for the perfect solution, and precisely executing that solution.

Creators believe in patience, hard work, efficiency. They do not believe in abstract ideas, irrationality, or guessing.

Scheme

If you think you're confused, imagine how the enemy will feel. You are better at explaining and making arguments for intricate plans.

Vocation

You are a dwarf and your hands belong in the forge, not on the battlefield. You are better able to promote the special talents of an individual or group. This works well on people who have particular talents or skills, but poorly on those who are already established or have ambiguous talents.

Appeal to Structure

You can better make an appeal to provide structure. This can to create structure within a society, group, or person. This works well on orderly people, but poor on the lazy or disorganized.

The Comedian

The comedian fully realizes the disparity between morality, justice, and law; they act as living reminders of our absurd reality. They are often foolish, making light of perilous situations, and adore the freedom of truth; often speaking other's truth for them.

Comedians will try and show the truth of others to demonstrate their folly, often with extreme displays that can cross the line. Comedians are often altruists, understanding that the difference between ally and foe is circumstance. They are likely to tend to an enemy's ailment, and at the same time comically berate an ally for becoming wounded. Still, comedians care deeply for their allies, and are often the voice of reason when others are forced to bargain and compromise. Comedians believe in sincerity, truth, and consistency, but they do not believe in despair, manipulation, or seriousness.

Diversion

Wait, I don't remember what we were talking about. People are more likely to let you distract them. This works well on the bored, but poorly on the determined and calculated.

Hooligan

Apparently, the guard found it completely reasonable for you to take your favorite shovel out for a midnight stroll. You are better able to convince others that you have a harmless intent.

Appeal to Connection

You can better make the appeal for a interconnectivity between people. This can be to add additions to an organization, or to allow refugees into a city, or have two teams start working together.

The Sage

The sage attempts to understand the truth about the world, people, and themselves. They are seekers of knowledge and are often stoic or repressed. They prefer to read,

study, and prepare rather than to act suddenly or brashly.

Mentor

People are more likely to be swayed by you if they see you as a wise teacher or tutor.

This works well on the young, but poorly on the prideful and willfully ignorant.

Skeptic

The honored knight seems trustworthy, but how can we know she's trustworthy? You can make people question things and become more skeptical. This works well on cynics, but poorly on the hopeful and optimistic.

Appeal to Paradise

You can better make an appeal for a better world. This can be to either get to paradise or to make the current world paradise. This works well with naive or hopeful people, but less so on skeptics or experienced individuals.

The Visionary

Curious and mysterious, visionaries search for meaning in the universe. They seek not only answers, but for the reasons behind the answers. A lifetime of finding these reasons will often result in a sight beyond that of the physical, and the witnesses of visionaries will call them magicians- but do not be fooled, for their wisdom is simply that of one who understands the underlying principles of the universe; through both study and meditation. They will often see patterns, and make predictions about the future of persons, countries, or the universe; They then attempt to manipulate the future based on their prediction.

Visionaries see other people as something to be studied and explored. They are vastly interested in the unique experience of each individual, and discovering why they are who they are. For this reason, the visionary often makes themselves look foolish, and attempt to draw others off their scent.. Visionaries tend to be stealthy and secretive to not affect the people they are studying. Visionaries are often as selfish as they are altruistic, but regardless, they are generally manipulative in their interactions with others. They often attempt to pick the best path for someone to follow, although best for who depends on the visionary, and will guide them to meet that path.

Visionaries believe in organization, malleable destiny, and that the ends will justify the means. They do not believe in ignorance or passivity.

Conspiracy

Of course, if either of us are caught we will both hang for treason. People are more likely to keep your secrets if they are involved in them. This works well with the deceptive, but poorly with the honest and dim-witted.

Intrigue

I heard the Duke say something very interesting about you today. You are better able to provoke a person's curiosity and interest. This works well on gossips, but poorly on the withdrawn and the unconcerned.

Appeal to Legacy

You can better make an appeal to legacy. This appeal can be to leave the mark on the world, to build something that is lasting, or to be remembered long-term. This works well for the prideful, but poorly for the modest or shy.

The Ruler

Rulers have to live by two sets of morality, both a personal, private moral code; and a public code. Rulers are able to put their private moral code aside in order to serve a public interest, and are capable of doing what no good person can do.

Rulers dictate the rules, but do not need to live by them. To a ruler, rules and law apply to certain people in certain situations, and they generally don't abide by any. A ruler would say it is immoral to murder, and then later hang someone.

Rulers are natural leaders, and will always choose the most competent companions, and those who are incompetent the ruler will find uses for. They prefer to do everything themselves, or know that the best person is handling the situation; having the strong man lift the boulder and the mystic read the book. They are excellent delegators, and take it as a responsibility to make sure everyone has a purpose. They are always concerned about the future, but prefer to act quickly and boldly than to attempt to calculate every option and eventuality.

Value

Where they see vagrants and street rats, you see spies and informants. You are better able to convince others of the usefulness of the undesirable people and organizations.

Intrigue

I heard the Duke say something very interesting about you today. You are better able to provoke a person's curiosity and interest. This works well on gossips, but poorly on the withdrawn and the unconcerned.

Appeal to Structure

You can better make an appeal to provide structure. This can to create structure within a society, group, or person. This works well on orderly people, but poor on the lazy or disorganized.

Changing Archetypes

Characters are capable of evolving out of their archetypes and into different archetypes. The Innocent hardly remains innocent forever, and characters acting out of their normal character may mean that they are changing to a different mindset and a different way of interacting with the world.

Changing your archetype should be done only to show character progression, or to correct a mistaken character choice. The decision to change should not be done lightly, and always should be discussed with the Game Master first.

When a character levels up, they are able to change their archetype. All levels transfer to the new archetype, and new abilities are chosen.

Traits

Traits are defining abilities about a character, including their skills, talents, training, and any tricks they have up their sleeves.

A character gains Traits of different suits based on their Sort, Breed, and Archetype. For every Trait a character has, the player should assign an Trait ability or skillset based on the suit of the Trait.

For every three traits a character has that share a suit, the character gains a “Triple Bonus.” A triple bonus provides a passive improvement to the character based on the suit.

◇Fortitude Traits

Triple Bonus: For every 3 Fortitude Traits, you get another Base Foundation.

◇**Mettle:** Your body and mind are accustomed for danger and stress. You are proficient in withstanding poisons, illnesses, and and drawn out external forces such as extreme weather.

◇**Observant:** You can quickly see what others do not, with honed senses able to detect all kinds of subtleties. You are proficient in investigating for details, searching, and spotting.

◇**Fury:** You just don’t know when to quit, and continue to fight through pain and injury. When you become wounded, you continue to draw hands, move, and take attack actions until you are completely exhausted.

◇**Savage Weapons Training:** You are proficient in all Savage Weapons.

◇**Painful Resolve (Withstand):** Every wound is a reminder of why you are fighting. When you use your Diamond ability, you may remove 5 cards from your discard pile from the game, and then shuffle 5 cards from your discard pile into your deck.

◇**Gatherer:** You are a Survivor who lives off the soil. You are proficient in gathering food, supplies, map making, and you become knowledgeable about flora.

◇**Pharmaceutics:** You are trained in non-magical healing and surgery. When you take an action to stabilize allies who have

been reduced to 0 Foundation, the check automatically succeeds. After a short rest, you can discard 10c to assist yourself and others in restoring twice the foundation they would normally receive.

◇**Mad Dog:** You don't need a weapon to be dangerous. You are proficient in unarmed combat and improvised weapons.

◇**Animal Companion:** You often have an animal sidekick who assists you. When you have only one beast as a cohort, attacks made by the beast are sent to the Recycling. In addition, it only requires verbal commands to perform a basic task and loses the Uncoordinated trait.

◇**Conquered Lycanthropy (Gut Magic):** Using your Gut Magic ability, for the next six hours, are transformed into a beast of your choice as if the Change spell had been successfully cast on you. At the end of the six hours, you are returned to your humanoid form. If you had died while in the lycanthropic form, you return to life as your body reforms into your humanoid form at the end of the six hours.

♠**Grit Traits**

Triple Bonus: For every 3 Grit traits you have, you reduce the Complication from any attack you make by one tier.

♠**Vigor:** You are strong and well toned. You are proficient in athletic feats, including jumping, climbing, grappling and swimming.

♠**Judgment:** You are a good judge of character. You are proficient in seeing others moods and feelings, and discerning lies.

♠**Coercion:** You are well versed in a hostile form of negotiation. You are proficient in making others do what you want through force, threats, and intimidation.

♠**Point Blank:** You understand that the "minimum required distance" is just a suggestion. Melee is considered prime range for your Dust Implements.

♠**Maneuver Master:** You are deft and skills in combat. You have advantage with combat Maneuvers, including Disarm, Shove, Grapple.

♠**Firearm Weapon Training:** You are proficient in all Dust Implements.

♠**Close Quarters Fighter:** You thrive in the thick of battle. While fighting in melee with a melee weapon against an opponent who is not using a melee weapon, you have a sensory complication from his attacks. If you have the Grit ability; When an opponent moves out of a square that is in your melee attack range, you can use your Grit ability to make a melee attack on the enemy.

♠**Calm:** You are composed and levelheaded. You are proficient in withstand mental and social pressures.

♠**Composed Demolition:** There is little you can't solve by breaking it. You are proficient in destroying traps, doors, locks, walls, and objects.

♠**Catch:** Your hands are lightning fast. As a reaction, you are able to catch an object thrown at you, or within 5ft of you. If the object deals damage, the damage is reduced by one. If you have the Grit ability, you can

use it to throw the object back as part of the reaction.

♠**Armament:** A little maintenance goes a long way. During a short rest, you can clean, sharpen, and restring your own and your ally's weapons. After the short rest, discard 10c. When you or anyone who was present during the short rest redraw during battle, the cards discarded go to the recycling. This effect lasts until the affected creature take a Breather.

♠**Mage Slayer** (Quickshot): You know that the best defence against the dark arts is abrupt steel. As a reaction, you can use your Grit ability to make an attack of opportunity against a Wizard who casts a spell.

♣**Luck Traits**

Triple Bonus: For every 3 Luck traits you have, you gain a Complication. This starts as a Simple Complication, and becomes a Tough Complication with two Triple bonuses, and then a Severe Complication with three Triple Bonuses.

♣**Poise:** You are well balanced and composed. You are proficient in acrobatics, balance, and moving around silently.

♣**Furtive:** You are sly and shifty, and have illicit methods. You are proficient in Hiding, slight of hand, Picking Locks, general thievery, skullduggery and up to no-do-goodery.

♣**Blandish:** You are proficient in manipulation through charm, flattery, and non-aggressive talking.

♣**Musical Weapons Training:** You are proficient in and know how to use musical implements.

♣**Fan of Steel:** If a weapon has the Thrown and Light property, you can throw three of them at once to ignore sensory complications on a target.

♣**Force Jam** (Cheat Death): Some people are just luckier than others. When using your Cheat Death ability to reduce damage from a Dust Implement, their gun jams.

♣**Cityslicker:** You know how to survive in a city and can intuitively navigate them. You are proficient in communicating with locals, finding information, sowing rumors, and navigating within the city.

♣**Crouch:** You know how to make yourself a hard target. For the sake of battle, you are considered small, and naturally have a simple complication when in combat. This does nothing if you have the Small feature already.

♣**Flinch:** You always have a plan, even if it's just to duck. When you are surprised in Combat, you may still draw and add cards to your foundation during the first phase, although you may not participate in the surprise round.

♣**Dive** (Cheat Death): Surviving means being a hard target. When using your Cheat Death ability, you can also move 10ft.

♣**Superstitious Ritual:** They laugh, but it works. At the end of a Full Rest, Draw a card and write down its suit and value. The first time you draw this card today it is considered

a wild card and can be any value or suit of your choosing.

♣**Consume** (Gut magic): As an action, you consume a medium or smaller creature. The target is held in an extradimensional space that resembles the Stomach of a large monster. As a part of an action you may make an attack against a creature in your stomach. Enemies inside the stomach must cut their way out. The stomach has 1 Base Foundation, and counts as a Cohort. Once the stomach loses its Base Foundation the creature inside is expelled. A creature that weighs over 100lbs refills the user's Gut Magic when killed and consumed by the stomach. .

♥Tradition Traits

Triple Bonus: For every 3 Heart Traits you have, your daily mana pool increases by one. This mana can be of any suit.

♥**Schooling:** You know a lot about the natural world. You are proficient in Geography, History, Zoology, and the arcane. You also learn one additional language.

♥**Eldritch Lore:** They don't teach this stuff in school. You know about other planes of existence, monstrous creatures, gods and demons. You also learn one additional language.

♥**Arcanics:** You are proficient in manipulating magic and Arcanic Implements.

♥**Antiquarian:** You know the value of things, and are proficient in the appraisal of common and uncommon worldly objects.

♥**Gut Vision** (Gut Magic): Using your Gut Magic ability, for one hour you have the Gut Vision Sense. You can sense the caloric value of objects up to 60ft away.

♥**Alchemy:** You learn two Alchemical recipes, and are able to learn more recipes as you find them.

♥**Magic Resistance:** You are especially good at resisting magical effects. Any suit with a value higher than the spell cast on you can be used to resist it.

♥**Cognizant:** Gain the ability to end magic spells that you have cast as a minor action. You cannot use this to end your highest tier of spells.

♥**Familiar:** You gain the allegiance of a spiritual entity, either a ghost or otherworldly in nature, to assist you in your journey. As an 8 hour ritual, the entity can be placed into the body of a small or tiny beast or object. While in this form they have motor control over the creature or object; retain their intelligence and are able to speak if provided with a mouth. When the creature dies, the spirit is released and must be placed into a new body. In its spirit form, the familiar is not visible and cannot see or interact with people or objects. The Familiar acts as a Cohort in battle.

♥**Summoner:** You can conjure creatures to your side. As a Spell casting, you can instantly summon a creature you've tagged. As a single spell casting, you can Tag a creature: Tagging a creature takes 10 minutes.

♥**Revelation:** After you take a Full Rest, look at the top 10 cards of your deck or an ally's deck and put them back in any order.

Equipment and Arms

Weapons

In the world of Westbound there are four weapons that are common: Savage weapons, which use a mix of brutality and skill to rend or pierce a foe, Arcane Implements which allow the caster to cast various minor spells charms, Musical implements which exhaust their targets, and Dust Implements which pierce targets. Each weapon type has its own advantages and disadvantages, and require proficiency in order to use properly.

Savage weapons are generally close combat weapons that have been used since the dawn of time. They are always ready to use, and often come with a number of enhancing abilities to make combat easier.

Arcane Implements contain a number of spells and abilities within them, some of which can deal damage and other which provide utilituous spells. Arcane implements must be activated before they can be used, which is done by a magic user inserting a mana directly into the implement. Once activated, the Implement remains active for 24 hours or until it is forcefully disabled.

Musical Implements are weaponized instruments designed to exhaust their foes instead of directly killing them. They send out loud single tones that create effects very similar to spells.

Dust Implements use bullets to pierce through armor and devastate their target. These implements require constant

ammunition to be used, and are so loud that anyone within 5 miles will hear the shot. Most Dust Implements utilize single barrels that need to be reloaded manually.

Each weapon listed comes with a series of abilities. Abilities that affect the target upon hit, such as bleeding or poison, come into effect if they deal damage to the targets Foundation or Base Foundation. Some abilities only come into effect while in the prime range.

Weapons List:

Dust Implements

Tinkspark Trivolver: Dust Implement: 3:

Small: 200 Silver Dollars

O'I Faithful Pistol: Dust Implement: 1: Small: 65 Silver Dollars

Demagogue Pistol: Dust Implement: 6: Small: 200 Silver Dollars

Witchbane Fan Cannon: Dust Implement: 9: Medium: 400 Silver Dollars

Marksman's Rifle: Dust Implement: 1: Large: 90 Silver Dollars

Quiet Rain: Dust Implement: 1: Huge: 180 Silver Dollars

Beehive Grenade: Dust Implement: 1: Small: 60 Silver Dollars

Arcane Implements

Orb of the Arcane Assault: Arcane Implement: Small: *Uncommon*

Staff of the Fire Warden: Arcane Implement: Medium: *Common*

Frostbrand Wand: Arcane Implement: Small: *Common*

Rod of the Thunder Cracker: Arcane Implement: Small: *Common*

Illusory Scepter: Arcane Implement: Medium: *Uncommon*

Scepter of Glorious Lights: Arcane Implement: Medium: *Uncommon*

Branch of Wondrous Motion: Arcane Implement: Large: *Common*
 Gnarled Paw of Animation: Arcane Implement: Small: *Rare*
 Magic Carpet: Arcane Implement: Huge: *Rare*
 Orb of Seeing: Arcane Implement: Small: *Uncommon*
 Forge Fire Rod: Arcane Implement: Medium: *Rare*
 Animated Rope: Arcane Implement: Large: *Uncommon*
 Mirror Shield: Arcane Implement: Large: *Very Rare*
 Shattering Candle: Arcane Implement: Tiny: *Rare*
 Peddler's Shiny Penny Arcane Implement: Tiny: *Very Rare*

Savage Weapons

Sword of Striking: Savage Weapon: Medium: Cost 450 Silver Dollars
 Bloodthirsty Battle-axe: Savage Weapon: Medium 80 Silver Dollars
 Alchemical Lance: Savage Weapon: Medium: Cost 10 Gold Bullion
 Sacrificial Dagger: Savage Weapon: Small: Cost: 40 Silver Dollars
 Flail: Savage Weapon: Large: Cost 65 Silver Dollars
 Long Spear: Savage Weapon: Medium: Cost 48 Silver Dollars
 Short Stabber: Savage Weapon: Small: Cost 7 Silver Dollars
 Throwing Dagger: Savage Weapon: Small: Cost 9 Silver Dollars
 Bow of Breaking: Savage Weapon: Large: Cost 5 Gold Bullion
 Traditional Bow: Savage Weapon: Large: Cost 100 Silver Dollars
 Leather Baton: Savage Weapon: Medium: Cost 15 Silver Coins

Dust Blade: Savage Weapon: Medium: 4 Gold Bullion Notes
 Dourwood War Staff: Savage Weapon: Medium: Cost 4 Gold Bullion Notes
 Halo Blade: Savage Weapon: Small: Cost 10 Silver Dollars
 Alchemist's Claw: Savage Weapon: Medium: Cost 50 Silver Dollars

Musical Implements

Sound Wave (Small Fork): Musical Implement: Small
 Harmony (Harp): Musical Implement: Medium: 60 Silver Dollars
 Trident (Large Fork): Musical Implement: Medium: 40 Silver Dollars
 Clapper (Bell): Musical Implement: Small: 20 Silver Dollars
 Steel Drum: Musical Implement: Large: 40 Silver Dollars
 Clenched Locomotive: Musical Implement: Large: 50 Silver Dollars
 Pipe of Animal Glamor: Musical Implement: Small: 50 Silver Dollars
 Whistle of Stone Summoning: Musical Implement: Tiny: 25 Silver Dollars

Ammunition

Bullet: Dust Ammunition: 2 Silver Dollars per Fistfull
 Arrow: Bow Ammunition: Cost 2 Silver Dollars per Fistfull
 Corked Arrow: Bow Ammunition: Cost 2 Silver Dollar per arrow
 Whistling Nightmare: Bow Ammunition: Cost 20 Silver Dollars per arrow

Example weapon:
Name: Weapon Type: Clip Size: Weapon Size: Cost
 Minimum Distance - **Prime Start** - **Prime Reach** - Half life

Specials

Dust Implements

Tinkspark Trivolver: Dust Implement: 3:

Small: 200 Silver Dollars

5ft - **30ft - 90ft** - 20ft*

Sensitive: This item can break easily. If you fall in battle while holding this weapon OR drop it, it breaks.

Piercing: Ignores AC.

Loud: This weapon makes a loud sound when fired, people up to five miles away can hear the sound.

Repeater: This weapon has a Multiattack equal to its remaining ammunition.

Ol' Faithful Pistol: Dust Implement: 1:

Small: 65 Silver Dollars

5ft - **30ft - 90ft** - 20ft*

Piercing: Ignores AC.

Loud: This weapon makes a loud sound when fired, people up to five miles away can hear the sound.

Demagogue Pistol: Dust Implement: 6:

Small: 200 Silver Dollars

5ft - **10ft - 45ft** - 20ft*

All Cylinders 6: While in Prime Range, can fire 6 bullets at once to ignore a target's aesthetic cover.

Piercing: Ignores AC.

Ax Hilt: Can be used as a Savage weapon in melee.

Loud: This weapon makes a loud sound when fired, people up to five miles away can hear the sound.

Witchbane Fan Cannon: Dust Implement: 9:

Medium: 400 Silver Dollars

5ft - **30ft - 90ft** - 20ft

Shotgun: Always fires All Cylinders.

Piercing: Ignores AC.

All Cylinders 3: Can fire 3 bullets at once which, While in Prime Range, ignore a target's aesthetic cover.

Loud: This weapon makes a loud sound when fired, people up to five miles away can hear the sound.

Marksman's Rifle: Dust Implement: 1:

Large: 90 Silver Dollars

15ft - 30ft - 105ft - 40ft

Piercing: Ignores AC.

Loud: This weapon makes a loud sound when fired, people up to five miles away can hear the sound.

Quiet Rain: Dust Implement: 1: Huge: 180 Silver Dollars

30ft - **60ft - 150ft** - 60ft

Piercing: Ignores AC.

Suppressor: This weapon does not make a loud sound when fired. The sound is still noticeable, both when being fired and impacting.

Tripod: This weapon can be easily mounted on a surface as a minor action.

Beehive Grenade: Dust Implement: 1:

Small: 60 Silver Dollars

Thrown: This weapon is thrown a distance of up to 30ft.

Explosion 5: This weapon deals 5c damage between those in a 10ft blast radius.

Shrapnel: This weapon deals Physical damage.

Loud: This weapon makes a loud sound when fired, people up to five miles away can hear the sound.

Arcane Implements

Magically Charged Weapons:

Unlike other weapons that have magical qualities, Arcane Implements require Mana

to be injected into them to activate their powers. This can be done as an Spell Action by any creature with mana, and once activated, the Implement remains active for 24 hours. The Mana suit and value has no effect on the implements abilities. Creatures can use Arcane Implements that have been powered by other creatures.

Arcane Implements Rarity:

It is rare when an arcane implement is made. Most were made long ago in the age of towers, and few living know exactly how to make them or have the capacity. Existing magic items have a rarity, which is how many of those items are known to exist in the world. Common items may have been built in mass for a wizard's army, or have been crafted only once for a powerful warrior.

The price of an item is based on its rarity and the demand for the item. If the item is common but in high demand, such as a Frostbrand Wand during a heatwave, the item will be at the expensive end of the spectrum. Likewise, a Very Rare or Unique item with very little demand, such as a Mirror Shield in a town with no wizards, will be on the cheap end of the spectrum.

Common: 10 - 50 Silver Dollars

Uncommon 50 - 250 Silver Dollars

Rare 250 - 1,000 Silver Dollars

Very Rare 10 - 500 Gold Bullion Notes

Unique 500 - 2500 Gold Bullion Notes

Identifying Found Implements:

When an Arcane Implement is found, it's abilities are unknown until first activated. By activating the implement, the creature that activated it learns all of the implement abilities.

Weapons List

Orb of the Arcane Assault: Arcane

Implement: Small: *Uncommon*

30ft - **45ft - 150ft** - 50ft*

Barrage 1: This weapon fires off many rounds per second, and has a multishot of 1c.

Magic: This weapon deals Magic Damage.

Curve: When making an attack, choose an area you can sense within range; you may fire as if you were at that position. You do not see as if you are from that area, so you must still sense your enemy.

Transform: As an action, you can transform the weapon. Once transformed, the weapon is now a siege weapon and gains Multishot 3c instead of 1c.

Staff of the Fire Warden: Arcane

Implement: Medium: *Common*

5ft - **30ft - 80ft** - 40ft*

Flame: Deals Elemental Damage

Ignite: This weapon can set fire to flammable objects.

Extinguish: As an action, can extinguish a 10ft square of flames.

Fire Shield: As an action, you gain a sensory complication from elemental attacks for one minute.

Frostbrand Wand: Arcane Implement:

Small: *Common*

5ft - **30ft - 60ft** - 40ft*

Chill: Enemies hit have their movement reduced by half if they take damage.

Frost: Deals Elemental Damage.

Cast Freeze: Within the prime range, as an action, the Frostbrand can freeze all non-living liquids within a 10ft square.

Rod of the Thunder Cracker: Arcane

Implement: Small: *Common*

5ft - **30ft - 80ft** - 10ft*

Lightning: Ignores AC if derived from Metal armor

Lightning: Deals Elemental Damage.

Shocking: Target loses their reaction if they take damage.

Loud: This weapon makes a loud sound when used, people up to five miles away can hear the sound.

Illusory Scepter: Arcane Implement:

Medium: *Uncommon*

5ft - **15ft - 60ft** - 40ft*

Sensory Overload: Attacks with these weapons reduce cards from the target's hand. If the target is affected by multiple effects of like this, only the largest takes effect, and all additional cards are discarded from their deck.

Reverb: All attacks with this weapon go to the reverb pile.

Minor Illusion: As an action, you can create an optical illusion of an object. The object must fit within a 5ft square, and can be placed up to 60ft away. The illusion cannot move or change, and is definitively an illusion if interacted with. If the object produces light, it produces no more than the glow of a candle. The illusory object remains there for 10 minutes.

Supervised Illusion: As an action, you can create an optical illusion of an object or creature no larger than a 10ft square. The illusion is able to make noises and change. The illusion cannot move or change, and is definitively an illusion if interacted with. If the object produces light, it produces no more than the glow of a candle. The illusion requires the user to use their action each turn to maintain the illusion, and disappears immediately after it is no longer being maintained.

Scepter of Glorious Lights: Arcane

Implement: Medium: *Uncommon*

5ft - 15ft - 60ft - 40ft*

Sensory Overload: Attacks with these weapons reduce cards from the target's hand. If the target is affected by multiple effects of like this, only the largest takes effect, and all additional cards are discarded from their deck.

Reverb: All attacks with this weapon go to the reverb pile.

Glow: As an action, you can make an object glow brightly, with bright light up to 60ft. This effect lasts an hour.

Floating Lantern: As a minor action, you can create an Illusory floating light up to 60ft away. The light produces bright light up to 15ft. The lantern disappears after one hour.

Blinding Flash: As an action, you can create a flash of colors that affects all creatures within a 60ft radius. Creatures that rely on sight have a sensory complication until they pass a mettle check with a tough complication.

Branch of Wondrous Motion: Arcane

Implement: Large: *Common*

Analogue: As an action, the target non-magical object no larger than 5ft comes to life and acts as a Cohort. It is able to move itself independently. The object can move along the floor as if it had a walk speed of 30ft. You require to use your action on subsequent turns to maintain this effect.

Gnarled Paw of Animation: Arcane

Implement: Small: *Rare*

Swallow life: As an action, this item can make an attack that deals Magic damage to creatures within 5ft.

Raise Dead: As a spell, target corpse is raised as a zombie cohort. After 24 hours, the body is turned to ash.

Magic Carpet: Arcane Implement: Huge:
Rare

Living: The magic carpet becomes a cohort upon activation. The magic carpet has 1 base foundation, and more can be added. If the magic carpet becomes wounded or exhausted, it becomes inactive, and must be activated again to use its powers.

Fly: This carpet has a fly speed of 40ft. The Magic Carpet can be mounted by a medium or small creature. While mounted, its speed is reduced to 20ft. Mounted Creatures have a simple complication for all attacks they make.

Wrap: The Magic Carpet can attempt to grapple a target with advantage. If successful, the target cannot attack creatures that are not the Magic Carpet until the grapple is broken.

Orb of Seeing: Arcane Implement: Small:
Uncommon

Glow: This orb can glow up to 30ft of bright light.

Far Sight: You can see from the perspective of this orb. You lose all senses while seeing this way. This effect functions as long as you are on the same plane as the orb.

Forge Fire Rod: Arcane Implement:
Medium: *Rare*

Flame Blade: This item can be used as a savage melee weapon that's elemental damage.

Melt: Over one minute, the blade can melt two pieces of metal together.

Animated Rope: Arcane Implement: Large:
Uncommon

Living: The Animated Rope becomes a cohort upon activation. The Animated Rope

has 1 base foundation, and more can be added. If the Animated rope becomes wounded or exhausted, it becomes inactive, and must be activated again to use its powers.

Wrap: The Animated Rope can attempt to grapple a target with advantage. If successful, the target cannot attack creatures that are not the Magic Carpet until the grapple is broken.

Mirror Shield: Arcane Implement: Large:
Very Rare

Shield (Inert): Provides an Severe Armor Complication to the Wearer towards enemies you are attacking. This ability does not require the item to be activated to be used.

Mirror Magic: As a reaction to a ranged magical attack or a spell that targets you, that you can see, you can have that spell or attack target the spellcaster instead.

Shattering Candle: Arcane Implement: Tiny:
Rare

Twin: This candle splits into two upon activation, and the status of each are entwined to one another. If either are lit, then both are lit, and if either are extinguished, both are extinguished.

Peddler's Shiny Penny: Infinite: Tiny: *Very Rare*

Delusional Empathy: Those who see this penny are more likely to be more empathetic to the needs of others. This works well on bleeding hearts, but poorly on the apathetic and cruel.

Savage Weapons

Sword of Striking: Savage Weapon:
Medium: Cost 450 Silver Dollars
Melee Only
Kingsblade: This weapon has a hold'em:
King of Spades. This can be applied to all
melee attacks with this weapon.
Keen: When attacked with this weapon, the
enemy's highest Complication is considered
one tier lower.
Magic: This weapon deals Magic Damage.

Bloodthirsty Battle-axe: Savage Weapon:
Medium 80 Silver Dollars
Melee only
Sweeping: Damage from this weapon can be
distributed among several enemies within
melee.
Bleeding: Enemies who take damage from
this weapon begin to bleed which causes
pain as they spend cards. Whenever a
player exhausts their hand, that characters
takes 1 damage. This effect stops when the
affected player ends their turn with cards in
their hand.

Alchemical Lance: Savage Weapon:
Medium 10 Gold Bullion
Melee only - Thrown 30ft
Alchemical: This weapon deals elemental
damage.
Lengthy: Your melee range is considered
twice as long for attacks with this weapon.
Lightning Bolt: When this weapon is thrown,
it transforms into a bolt of lightning. It ignores
armor derived from metal AC.

Sacrificial Dagger: Savage Weapon: Small:
Cost: 40 Silver Dollars
Melee Only
Bleeding: Enemies who take damage from
this weapon begin to bleed which causes
pain as they spend cards. Whenever a
player exhausts his hand, that characters

takes 1 damage. This effect stops when the
affected player ends their turn with cards in
their hand.

Flail: Savage Weapon: Large: Cost: 65
Silver Dollars
Melee Only
Anticipate: As an action, you can add a set
of cards to your Holdem. These cards are
discarded at the End of your next turn.
Sweeping: Damage from this weapon can be
distributed among several enemies within
melee.

Long Spear: Savage Weapon: Medium:
Cost 48 Silver Dollars
Melee Only
Anticipate: As an action, you can add a set of
cards to your Holdem. These cards are
discarded at the End of your next turn.

Short Stabber: Savage Weapon: Small:
Cost 7 Silver Dollars
Melee Only
Simple: No bonus abilities.

Throwing Dagger: Savage Weapon: Small:
Cost 9 Silver Dollars
Melee - 5ft - 30ft - 30ft*
Thrown: This weapon cannot be thrown past
it's half life, and scatters if it is thrown into its
half life.

Bow of Breaking: Savage Weapon: Large:
Cost 5 Gold Bullion
5ft - **30ft - 90ft** - 30ft*
Magic: This weapon deals Magical Damage
Break Lines: Target is knocked 10ft away
from the attacker.

Traditional Bow: Savage Weapon: Large:
Cost 100 Silver Dollars
5ft - **30ft - 90ft** - 30ft*

Simple: No bonus abilities.

Leather Baton: Savage Weapon: Medium:

Cost 15 Silver Dollars

Melee Only

Non-Lethal: If reduced to zero foundation, the creature will not die from the attack.

Dust Blade: Savage Weapon: Medium: 4

Gold Bullion Notes

Melee Only

Rocket Slash: This weapon can use 3 bullets to slash out and pierce armor. This weapon can hold up to nine bullets.

Dourwood War Staff: Savage Weapon:

Medium: Cost 4 Gold Bullion Notes

Melee Only:

Non-Lethal: If reduced to zero foundation, the creature will not die from the attack.

Lengthy: Your melee range is considered twice as long for attacks with this weapon.

Halo Blade: Savage Weapon: Small: Cost

10 Silver Dollars

Melee Only

Simple: No bonus abilities.

Alchemist's Claw: Savage Weapon:

Medium: Cost 50 Silver Dollars

Melee Only

Hook: This weapons curved hooks gives you advantage on the Trip, Grapple, and Disarm maneuvers, and you no longer require a free hand to perform the grapple maneuver.

Thrower: This weapon doubles the throwing range of a small thrown item.

Sound Wave (Small Fork): Musical

Implement: Small

Melee - 10ft - 60ft - 20ft*

Ring: Attacks with these weapons do no damage and instead reduce cards from the target's hand. If the target is affected by multiple effects of ring, only the largest takes effect, and all additional cards are discarded from their deck.

Reverb: All attacks with this weapon go to the Recycling.

Shudder: If the target you hit has cards in their Recycling, they are discarded.

Harmony (Harp): Musical Implement:

Medium: 60 Silver Dollars

Melee - 30ft - 100ft - 20ft*

10-String Bow: Requires both hands, has Multiattack 3.

Ring: Attacks with these do no damage and instead weapons reduce cards from the target's hand. If the target is affected by multiple effects of ring, only the largest takes effect, and all additional cards are discarded from their deck.

Reverb: All attacks with this weapon go to the Recycling.

Shudder: If the target you hit has cards in their Recycling, they are discarded.

Trident (Large Fork): Musical Implement:

Medium: 40 Silver Dollars

Melee Only

Ring: Attacks with these weapons do no damage and instead reduce cards from the target's hand. If the target is affected by multiple effects of ring, only the largest takes effect, and all additional cards are discarded from their deck.

Reverb: All attacks with this weapon go to the Recycling.

Shudder: If the target you hit has cards in their Recycling, they are discarded.

Music Weapons

Clapper (Bell): Musical Implement: Small: 20 Silver Dollars
Special (See Explosion)
Explosion 2: This weapon deals 2c damage between those in a 5ft blast radius. You decide how the damage is divided.
Ring: Attacks with these weapons reduce cards from the target's hand. If the target is affected by multiple effects of ring, only the largest takes effect, and all additional cards are discarded from their deck.
Reverb: All attacks with this weapon go to the Recycling.

Steel Drum: Musical Implement: Large: 40 Silver Dollars
Special (See Explosion)
Explosion 5: This weapon deals 5c damage between those in a 10ft blast radius. You decide how the damage is divided.
Ring: Attacks with these weapons do no damage and instead reduce cards from the target's hand. If the target is affected by multiple effects of ring, only the largest takes effect, and all additional cards are discarded from their deck.
Reverb: All attacks with this weapon go to the Recycling.
Shudder: If the target you hit has cards in their Recycling, they are discarded.

Clenched Locomotive: Musical Implement: Large: 50 Silver Dollars
Melee Only
Whistler: Attacks with this weapon push the target back 5ft.

Pipe of Animal Glamor: Musical Implement: Small: 50 Silver Dollars
Enchanting: Beasts who hear this pipe become enamored with the musician, following after them. If the animal is attacked

or feels threatened, it may ignore the music to fight or flee.

Whistle of Stone Summoning: Musical Implement: Tiny: 25 Silver Dollars
Summoning: As an attack action, this implement creates a barrage of small rocks and stones that are conjured atop the adjacent square, battering whatever creature stands in that square.

Ammunition:
Whistling Nightmare: Bow Ammunition: Cost 20 Silver Dollars per arrow
Whistler: Attacks with this weapon push the target back 5ft.

Corked Arrow: Bow Ammunition: Cost 2 Silver Dollar per arrow
Flying Potion: This arrow can be filled with a liquid that will break on contact. The weight of the arrow gives the shot a sensory complication.

Other Weapons

Unarmed Attack:
Melee Only
Simple: No bonus abilities.

The Bonechewer: Tinkered Atrocity: 100: Large: 4 Gold Bullion Notes
5ft - 10ft - 50ft - 25ft*
Instinctive: This weapon does not require proficiency to be used.
Sensitive: This item can break easily. If you fall in battle while holding this weapon OR drop it, it breaks.
Repeater: Damage can be split up amongst multiple enemies, assuming there is ammunition to split.
Special Reload: This weapon must be wound very tightly. It takes 10 minutes of winding to

prepare a single round of firing. It can be wound 12 times.

Multishot 3: This weapon fires off many rounds per second, and has a multishot of 3c.

Armor

The Purpose of Armor

Armor is able to decrease the chance of being hit by non-piercing weapons, deflecting both savage, magical, and magical attacks. Armor also affects the speed of the user, however, as it is heavy and cumbersome.

Shields and Facing

Shields are able to deflect attacks like armor but without covering every part of the body. Shields are typically much lighter than armor, and can be used just as effectively without the speed reduction. Shields require one hand to use, and can be used in combat with a Light or Medium weapon.

Shields in combat are always facing a direction. The direction they are typically facing is towards the last enemy they were attacking, however, as part of their movement a character can change the direction their shield is facing to better suit the situation. A character can also decide as part of their movement to instead track a target and always keep their shield between them. A character with multiple shields can choose a facing for each shield individually.

Armor List

Leather Jerkin: Large: 60 Silver Dollars
Padded Leather that's light protection and offers maximum mobility. Gives a Simple Armor Complication to the wearer.

Gambeson: Large: 20 Silver Dollars

Layers upon layers of cloth give some meager protection. Gives a Simple Armor Complication to the wearer, and reduces their movement speed by 5ft

Chainmail: Large: 5 Gold Bullion Notes
Metal links are flexible and strong, though it's not exactly light. Gives a Tough Armor Complication to the wearer and reduces their movement speed by 10ft.

Breastplate: Huge: 25 Gold Bullion Notes
A thick plate of iron that protects the body, leaving the arms free for action. Gives an Severe Armor Complication to the Wearer. Reduces Speed by 15ft.

Elvish Platemail: Large: 15 Gold Bullion Notes
This thick armor covers only the fighting half of your body. Gives a Tough Armor Complication to the Wearer to enemies they are attacking. Reduces speed by 5ft.

Scale Mail: Large: 20 Gold Bullion Notes
For those who prefer turtle hide to steel. Gives a Tough Armor Complication to the Wearer and reduces their movement speed by 10ft.

Shields

Wooden Shield: Large: 5 Silver Dollars
Small and light, with solid protection. Gives an Severe Armor Complication to the Wearer towards enemies they are attacking.

Thick Shield: Large: 15 Silver Dollars
More like a spiked slab of iron than a traditional shield. Gives an Severe Armor Complication to the Wearer towards enemies they are attacking. While using the shield,

you can use the use the Diamond ability “Withstand” to avoid damage. Reduces Speed by 10ft.

Tower Shield: Huge: 45 Silver Dollars
Long and wide, and as substantial as armor. Gives an Severe Armor Complication to the User against enemies they are attacking. While using this shield, enemies you are attacking have a sensory complication against you. Reduces speed by 5ft.

Folding Shield: Medium: 2 Gold Bullion Notes
This shield spins and whirls, exploding from a tightly packed space. Gives an Severe Armor Complication to the Wearer towards enemies they are attacking.
Sensitive: This item can break easily. If you fall in battle while holding this weapon OR drop it, it breaks.

Gear

Seeker's Pack: Includes Rope, Hooded Lantern, oil can, Spade, Waterskin, Torch, hammer, 10 spikes, matches, Backpack and Harness.

Wilderness Pack: Fishing Tackle, Rope, Tent, Pot, Lantern, Bell, Grappling Hook, Matches, Oil can, Whiskey bottle, Backpack and Harness.

Burglary Pack: Crowbar, lockpicks, cuff keys, small mirror, ball bearings, hammer, hooded Lantern, oil Can, matchbox, Backpack and Harness.

Raider's Pack: Sledgehammer, crowbar, Shovel, 5 Torches, Oil Can, Pick Ax, Backpack and Harness.

Settler's Pack: Seeds, Pick Axe, Spade, Hatchet, Rope, Signal Whistle, Pot, Hammer, nails, Lantern, oil can, matches, Backpack and Harness.

Wizard's Pack: Ink, quill, and Paper, Magnifying Glass, Scale, brass weights, Long sheet, 10 candles, Backpack and Harness.

Gamblers Pack: Dice, Cards, Whiskey Bottle, Fake Gold Bullion Notes, Two sets of nice clothes, Backpack and Harness.

Items List

Light

Lantern: 10 Silver Dollars
Torch: 2 Silver Dollars
oil can: 1 Silver Dollar
Matches (100 Box): 10 Steel Coins

Travel

Rope (60ft): 1 Silver Dollar
Grappling Hook: 3 Silver Dollars
Climbing Piton: 40 Steel Cents

Camping Supplies

Food: 1 Steel Cent: Small
Waterskin: 1 Silver Dollar: Small
Fishing Tackle: 20 Silver Dollars: Large
Tent: 10 Silver Dollars: Large
Bedroll: 3 Silver Dollars: Large
Pot: 80 Steel Cents: Large
Utensils: 5 Steel Cents: Tiny
Food Can: 25 Steel Cents: Small
Can Opener: 20 Steel Cents: Small
Cigarettes (Pack): 30 Steel Cents: Small
Whiskey (Bottle): 30 Steel Cents: Small
Flint and Steel: 15 Steel Cents: Small

General Tools

Spade: 1 Silver Dollars: Small

Shovel: 4 Silver Dollars: Large
Hammer: 3 Silver Dollars: Small
Sledgehammer: 5 Silver Dollars: Large
Pick Ax: 8 Silver Dollars: Medium
File: 1 Silver Dollars: Small
Bell: 5 Steel Cents: Tiny
Crowbar: 4 Silver Dollars: Medium
Lockpicks: 15 Silver Dollars: Small
Shackles: 10 Silver Dollars: Large

Instrument

Harmonica: 50 Steel Cents: Tiny
Cornet: 1 Gold Bullion Notes: Small
Drums: 5 Silver Dollars: Medium
Guitar: 15 Silver Dollars: Large
Grand Piano: 4 Gold Bullion Notes: Huge

Miscellaneous

Small mirror: 5 Silver Dollars: Small
Ink well: 1 Silver Dollar: Tiny
Quill: 15 Steel Cents: Tiny
Parchment: 1 Steel cent: Tiny
Parchment Case: 2 Silver Dollars: Medium
Sparkling Chalk: 1 Gold Bullion Note: Tiny
Scale and Weights: 12 Gold Bullion Note:
Large
Dice: 3 Steel Cents: Tiny
Cards: 10 Steel Cents: Tiny

Clothing

Poor Clothes: 90 Steel Cent: Large
Work Cloths: 4 Silver Dollars: Large
Nice Cloths: 20 Silver Dollars: Large
Fancy Cloths: 1 Gold Bullion Notes: Large

Backpack: 2 Silver Dollars: Large
Harness: 2 Silver Dollars: Large
Bandolier: 5 Silver Dollars: Small
Holsters: 19 Silver Dollars: Small
Slings: 15 Silver Dollars: Small
Speed Loader: 10 Silver Dollars: Small

Bottled

Holy Water: 10 Silver Dollars: Small
Shadow's Grasp: 10 Silver Dollars: Small
Alchemist's Fire: 10 Silver Dollars: Small
Alchemist's Torch: 10 Silver Dollars: Small
Healing Drop: 10 Silver Dollars: Small

Horse: 7 Gold Bullion Notes
Saddle 10 Silver Dollars: Large
Saddlebags: 25 Silver Dollars: Large
Cart: 25 Silver Dollars
Carriage: 5 Gold Bullion Notes
Tinkered Wind-Up Cart: 1 Bar Gold Bullion
Note
Train: 3 Bar Gold Bullion Notes
Trackless Train-Car: 5 Bar Gold Bullion
Notes

Blacksmithing Kit: 25 Silver Dollars: Large
Basic Anvil, Foundry, or Forge: 4000 Steel
Cents: Huge
Master Anvil, Foundry, or Forge: 400 Silver
Dollars: Huge
Arcane Anvil, Foundry, or Forge: 40 Gold
Bullion Notes: Huge
Alchemist's Kit: 40 Silver Dollars: Large
Tinker's Kit: 25 Silver Dollars: Large
Spell Scribe's Kit: 15 Silver Dollars: Large
Sentry's Kit: 10 Silver Dollars: Large

Services

Pony Express: 1 Steel cent per mile.
Carriage Ride: 3 Steel Cents per mile.
Train: 1 Steel Cent per 10 miles.

Professional

Doctor: 2 Silver Dollars per hour.
Alchemist: 5 Silver Dollars per hour.
Blacksmith: 1 Silver Dollar per hour.
Tinker: 3 Silver Dollars per hour.
Scribe: 10 Silver Dollars per hour.
Magic-User: 1 Silver Dollar (per level)
Per hour.
Guard: 2 Silver Dollar per day.
Unskilled Labor: 1 Silver Dollar Per Day.

Items List Explained and Elaborated

Lantern: A reusable box of glass and steel, the lantern is able to produce 60ft of bright light when held high into the air. The Lantern can also be hooked onto a gun or belt, but the lower elevation casts long shadows, and reduces the distance the light produces to 40ft. Can be filled with oil, burning one ounce per hour, and capable of holding 6 ounces.

The glass on the object is sensitive, and will break if the lantern is dropped. Without the glass covering, a strong wind can blow out the lantern.

Torch: An oil soaked cloth on a steel rod, the torch can provide 60ft of bright light for one hour. The Torch can be refilled with another rag soaked with an ounce of oil, which will burn for one hour. The torch can be put out by water or a heavy wind. The torch can also be used to light objects on fire.

Matches: A sulfur tip on a tiny stick of wood, a match can provide 5ft of bright light for one minute. The match can be easily put out by water or a light wind. The match is easy to light when dry, requiring only a minor action

Oil Can: This can contains 8 ounces of slippery, flammable oil. The oil can can refill lanterns or torches.

The contents of the oil can be splashed onto a 5ft square to make it too slippery to stand on, requiring a Poise Check with a Tough difficulty to not be forced prone whenever a character moves into the square. The square remains oiled until it is washed away.

The oil can also be lit on fire. If splashed onto a target, a full can deals 3c elemental damage to a target within 5ft. If an oiled square is set on fire, the square remains lit for one minute, but can be put out by a

strong wind. Characters who move into a oiled square while on fire take 2c elemental damage.

The can is good steel, and can be turned in for a steel coin.

Rope: 60ft of long braided strands of fibers, a rope can be used to pull, lift, tie, restrain and grapple, among countless other uses.

The rope can be burst with a Vigor check that has an Absurd complication. It can also be cut with a weapon attack, and the Rope has 2 wounds at each section.

Grappling Hook: Several iron claws and a hook, this hook is ideal for grappling. Can be attached to the end of a rope and hook onto high ledges.

The hook can also be used in combat to assist in grappling a target. You have advantage on Vigor checks to grapple a target while using this item.

Climbing Pitons: These steel spikes can be driven into walls and then hooked in the eyes with a rope. The presence of these climbing pitons will increase the time involved in making a climb, but greatly increase the safety and decrease the difficulty.

Fresh Food: Live giving, although not long lasting, fresh food is plentiful in towns and cities, and its cost is marginal. Fresh food starts to go bad after three days, requiring a mettle check for every day past the three days, with a complication equal to the amount of days past it's prime. A failure on the mettle check will cause the character to expel the food, and they will have to eat again.

Canned Food: Hearty food trapped in steel. Filled with non-perishable foods, Canned

Food can be cooked in campfires or eaten raw at any meal. Useful for long journeys where food becomes scarce.

The can is good steel, and can be turned in for a steel coin.

Waterskin: A closed, watertight leather satchel, Waterskins hold 12 ounces of liquid.

Tent: Sheets of folding leather that can make a temporary shelter for two medium creatures. Some assembly required, as well as foraging for tentpoles.

Bedroll: Thick cloth wrappings for sleeping. Good for one person for sleeping in uncomfortable terrain.

Pots & Utensils: Steel bowls, spoons and forks for cooking and serving. Useful for gathered vegetables and hunted game.

Can Opener: A handheld cutter and incisor, perfect for opening cans without spilling its contents.

Cigarettes: Herbs wrapped in paper. Useful for masking smells or celebrating.

Whiskey: Bottled courage. Useful for running into danger, or away from problems.

Flint and Steel: An old fashioned fire starter. As an action, you can use the Flint and Steel to light an flammable object.

Timber: Logs of simple wood. A single log will burn for three hours and produce 60ft of bright light.

Crowbar: A long curved piece of steel. Useful for prying open doors and chests, the

Crowbar gives advantage on checks to pry open doors, chests, or windows.

Lockpicks: Several sets of thin, straight and curved tools. Lockpicks allow characters with the furtive skill to pick locks

Shackles: Steel chains and clasps. Shackles can be used to restrain the arms or legs of a creature, limiting their movement.

Sparkling Chalk: This chalk is incandescent, and will reflect the glow of any coloured that it is near. This chalk is often used by Rune Scribes to create fake outlines and patterns and confuse would-be thieves from discovering their craft secrets.

Backpack: A large leather sack with straps and pockets. Backpacks can hold up to twenty medium or small items. Large items count as two items, and huge items take up the entire backpack. Taking off the backpack to take an item from it takes an action. Too many items in the backpack may require a observance check to find anything inside.

Harness: A series of leather straps and strings that hold equipment. Harness' can hold up to twenty medium or small items. Large items count as two items, and huge items take up the entire harness. Too many items on the harness may require a observance check to find anything on it.

Speed Loader: Bullets in a mechanism designed for reloading. Speed loaders are built for specific guns, and can be filled with bullets to the maximum of the bullet capacity of that gun. The speed loader can be used for that specific gun to reload all bullets as a minor action.

Holy Water: The liquid in this ornate bottle appears as plain water, but interacts violently with undead and demons. If the contents are thrown or splashed at an undead or demon, the creature takes 4c magical damage. If applied to a weapon or ammunition, for one minute that weapon will deal Magic damage to undead and demons.

Shadow's Grasp: The liquid appears as swirling strands of smoke that plume within the vile. When released, the liquid quickly spreads into its surroundings, dying the air and water in an opaque black. Creates a 10ft Radius of dark grey smoke that blocks sight. The smoke lasts for six seconds and can be dispersed by strong winds.

Alchemist's Fire: This liquid substance is completely transparent. When exposed to air, the substance ignites in a smokeless flame. This vial deals 1c elemental damage to a single target when thrown.

Alchemist's Torch: The liquid in this bottle is dark brown, but creates a bright yellow light when shaken or impacted. The mixture creates a bright light in a 10ft radius for one minute.

Healing Drop: The vial is filled with plain water and a glowing red bead that swims. When planted on the tongue, the bead seems to dissolve instantly into the body. Consuming the liquid heals a creature 1 wound instantly, and the creature discards 10c if they can.

Craft Kits

Each trade requires specific tools for the job. Practicing a trade requires the corresponding kit.

Professional Services

Most Alchemists, blacksmiths, tinkers, magic-users or spell-scribes are far too busy with their own projects to take requests or commissions. However, those who do tend to charge a silver dollar per hour, plus materials.

Currency

In Westbound, money is in Steel Cents, Silver Dollars, and Gold Bullion Notes. A gold bullion note is worth 100 silver dollars, and one silver dollar is worth 100 cents.

Rounded shards of steel called Cents are widely traded due to their crafting capabilities. A cent is 1/50th of a lb. Cents are the most commonly traded material in the west. When short on cash, many people will take their steel items to a foundry and have it turned to coins, with a marginal tip for the foundry.

Silver Dollars are thick branded coins that are the closest ties you will find to the old world, having little intrinsic value of themselves. Each coin is considered a day's work by unskilled laborers, and is one of the more common forms of currency in the west.

Gold Bullion Notes are runed pieces of paper. When destroyed, the pure gold that is held within the rune is released in a spark of light. Notes are used to make large sums of gold easy to carry, and help deter fraud. When someone is afraid of fraud, they tear the paper and release the gold inside. People's trust in notes is only equal to the trust they have in those with the power of Runes. In towns filled with fraudulency, most people would rather have the gold than the notes. Notes can store large amounts of gold which is noted on the bill itself. A 5 Gold Bullion Note has 5 gold bullion; while a Bar Gold Bullion Note has a 5lb bar of gold inside, worth 250 gold bullion.

Selling Equipment

Characters who are short on cash or laden with loot will often seek to sell their superfluous supplies. Pawn shops and general stores have their own goods, but will generally purchase anything that has a considerable price reduction, usually for half price or for its material value in steel.

A successful Cityslicker check may find an ideal buyer who is willing to pay full price or more for your equipment.

Languages

Although accents and dialects may vary from region to region, there are only a handful of widely spread languages in Cael.

Each character can speak common, as well as the language of their race. More languages can be learned

Common - Language of Cael and Everyone.

Sylvan - Language of Elves and Gnomes

Rubble - Language of Dwarves

Vile - Language of Ogres and Orcs

Trifling - Language of Halflings and Goblins

Wurm Tongue - Language of Dragons

Divine - Language of Angels and Stars

Dusk - Language of Fiends and Shadows

Apocalyptic - Language of Demons and Devils

Crafts

Alchemy

Alchemists are able to craft extraordinary magical compounds, capable of replicating and even building upon existing magical spells. Alchemy takes simple and sometimes easily found substances and filter them through extraordinary and often difficult to acquire phenomenon to create potions, salves, and mixtures that create bottled magic.

All alchemical recipes require Consumables and Keystones. Consumables are generally easy to find substances, such as burnable material or blood. Generally, consumables can be easily found, bought, or coerced out of people within a city or town. The substance is always destroyed in the process of creating the alchemical mixture. Keystones are generally hard to find, unpleasant to harvest, or rare exotic substances, such as: the lungs of a fire-breathing creature or the heart of a humanoid creature. The keystone is never consumed during the creation of a mixture, and can be used multiple times.

Most alchemical mixtures can be altered by the Freshness of the Keystone, and if the mixture is watered down. After harvesting from a body, created, or extracted from the ground, a keystone remains fresh for one week, and afterwards must be preserved. While fresh, the alchemical mixtures that are made with the keystone gain the bonus of the “Fresh” property, if they have one. Similarly, some Alchemical objects can often be “Watered Down,” which provide a reduced or alternate effect, but more gain two objects from the single creation. If a recipe has the “Watered Down” option, during the creation of the alchemical mixture the alchemist can choose to water down the mixture, which will create an additional vial of the mixture with the “Watered Down” property.

When you find an alchemical mixture that you do not know how to produce, you can attempt to discern its chemical makeup and discern its recipe. You can take one hour with alchemist tools and make a schooling or observance check with a hopeless complication. If you pass the check, you learn how to reproduce the substance. Regardless of your success or failure, the potion is consumed in the process. Additionally, you can learn a recipe by reading a book, and taking a Schooling check with an Absurd complication after spending an hour attempting to replicate the mixture. Additionally, you can watch someone else make the alchemical mixture and you will learn how to make it yourself.

Consumables and Keystones of an alchemical recipe are not specific to what the substance is, but do have specific conditions that the substance must meet. A keystone that requires the lungs of a fire breathing creature can be gathered from a red dragon, or a hell hound, or simply a fire breathing goat; as any of these creatures will both have lungs and breath fire. Consumables act the same as keystones in that the substance have to meet specific conditions. A consumable that must boil an ounce of water can be one wooden log, or a hundred small candles, or a can of oil. Players are generally encouraged to find cheap, alternative consumables for a mixture.

The exact process of how the keystones and consumables interact is not entrenched. Some alchemists filter the consumables through the keystones, while others use the keystones as a reference for tests. Regardless, creating any alchemical mixture will take one hour, and 5 Steel Cents of generic supplies in addition to the Keystone and Consumables.

When reading an alchemical mixture recipe, the information will be displayed as below:

Name of Alchemical Mixture:

A description of the alchemical mixture.

Keystone: Conditions the Keystone must meet.

Consumable: Conditions the Consumable must meet.

Effect: The effects of the alchemical substance.

Watered Down: The effects of the substance when watered down, if it can be watered down.

Fresh Keystone: The effects of the substance if the keystone is fresh.

Not all alchemical mixtures have the ability to be watered down, or have additional properties when the keystone is fresh.

List of Alchemical Mixtures

Alchemist's Fire:

This liquid substance is completely transparent. When exposed to air, the substance ignites in a smokeless flame.

Keystone: The lungs of a fire breathing creature.

Consumable: Enough flammable material to boil an ounce of water.

Effect: Upon exposure to air, ignites to deal 4c Elemental damage to a single target.

Watered Down: Creates 2 vials that deal 2c damage to a single target.

Watered Down Again: Creates 4 more vials 1c damage.

Fresh Keystone: Creates 3 vials of pure Alchemist's Fire.

Stone Skin:

This substance is a thick gray slush that sticks to the walls of the vial. When exposed

to an organic surface, the mixture sticks to the surface and is rapidly absorbed into it.

Keystone: The Eye of a Petrifying Creature.

Consumable: A hard stone or crystal that weighs 10lbs.

Effect: Upon exposure to soft objects such as wood or skin, attempts to turn it to stone; if the target has 5c foundation or less, they are turned to stone permanently.

Watered Down: Creates 2 vials that temporarily harden the skin of the drinker, giving them an Armor Complication of 6 for one hour.

Fresh Keystone: Target requires 7c Foundation or less, or the hardened skin lasts for 8 hours.

Shadow's Grasp:

The liquid appears as swirling strands of smoke that plume within the vile. When released, the liquid quickly spreads into its surroundings, dying the air and water in an opaque black.

Keystone: A Feline's eye.

Consumable: 50lbs of Timber.

Effect: Creates a 10ft Radius of dark grey smoke that blocks sight. The smoke lasts for one minute and can be dispersed by strong winds.

Watered Down: The smoke lasts for only six seconds.

Fresh Keystone: The smoke is sticky, and cannot be dispersed by non-magical winds.

Healing Drop:

The liquid is plain water with a glowing red bead that swims in the vile. When planted on the tongue, the bead seems to dissolve instantly into the body.

Keystone: A Humanoid Heart.

Consumable: A pint of blood.

Effect: Heals a creature 1 wound instantly when consumed.

Watered down: Heals a creature 1 wound instantly when consumed, and the creature discards 10c if they can.

Fresh Keystone: Create an additional vial.

Noxious Stimulant:

A mushroom floats in this lively green liquid, which smells like poison and tastes like death. Once in the system, the drinker feels a tingling warmth and sudden burst of energy enter their body.

Keystone: Hollowed horn of a four legged creature.

Consumable: A poisonous Mushroom.

Effect: For one minute, all cards discarded from actions are instead Recycled.

Watered Down: For one minute, all discarded cards go to your Recycling and the drinker becomes poisoned.

Fresh Keystone: The effects of the mixture last for ten minutes instead of one.

Arcanyte Powder:

This powder is white, but reflects all colors in the visible light spectrum when shown under the sun. Those who consume the powder are noted to have a pleasant feeling of lightness and invincibility.

Keystone: 10lbs of Alicorn.

Consumable: Ten mana

Effect: For the next minute, add 1c to the mana of each spell, and use that as the new spell. This can create a spell of a higher tier than the spellcaster can normally cast.

Watered Down: You can no longer do an action that is not casting a spell.

Fresh Keystone: Requires 5 mana during creation instead of 10.

Alchemical Torch:

This liquid is dark brown, but creates a bright yellow light when shaken or impacted.

Keystone: Wings of a Tiny Creature

Consumable: Enough reflective material to see your own face clearly.

Effect: The substance glows and creates bright light in a 30ft radius for one minute.

Watered Down: The mixture creates a bright light in a 10ft radius.

Fresh Keystone: The material glows for one hour.

Plump Potion:

This liquid appears to have several layers of increasingly thick fat. The slimy liquid stains the mouth with sour grease, and the drinker appears to not desire food for a day or so.

Keystone: Stomach of a Sallow

Consumable: Pig Heart

Effect: This liquid completely satisfies the drinker's hunger, and fills the Gut Magic reservoir of any creature with Gut Magic.

Water Down: The potion does not affect the Gut Magic reservoir.

Fresh Keystone: The potion satisfies the creature's hunger for one week.

Water Breathing Potion:

This cloudy liquid seems to contain something tiny swimming inside of it. Drinkers of the liquid report the uneasy feeling of drowning while under its effects.

Keystone: A water breathing creature.

Consumable: 10 liters of air breathed from a living creature.

Effect: You can breath underwater for 10 hours, but cannot breath regular air. The moment you breath regular air the effect fades as you cough out the liquid from your stomach.

Watered Down: You can breath underwater for one hour.

Fresh Keystone: You can breath regular air without ending the effects of the potion.

Misery Jar:

This metal bowl is smooth and rounded on the inside, but the exterior animates magically, shifting between screaming skulls and melting faces.

Alchemical Tool (Large, pot sized)

Consumable: The 100lbs of armor and metals from an undead creature.

Effect: Used to hold and distill undead creature parts.

Sick Resistance Potion:

This crimson red potion smells and tastes of rotten flesh, and it sits poorly in the stomach.

Keystone: Misery Jar

Consumable: Zombie Liver

Effect: You are proficient in mettle checks to resist against Disease and Poison for one hour.

Watered Down: You have advantage on mettle checks against Disease and Poison.

Fresh Keystone: The effects last for 24 hours.

Shadow Fumes:

These white sands are constantly rushing inside the bottle, and those who breathe in the fumes feel a sense of intense dread.

Keystone: Misery Jar

Consumable: 10lbs Crushed Undead Skeleton Bones

Effect: Undead creatures will perceive you as undead for one hour. Undead will ignore non-hostile actions.

Watered Down: Non-undead creatures will perceive you as undead, as your body pales and your speech slurs, and blood constantly oozing from your mouth and eyes.

Fresh Keystone: Uncontrolled undead creatures will follow you and attack creatures you attack, acting as a horde cohort in battle.

Corpse Copse Seed:

These black bulbs are squishy and constantly flaking. Small roots appear sporadically, and seemingly searching for the ground.

Keystone: Misery Jar

Consumable: 50lbs of Timber.

Effect: When thrown at the dirt, the seed creates a large wall from the undead bramble and thicket. The wall is comprised of six 5ft square columns that raise 10ft high and are placed consecutively, determined randomly by the Consecutive Scatter. The walls have 2 foundation each and an Simple Armor Complication.

Watered Down: The seed is comprised of only one 5ft square column.

Fresh Keystone: The walls have a Tough Armor Complication.

Swamp Feed:

This substance is a stark white and always oozing a slippery green poison.

Keystone: Misery Jar

Consumable: Undead Skull

Effect: The Skull becomes a 1lb ingot of Swamp Feed. Swamp Feed is a poisonous and slippery crafting material.

Dreamcatcher:

An interweaving web of grey strands that capture and catalogue stray and lost thoughts.

Alchemical Tool

Keystone: Two heads from the same creature.

Effect: Used to catch dreams: Place above sleeping creature. Can also help to defend against sleep based attacks.

Deep Thought Candle:

This candle is reminiscent of a sparkling nights sky, and smells of things long forgotten.

Keystone: Dreamcatcher

Consumable: Dreams of a sleeping creature.

Effect: While breathing this candle's fumes, the memories become as vivid as dreams to the user. They are able to remember minute details from their past, but experience them ceaselessly. The distraction causes the target to suffer a sensory complication to all attacks. The candle burns for one hour, with fumes that affect creatures within 30ft.

Fresh Keystone: Creature does not need to be dreaming, just sleeping.

Fantastic Terror Candle:

This candle is partially translucent, with an insidious moving "Thing" that slithers in the corner of your eye.

Keystone: Dreamcatcher

Consumable: Nightmares of a sleeping creature.

Effect: While breathing the fumes of this candle, the target is hounded by illusory terrors, and enemies become indistinguishable from allies. The candle burns for one hour, with fumes that affect creatures within 30ft.

Fresh Keystone: Creature does not need to be having a nightmare, just sleeping.

Slip Thought Candle:

This candle is filled with an ever shifting white ink, which forms recognizable shapes and patterns as you gaze into it.

Keystone: Dreamcatcher

Consumable: Daydreams of a creature.

Effect: Memories made while breathing in the fumes from this candle are forgotten when you stop breathing them. Creatures do not notice the memory slipping. The candle burns for one hour, with fumes that affect creatures within 30ft.

Fresh Keystone: Memories lost from this candle are returned while breathing in its fumes.

Moon Altar

This altar looks fit for temple rather than a laboratory. Either way, this altar is dedicated to the heavens.

Alchemical Tool (Large, table sized Item)

Consumable: Beak of a Large Creature

Effect: Used to draw the light of the moon.

Regeneration Potion

This potion is filled with a growing bubbling red liquid, which seems like it should be launching the cork from the bottle.

Keystone: Moon Altar

Consumable: Blood of a regenerating creature.

Requirements: Must be under light of the full moon during brew.

Effect: Drinker regenerates limbs in 1c days.

Watered Down: Drinker regenerates limbs in 1c weeks.

Watered Down Again: Drinker regenerates limbs in 1c months.

Fresh Keystone: Drinker regenerates limbs in 1c Hours. Not available if watered down.

Enthralling Potion

In the sparkling liquid is an intricate crystal, which shrinks as it becomes focused on.

Keystone: Moon Altar

Consumable: 10 lbs of Fragrant Flowers

Requirements: Must be under light of the full moon during brew.

Effect: Drinker becomes enthralled with the first target they see, as if the Beguile spell had been cast on them. This effect lasts for 24 hours.

Fresh Keystone: This effect lasts for one year.

Dour Wood

This dark brown bark looks ordinary save for its blue shine while under moon light. It is light as wood but strong as steel.

Keystone: Moon Altar

Consumable: 1lb of Bark

Requirements: Must be under the light of the full moon during creation.

Effect: The bark becomes Dour Wood.

Fresh Keystone: The Dour Wood is weak and pliable for 24 hours before it becomes strong as iron.

Blacksmithing

Blacksmiths are able to craft items of utility and weapons of war. As they progress in their trade, they master not only steel but rare and unearthly metals as well. As soon as a character takes the Blacksmith trait, they learn how to imbue features into weapons, but must first master their implements of crafting before they can create items with these features.

When you take the Blacksmith Craft, you learn to create and use the Anvil, Forge, and Foundry. By crafting one of these, you learn how to properly use them, and with time and proper materials can craft even great implements of creation.

Metal Shapers use Anvils to shape armor and equipment for themselves and their allies. Weaponsmiths use Forges create savage weapon of melee warfare.

Gunsmiths use Foundries to create customized firearms and bullets.

Creating a basic Foundry, Basic Forge, or Basic Anvil takes 30 hours and 5,000 cents of iron materials. It is a Huge item. A Master Foundry, Forge or Anvil can be created for 300 Hours and 500 Silver Dollars of rare materials; and requires a Basic Forge, Anvil or Foundry to create. An Arcane Foundry, Forge, or Anvil can be created for 3,000 Hours and 500 Gold Bullion Notes of crushed diamonds; and requires a Master Forge, Anvil or Foundry to create. You cannot use a Basic, Master, or Arcane foundry, forge, or anvil; unless you have made one.

When using different materials, every 50 cents of iron in the items requirements is replaced by a pound of the new material. Items cannot be made from multiple rare or mythic materials.

Metal Shaper:

Metal Shapers are able to create armor, shields, equipment, and the metal components required for Tinkering. This costs the items weight in iron, and two hours of work for every pound of material. Metal shaping requires a Basic Anvil to craft items.

With a Master or Arcane Anvil, you can shape armor and equipment from rare or mythic materials.

Weaponsmith

Weaponsmiths can create melee weapons and imbue them with various deadly properties. Each weapon you make is a Savage Weapon. A Basic Weapon Forge

can create weapons with one property, and a Master's Weapon Forge can create weapons with two properties.

Creating weapons require Metal and Time. A basic weapon with no features takes 2 hours and 100 cents of materials, and additional properties can be crafted into it for additional time and materials.

Non-Lethal: If reduced to zero foundation, the creature will not die from the attack. This increases the weapon size by one, and 100 cents of materials, and 3 hours.

Lengthy: Your melee range is considered twice as long for attacks with this weapon. This increases the weapon size by one, increases the creation time by 16 hours, and 500 cents of materials.

Keen: When attacked with this weapon, the enemy's highest Complication is considered one tier lower. Increases item the creation time by 32 hours, and 200 cents of materials, and is one size larger.

Anticipate: This weapon can be wound-up or As an action, you can add a set of cards to your Holdem. These cards are discarded at the End of your next turn. Increases item the creation time by 16 hours, the weapon is one size larger, and requires 500 cents.

Sweeping: Damage from this weapon can be distributed among several enemies within melee. Increases the creation time by 16 hours, requires 400 cents of materials, and increases the weapon's size by one.

Bleeding: Enemies who take damage from this weapon begin to bleed which causes

pain as they exhaust themselves. Whenever the bleeding creature starts a turn with no cards in their hand, that character takes 1 damage. This effect continues until the affected character begins their turn with at least one card in their hand. This increases the creation time by 32 hours.

Thrown: This weapon is designed to be thrown instead of used in melee. It gains a Range of Melee - 5ft - 30ft - 30ft*. This increases the creation time by 2 hours, and costs 160 cents of materials.

Hooks: This weapons curved hooks gives you advantage on the Trip, Grapple, and Disarm maneuvers, and you no longer require a free hand to perform the grapple maneuver. This increases the creation time by 16 hours, and costs 400 cents of materials, and increases the size by one.

Gunsmithing

You can make custom bullets and guns. Requires a Basic Gunsmithing Foundry. A standard gun is considered a medium item and has the Loud and Piercing features. Guns can become small, large, or huge size depending on what qualities you give it. Unlike Weaponsmithing, Gunsmithing requires the blacksmith to decide the Triggers, Barrels, and Stock of the firearm.

Creating Guns:

Custom Trigger:

Spread Trigger: This trigger is assigned to at least three barrels. When fired within the

Prime Range of the weapon, the weapon ignores Sensory Complications. Each barrel being fired must be loaded or else the weapon jams. 12 Hours and 50 Steel Cents.

Single Trigger: Add a trigger to the weapon, this trigger fires off one of the barrels. Three Hours and 10 Steel Cents.

*** Each barrel should have a trigger connected to it, and multiple triggers can be assigned to each barrel. ***

Custom Barrel:

Short Barrel: Prime Range is 10ft, Prime Reach is 45ft. Six Hours and 100 Steel Cents. This weapon is considered one size smaller.

Standard Barrel: Prime Range is 30ft, Prime Reach is 90ft. Ten Hours and 200 Steel Cents. This weapon does not change in size.

Long Barrel: Prime Range is 60ft, Prime Reach is 150ft. Fourteen Hours and 400 Steel Cents. This weapon is considered one size larger.

Custom Stock:

Short Stock: Short Range is 5ft, Half life is 20ft*. Six Hours and 100 Steel Cents. This weapon is considered one size smaller.

Standard Stock: Short Range is 15ft, Half life is 40ft*. Ten Hours and 200 Steel Cents. This weapon does not change in size.

Long Stock: Short Range is 30ft, Half life is 60ft*. Fourteen Hours and 400 Steel Cents. This weapon is considered one size larger.

*** If Short Range is Equal or greater than Prime Range, it is instead has no Short Range.***

Extras:

Master Gunsmiths are able to add extra features to firearms without reducing their effectiveness, such as a bayonet or suppressor. Any and all of the *Extras* can be added into a weapon.

Grip: Prime Reach is 15ft Higher. Fourteen Hours and 400 Steel Cents.

Suppressor: This barrel loses the Loud Property. Twenty Hours and 200 Steel Cents.

Bayonet: Attach a small weapon. Ten Hours and 200 Steel Cents.

Bipod: This weapon can be set onto a surface and used as if mounted. Ten Hours, 300 Steel Cents

Creating Bullets:

Creating custom bullets requires a Master Foundry. Creating bullets requires Dust and steel, both of which can be recycled from other bullets. Each bullet made can include on property from the following list.

Thick Bullet: This thick slug bullet requires the dust from two standard bullets. Attacks made with this bullet gain a Hold'em, which is drawn when the Firearm is drawn, and recycled after the battle. Requires custom barrel designed specifically for this bullet.

Thin Bullet: This economical bullet can be made in pairs of two from the dust of one

standard bullet. The prime range of this bullet is halved. Requires custom barrel designed specifically for this bullet.

Long Bullet: This bullet can be made from two standard bullets. The prime range of this bullet is doubled. Requires custom barrel designed specifically for this bullet.

Hollow: This bullet can be made from two standard bullets. This bullet can be filled with a liquid. Requires custom barrel designed specifically for this bullet.

Enclosed Atmosphere: This bullet can be made from two standard bullets. This bullet can be used in environments where dust can not usually be fired; such as underwater. Requires custom barrel designed specifically for this bullet.

Rare Materials

Crafting with rare and magical materials is the mark of a master craftsman. Blacksmiths can craft guns, bullets, armor, equipments and weapons from rare materials, giving them the properties of the material. A Master Forge, Foundry or Anvil are required to craft with Rare Materials.

Dour Wood

Dour wood is an ultra hard wood that is also playable and light. The speed reduction of armor made from Dour wood is reduced by 5ft. Items made from Dour Wood are considered one size smaller, for the purpose of what can be held in a hand.

Swamp Feed

Swamp Feed is a poisonous metal. When introduced to the blood stream, or when held against the skin for too long, the metal will poison the creature. Targets who are cut by Swamp feed or who have the material in contact with their skin must make a Mettle check with a simple complication, or become poisoned. Swamp Feed is also naturally slick, and creatures attempting to grab or hold the material do so with disadvantage; and the item has a simple complication to grab or hold.

Alchemical Iron

Alchemical Iron tingles the flesh, alternating between hot, cold, and charged. Attacks made with Alchemical Iron deal Elemental and Physical damage. Any item made from Alchemical Iron transforms into a bolt of lightning when thrown, ignoring armor complications derived from metal armor. After being thrown, the object returns to its natural form and radiates with power, dealing 2c Elemental damage to anyone who picks it up or holds it.

Prestige Classes

When choosing a Subclass at level 2 of your Sort, you can instead choose a prestige class. Any Sort can take any prestige class at level 2.

Prestige classes allow for additional customization and optimization for characters. A prestige class offers various

abilities, as well as increasing your source suits.

Prestige classes may also come with a negative; as any new source suit will reduce your hand permanently.

Scout

The Scout is quick and cunning, able to strike hard and fast, taking full opportunity of surprise attacks. They are excellent leaders and guides, able to traverse dangerous lands and propel their allies from ambush to ambush.

When you take the Scout prestige class, you become proficient in checks to track enemies, hide, move quietly, and to perceive dangers.

You become proficient in Dust Implements, if you were not already.

You gain the Grit source suit. If you did not already have the Grit source suit before taking this prestige class, your hand is permanently reduced by 1.

You gain the Quickdraw ability, if you did not already have it.

Abrupt Ploy: At level 2, you become an expert in the initial moments of battle. During the first draw of combat, you may draw an additional card. During surprise rounds, cards discarded from redrawing are sent to the Recycling.

Opening Gambit: At level 7, you become the master of the opening move. During the first draw of combat, you may draw another additional card. During surprise rounds,

cards discarded from attacks are sent to the Recycling.

foundation are discarded if there is no combat.

Complete Rules

Rules for Combat

Starting Combat: Draw!

Characters who wish to prepare for combat should declare that they draw. This announces that they are battle ready, and serves as the start of a battle between all wary combatants who may immediately Draw as well.

Characters who declare they draw may immediately draw up to their full hand, redraw, play Foundation and play an ante. This draw happens before the start of their first turn.

Characters may also Draw as a precaution if they believe that an ambush is around the corner or that the room may be trapped.

Being battle ready is important as a character's survival is based heavily on the preparation of their foundation. Surprise attacks are particularly deadly, and drawing for combat will ensure that they are battle ready. Drawing unnecessarily is, however, a waste of cards, as all cards in your hand and

The Order of a Turn:

The only actions that must be done in a specific order are Drawing and Redrawing at the beginning of a turn, and players can perform the other actions in any order. However, this means that a player can attack or move before playing foundation, and be attacked before they have any defenses up; for this reason it is wise to play foundation first, but it is not a hard rule. You can also choose to not act in a turn, foregoing an action, or using an action to make a minor action.

Turn Order:

- Draw Hand
- Redraw
- Set up Foundation
- Move
- Action

Drawing and Redrawing Cards:

Characters who draw pick up cards equal to their hand size.

At the start of each turn, players with an empty hand can draw up to their hand size. Players with any cards remaining in their hand at the start of their turn cannot draw a new hand or redraw.

After drawing a full hand at the beginning of their turn, a player may immediately redraw, discarding any unwanted cards in their hand and pick up an equal amount of cards. This

can be done only once per turn, and only directly after a full hand has been drawn.

A character's hand size depends on their *sort*, as well as various abilities that can increase it. Single Source classes have a base hand of 5, while Two Sourced classes have a base hand of 4; prestige classes can decrease hand size further, down to 3 or 2 cards per draw.

Foundation: Your Dynamic Defence

A character's physical health is represented by a stack of cards called Base Foundation. This stack is always face down, and cards from the top of the stack are discarded when the character takes damage. When the last card in the Base Foundation stack is discarded, the character becomes wounded. At the end of every Full Rest, Players shuffle the Base Foundation stack back into their deck, and play cards into the stack up to their max Base Foundation.

A character's readiness for battle, defence and preparation for danger is represented by stack of cards called Foundation. A character's Foundation stack is placed face up on top of their Base Foundation, and when a character takes damage they may discard cards from the top of the Foundation instead of from their Base Foundation. Foundation is a character's dynamic defenses, representing dodges, parries, dives, near misses, and non-lethal wounds.

At any time during a character's turn, cards can be played face up into the Foundation stack from the player's hand. When there are

no cards in the foundation stack, any card can be played into it. When there are already cards in the Foundation stack, any card being played into the stack must be lower in value, as well as numerically sequential. For example: if the topmost card of a character's Foundation shows a value of 9, then only an 8 can be placed below it.

Some *sorts* have the defensive abilities Withstand and Cheat Death, which allow the player to discard a card from their hand to ignore the damage as a reaction.

Complications: Armor and Cover

Any obstacle that a character must overcome to strike a target and successfully damage it is called a Complication.

There are three types of Complications: Basic Complications, Armor Complications, and Sensory Complications.

Basic Complications, also commonly known as just Complications, determine the minimum value of a card that can deal a target damage. The Complication is determined by the various situational factors of the Defender and the Attacker, such as defender being prone or in cover, or the attacker being mounted or using a weapon they are not proficient in.

There are three tiers of Complications in combat, and each have a numerical range: Simple (1-3), Tough (1-6) and Impossible (1-9). Any card involved in an attack that is numerically equal to or below any number in the range of the tier of the complication is

discarded and does not cause damage to the target.

For example, a pair of 6's against a Tough complication would deal no damage, but a pair of 7's against a Tough Complication would deal 2 damage. A Royal Flush (9, 10, Jack, Queen, King) against an target with impossible complication would deal damage only for the 10, jack, queen, and king, but not for the 9, as 9 is equal to the Severe complication.

Armor Complications are complications gained through worn armor and shields. They are effectively the same as circumstantial Complications, but are susceptible to Piercing weapons, such as Pistols.

Sensory complications come into play when the attacker does not know the defender's exact position or form. Sensory complications are derived from abilities or circumstances that make it more difficult for the defender to be seen or sensed, such as aesthetic or environmental cover, darkness, or the attacker being blinded. Spread weapons such as shotguns can ignore sensory complications, and heightened senses such as Echolocation and Seismic Sense

When a Sensory complication is applied to an attack, the damage of the attack is reduced by sensory complication. Basic sensory complications will only reduce the attack damage by one, as they hide or block a creature's location; However, more powerful sensory complications will distort or

displace creature's location, and reduce the attack damage even further. Spread weapons like shotguns, can ignore sensory complications, and heightened senses such as Echolocation and Seismic sense may help ignore them in general.

Complications are not stackable within their own complication type. If you have a shield and leather armor that both grant you a simple armor complication, they count only as a single simple complication and are not combined into a Tough complication or applied twice. Similarly, being hidden and invisible will not grant you a higher sensory complication and will not reduce damage further.

Attacking with Sets

As an Action, a character can make an attack against a creature or object. The player discards a set of cards from their hand, and the more cards present in the set will deal more damage to the target.

A set is a combination of cards that are similar, such as two cards of the same value or five cards of the same suit. There are only seven types of sets: High Card, Pair, Three of a Kind, Four of a Kind, Full House, Straight, and Flush.

A High Card is a single card of any value or suit. A Pair is two cards with the same Value, a Three/Four of a Kind is three/four cards with the same value. A Full House is a five cards, two of one value and three of another value. A Straight is five cards with Values

that are in numerical order. A Flush is five cards of the same suit.

You will have to play with strategy to avoid enemy and personal Complications if you are to triumph in battle. When attacking, make sure you are accounting for their Basic and Armor Complications in order to not waste an attack, and remember that it is better get a hit with a High Card than miss with a low Straight.

Complications do not stack, and attacks are only affected by the highest complication; if you have a Simple and Tough Complication, it is as if you only had a Tough Complication you have to exceed.

If you have an effect that reduces a Complication, it reduces the highest complication. If there are multiple complications of the same difficulty, it only reduces one and so the difficulty remains the same. Multiple effects can reduce one Complication several times, so having multiple Complications can help defend you from these types of attacks.

Ante: Speed up

Your Ante determines your turn order. The character with the highest Ante will always take their turn first, and lowest ante will take their turn last. When a player enters a battle, they may place as many cards into their Ante from their initial hand as they want. During their turn, after the fight has started, a player can only add a single card to their Ante as part of their Movement.

There is only one Ante per deck. Game Masters and players with Cohorts have only one Ante for all creatures under their control.

When one character's Ante becomes higher than another's, they can *overtake* them. A player must declare that they are overtaking the player or Game Master at the start of their turn. Once they overtake them, the player immediately goes ahead of that player and/or Game master in the Ante order. This can be used to get multiple turns in a row, but not two turns in the same round.

Becoming Wounded

When a character loses their base foundation, they become wounded. A wounded character drops what they are holding, immediately discards 10 cards from their deck, and 10 more cards at the beginning of each of their turns until they are exhausted. A wounded character cannot use actions and their movement speed is reduced to 0ft, they automatically fail checks, and they cannot place down foundation. When a wounded character is hit by an attack, they discard another 10 cards for each point of damage taken.

Ending Combat

Combat ends either because all members of one side are exhausted or wounded, or because they have not made any actions in over a minute.

When combat ends, characters discard their foundation, their ante, and their hand.

Actions in Combat

Actions are defined by the length of time and amount of effort it takes to perform them. Every action requires the discarding of a card, unless a card is already discarded as part of the action. Below is a list of actions that can be taken during a turn.

Attack:

You can try to harm a target creature or object. Requires discarding a Set for damage.

Cast a Spell:

Casting a spell requires discarding a Heart card and Mana. If the spell has a duration, the Mana card with the lowest value that was used for the spell remains with the target until the end of the duration.

Rush:

As an action you can move up to your full movement speed. This is in addition to your normal movement speed.

Prepare:

Instead of performing an action right away, a player can ready an action to be used during another player's turn. Tell the GM your action and what event will trigger your action. When your action is triggered, you can use your reaction to immediately take the action. The cards used in the action are the cards discarded for this action.

Unjam a weapon:

When a bullet gets jammed in a barrel, characters can remove one of the jammed bullets from one of the barrels.

Maneuver:

A player can perform a Maneuver, such as a grapple, shove, or disarm. The check that is made during the action does not count as the card discarded for the action.

Reclaim Recycling:

A player can shuffle their Recycling pile into their deck. Otherwise, recycling is reshuffled into their deck at the end of battle.

Take off backpack

As an action, a character can remove their backpack so they can search through it. Putting the backpack on again is part of an action.

Draw Mana:

As an action, a character can draw mana from the aether, up to their remaining daily allowance.

Maneuvers

Attacking is not the only way to affect the battlefield. Maneuvers can be used to destabilize and weaken an enemy.

Grappling

As an action, a character can enter into a Vigor contest with a creature. If successful, the target is grappled. A grappled character's movement is reduced to 0ft, and the grappler's speed is reduced to half. A successful Vigor contest for the grappled character can end the grapple. The Grappler can choose to end the grapple at any time. A grapple is ended if one of the creatures is pushed out of range of the other.

Shoving

A character can push a creature away or down. As an action, a character can enter

into a Vigor contest with a creature. If successful, the creature is pushed 5ft back or made prone.

Disarm

A character can attempt to knock an item out of a creature's hand. As an action, a character can enter into a Vigor contest with a creature. If successful, the creature being disarmed drops the object. Use the scatter rules to determine where the weapon goes.

Multi-attack

A Multi-attack is the ability to attack several times as one action, whether through swiftness of blade, using multiple weapons, or using an automatic weapon that can fire several times. When making a multi-attack, play a set of cards from your hand as with a normal attack, then draw a number of blind cards from the top of your deck equal to the multi-attack bonus, and add those cards to the set. If the added cards create a larger set, use that new set for the attack instead; otherwise, ignore and discard the added cards.

For example, if you attack with a pair of 3's and blindly draw a 7, the attack functions as normal and all three cards are discarded; however, if you drew another 3, the attack would become a Three of a Kind set instead, and that would be the set used for the attack.

When you are making a multi-attack, you are able to distribute the damage between multiple targets, but only if the cards added

to the attack increased the set value or damage.

Two Weapon Fighting

With two hands you can attack twice, although your concentration is always on your main hand. When you attack with two light melee or ranged weapons, you treat the attack as though you had multi-attack. Before the attack, decide which hand is your main hand, as the effects and abilities of your off-hand weapon's specials will only come into effect if the multi-attack is successful.

Attacking Broadside

When taking an enemy alive is preferred, but your weapon is deadly, it is best to attack broadside. Attacking broadside means to use a lethal weapon in a way that is non-lethal. Most weapons were not designed for this, and the added difficulty will create a complication. A broadside weapon is considered an improvised weapon, and characters have a Tough Complication for all attacks which are made broadside. A character who becomes wounded from a broadside attack is automatically stabilized and cannot die from the attack.

Ranged Attacks

Short Range

The Short Range is the minimum distance you can functionally use a ranged weapon. While between this range and the Prime Start range, enemies have a sensory complication. Weapons that fire below the Short range have two sensory complications for the attack.

Prime Range

Prime Start and Prime Reach are the preferred distance of a given weapon. Many abilities only function while within this zone.

Half Life Range

A weapon's Half Life is the distance increments in which the shots become increasingly difficult. When firing past a ranged weapon's Prime Reach, the attack is subject to a sensory complication. For each Half Life increment past weapon's Prime Reach, the sensory complication for the attack increases by one.

Blind Firing

A character can fire against a creature around a corner without exposing any parts of their body except for their hand. When blind firing, a player must choose which square they are attacking. If a target is in that location, the attack also has a sensory complication. Characters can only blind fire at targets if within 20ft, or else the attack misses automatically.

Creatures who try to attack a character while they are blind firing are subject to a Severe Complication, but cannot deal damage to the character's Base Foundation. If there is sufficient damage to a blind firing character such that their Base Foundation

would be damaged, the character is instead disarmed, and their weapon is tossed away according to the Scatter rules.

Firing through Creatures

In a crowded battlefield, it is not uncommon to want to attack past allies and enemies at priority targets. Creatures provide cover, which varies on the angle of the shot, the size and position of the blocking creature and the size of targeted creature.

When a creature is directly blocking the line of fire, they create full cover for the creature. If there is any angle between the two creatures and there is a possibility of a shot making contact, the attack will have a Severe complication. When the attacker has a line of fire towards the creature with a quarter or more of the creature's torso exposed, the attack has a Tough Complication. When an attacker has a line of fire of half or more of the creature's torso, the attack has only a Simple complication.

The size of the creature will also affect the viability of a shot. Creatures that are taller and wider will be more exposed, and a creature that is one size larger than the creature giving them cover will only be granted half cover, and no cover when the creature is two sizes larger.

Attackers cannot damage unintended targets by missing the attack. However, the attack may make contact and cause a flesh wound, or glance off of armor.

Throwing Weapons

Weapons that are designed to be thrown are treated as Ranged weapons. Weapons that are Melee only can be thrown up to 20ft with a Tough Complication. When a weapon is thrown outside of its Prime Reach, or wasn't meant to be thrown, draw scatter to see

where the weapon lands; the attack functions against whoever is in the space that the weapon lands in.

Unlike other ranged weapons, thrown weapons cannot be thrown past their first Half Life.

Scatter

Sometimes things go wide, a weapon slides across the floor or a potion slips from an alchemist's hand. When determining scatter, draw two cards; The scattering object's travel direction and distance is determined by these cards.

A scattering object will not travel if the cards drawn are revealed to be face cards or tens, but will travel 5ft for every interval of 3 below 10. 9-7 is flown 5ft, 6-4 is flown 10ft, and 3-1 are flown 15ft.

The suit of each card determines the direction. By the Standard Westbound compass, Hearts = South, Spades = North, Clubs = West, and Diamonds = East.

An example of scatter would be: Ace of Diamonds and a 9 of Spades; So the object travels 15ft East and 5ft North.

If the two suits drawn are opposite directions, the total distance the object travels is equal to the subtraction of the distances. This can cause the object to move no spaces.

Consecutive Scatter

For consecutive scatter, such as a bramble wall unearthing or a earthquake's tremor, each card drawn moves the target area 5ft towards the direction determined by the standard Westbound compass. These areas

can overlap, but cause no further effect on overlapped surfaces. When a card of one suit is drawn, followed immediately by the suit of the opposite direction, both cards instead apply to the initial direction.

Weapon Sizes and Restrictions:

Small weapons can be used easily and simultaneously together. A Medium weapon takes full concentration to use and cannot be used in conjunction with another weapon; Two medium weapons can be held at the same time, but only one can attack at a time. A large weapon requires two hands to use properly. A Huge weapon must be mounted, and cannot be used while being held.

Weapon Proficiency

Weapon Proficiency allows a character to use a weapon properly and as intended.

When a character is not proficient with a weapon, they have a tough complication with all attacks associated with that weapon.

Weapon proficiency is usually provided by a Sort, Breed, Trait, and some weapons do not require proficiency.

Improvised Weapons

When using one's fists, or a chair, or broken bottle; you are making an attack with an improvised weapon. An improvised weapon has an Tough complication during any attack, and does physical damage.

Movement

A character's movement is determined by their race, and can be adjusted by traits, *sort*

abilities, and armor. Characters can move a distance up to their maximum speed during their turn, and can climb, jump, or swim as part of their movement.

Prone

As a free action during a character's turn, or as a reaction, they may drop prone. Being prone, a character is forced to crawl which halves their total movement speed their, and attackers targeting a Prone target face a Simple complication. Melee attacks against a prone creature may ignore armor complications, as the weak points in their armor are more easily exposed.

Getting to a standing position from prone is part of the character's movement, and takes half their total movement speed.

Breaking Movement up

A character does not have to use all of their movement at once. You can break your character's movement before and after their action. If the character has multiple speeds, such as a fly or swim speed, your speed can be broken up between these speeds, but is always subject to the max speed of the movement type the character are using. For example, if a character has 60ft run speed and a 30ft swim speed, they can swim up to the shore 30ft, and then run another 30ft. However, if a character runs 30ft and jumps into the water, they have no movement left to swim, as the max swim speed of the character is already exceeded.

Difficult Terrain

Heavy snow, water hazards, and entangling terrain; when the terrain is not easily crossed it becomes Difficult Terrain. Difficult terrain can only be crossed at half the speed of normal terrain. Whenever a character is moving into a square that is considered difficult, for every 5ft they move, they must spend 10ft of movement.

Part Actions

Part Actions are quick or easy actions that can be made as part of another action. Part Actions should be related to the action that they are a part of. Below are a list of some common Part Actions:

Reload a Weapon

Pick up an object

Sheath a weapon

Up the Ante

Open a door or window

Free Actions

Some actions take no effort at all and do not constitute an Action or Part Action. During your turn, or someone else's turn, you can perform one of these actions as free actions.

Dropping Prone

Dropping a Held Object

Reactions

During your turn, or another character's turn, something may trigger a reaction from you. A reaction is a quick action that is in response to an event or another character's

action. You only have one reaction per round, and regain a use of reactions at the start of your turn. Below are some common Reactions.

♣ **Cheat Death:**

Those with the Luck source may be gifted the Cheat Death ability. As a reaction, a character may reduce oncoming damage by discarding cards with the Club suit. The character reduces the oncoming attack's damage by one for each card discarded this way.

◇ **Withstand:**

Those with the Fortitude source may be gifted the Withstand ability. As a reaction, a character may reduce oncoming damage by discarding cards with the Diamond suit. The character reduces the oncoming attack's damage by one for each card discarded this way.

♠ **Quickshot:**

Those with the Grit source may be gifted with the Quickshot ability. As a reaction, you may discard a Spade Suit card and make an attack on an enemy who leaves Full Cover. You must play a set along with the discarded Spade, and the spade cannot be included in the set.

Fastest Shot in the West: *Jeremy is playing a Ogre Cowboy named Drogg Grimmer. While walking through a ghost town, Jeremy gets suspicious and draws for combat, and just then is ambushed from the surrounded buildings by*

bandits. Drogg takes down the first bandit easily enough, however, the bandits quickly adopt a new strategy, and at the end of their turns, hide behind walls so that they cannot be shot at. Unfortunately for them, Drogg is a Cowboy with the Quickshot ability. As the characters try to come out of full cover, Jeremy discards a Spade, and then makes an attack with a Jack. The Bandit didn't expect this and had no foundation prepared, so he was shot dead before he could finish his shot.

Cover

Quarter Cover

Small obstructions that block an attacker's line of fire to a part of a target's body will cause Quarter Cover, such as low standing walls and thick trees. Quarter Cover benefits the character with a Simple Complication from enemies whose view is obstructed by the cover.

Half cover

When half or more of a creature's body is obstructed, they gain half cover. Half Cover benefits the creature with a Tough Complication from enemies whose line of fire to the creature is obstructed by the cover.

Three Quarters Cover

When only the vital parts of a creature are not hidden by an obstacle, such as half the head and a firing arm, the creature has Three Quarters Cover. Three Quarters Cover benefits the creature with a Severe complication from enemies whose line of fire is obstructed by the cover.

Full Cover

When a character is completely obstructed by an obstacle, they are unable to be hit by an attack from enemies whose line of fire is obstructed by the cover.

Aesthetic Cover

When a character is fully obscured by an obstacle that will not block an attack, such as a sheet on a clothesline; the attack is subject to a Sensory Complication for enemies whose view is obstructed by the cover.

Damage Types

Attacks can deal one or more damage types, which are divided into three categories: Physical, Elemental, and Magical. These damage types can be more, or less, effective against certain targets, such as a iron sword against a ghost, or burning embers against a tree.

Physical:

Slashing iron, bludgeoning rocks, splashes of acid, Physical damage is derived from substantial, tangible material.

Elemental:

Freezing storms, shocking lightning, and searing fire, Elemental damage is derived from intangible energy.

Magical:

Magical forces that attack the essence of life itself. Necrotic, Holy, Force, and Psychic attacks all fall into this category.

Becoming Exhausted

When a character has no cards remaining in their deck and hand, they are considered Exhausted. An exhausted character can still

move and take minor actions, but cannot take actions. Their movement speed is reduced to 5ft, and they automatically fail checks.

Recycling

When a character uses a Musical Implement or performing an effortless task, the used cards are recycled instead of discarded. Your recycle pile is a separate pile from your discard pile. The Recycling pile is automatically shuffled into your deck at the end of combat.

During combat, as an action, a character can reshuffle the recycling pile into their deck. If a character is hit by a the reverb of a musical instrument, the target's recycling pile is discarded.

When a character is proficient in a check, they may choose to only draw one card instead of two, and recycle that card. This is due to their training making an easy task effortless.

Stabilizing a wounded creature

When a creature becomes wounded they will continuously discard cards until they become exhausted. A creature can stabilize another with a Pharmaceutics check with an Severe Complication. A stabilized creature does not need to discard cards at the beginning of their turn, but will have to use a Short Rest to gain a Base Foundation and stop being wounded.

Monsters and Death

The GM will have most enemies die as soon as their base foundation is gone. However, they may choose to have the target become wounded or exhausted instead. Players can kill wounded and exhausted creatures by attacking them while they are down.

Character Death

Typically characters will only become Exhausted or Wounded, but neither status imply death. When it is truly warranted, death is achieved by attacking a wounded creature who is also exhausted. Attacking a wounded creature who is not exhausted will cause them to discard 10c immediately for each damage they take. If a character is Exhausted and wounded, and is attacked, that character dies.

Underwater

The road to adventure will sometimes lead underwater. Creatures who cannot breathe underwater will have difficulty with underwater combat. When a character who cannot breathe underwater draws a new hand at the beginning of their turn while being underwater, that character also discards 10c.

Swimming

When swimming, you move at half your movement speed, as if going through difficult terrain. In rough water, creatures may need to pass a Vigor check to prevent being tossed or dragged under.

Attacking Underwater

When attacking underwater, all attacks have an Impossible complication unless designed

for underwater combat. A dust weapon fired underwater immediately jams.

Wet Equipment

Wet equipment is heavier and impossible to set aflame. Torches, lanterns, and other flammables require twenty four hours to dry, or one hour under a fire. Bullets dry after one hour, and have an impossible complication while wet; any attack during this time that does not hit jams the weapon.

Crown Cards

Crown Cards are Kings, Queens and Jacks. Any ability that requires a Crown Card must use a King, Queen, or Jack. Wildcards are able to be used as Crown Cards.

Surprise Attacks

In Westbound, Surprise attacks are particularly deadly. A surprised creature or party can be decimated in a single round of combat before their defences have rallied. It is important for the survival of a creature to, when all possible, avoid being surprised, as well to get surprise on their enemies.

In a surprise round, surprised characters do not take their turns as normal. Surprised characters take a turn after all non-surprised characters, and they do not draw a hand, add cards to their ante, lay down foundation, take actions, movements or free actions.

Creatures are surprised when attacked by an unknown danger and they are not readily prepared. Creatures who have drawn and are combat ready cannot be surprised. A surprise attack is generally by an unseen foe, or an creature they perceived to be friendly. Creatures are fully aware of the actions of potentially threatening creatures, and will not be surprised by them if they attack in the open.

Area Attacks

Breath weapons, grenades, or drums attack areas instead of individuals. When performing an area attack, the attack will deal #c, where the # is the number of cards drawn for the attack. The attacker divides the cards into sets, and distributes the sets as damage to creatures within the area of effect.

All creatures within the area of effect receive a set if they can, which includes the attacker if they are in the area of effect. If there are more sets than creatures, the remaining sets are discarded. If there are more creatures than sets, only creatures that receive sets are affected by the attack.

Reducing Defensive Complications

Certain weapons and abilities are able to reduce the defensive complications of an enemy during an attacking. When using one of these abilities, the complication or armor complication of the target is reduced by a tier: from Severe to Tough, and Tough to Simple, and Simple to Nothing. If the defender has multiple complications, the attacker chooses which of the Complications or Armor Complications they want to reduce. If the attacker has multiple abilities that reduce complications, they can assign each of the abilities to different complication or multiple to the same complication to reduce it further.

For example, if a Savage had one Triple Grit Trait Bonus and a Keen weapon, they would be able to reduce one Complication two tiers, or two complications by one tier.

Statuses

In Westbound, there are several statuses that may help or hinder a character. Below is the list of various statuses.

Hold'em

A Hold'em is a card that is placed face up in front of the player. That card can be applied to any attack they make to increase the set.

Bleeding

A bleeding creature loses one foundation every time they exhaust their entire hand. A creature stops bleeding when it ends a turn with cards still in their hand.

Grappled

A grappled creature's movement becomes zero.

Exhausted

An exhausted creature's movement is reduced to 5ft, and they can no longer perform actions and automatically fail checks.

Vulnerable

A Vulnerable creature has a card placed in front of them face up. That card can be applied to any attack against them to increase the set.

Poisoned

A poisoned creature discards 10 card from their deck at the beginning of their turn. At the end of their turn they can make a Mettle check with a simple complication to end the poison.

Staggered

A staggered creature discards their foundation, and cannot regain foundation until the start of their next turn.

Blinded

A blinded creature can only attack in melee or short range, and all enemies have aesthetic cover from their attacks. They fail all checks to observe based on sight.

Deafened

A deafened creature automatically fails any check that requires hearing.

Wounded

A wounded creature discards 10c every turn, becomes prone, cannot take actions, minor actions, or move and automatically fails checks.

Prone

A prone creature moves at half speed, gains a simple complication, and loses the benefits of their Armor Complications.

How to Play: Spell-Sculpting

What is Spell Sculpting

In the world of Westbound, magic is not performed in the traditional way of memorization and practice; instead spells are sculpted on the spot with the powerful raw and wild magic of the west. The pure magic forces are squeezed together, and their unique combinations create a new spell. The magic of Westbound is wild and untamed like the land itself.

Drawing Mana

If you have the Spellcasting Feature, you can use an action to draw mana from the aether. After every full rest, you may draw a number

of cards equal to your level +1. Draw directly from the deck, and when you draw a card of your source suit, add that card to your mana pool; cards that are not from your source suit are discarded. In order to prevent fatigue, you may choose to only draw a portion of the total mana available, saving the rest to be drawn later.

Certain characters may have an extended daily mana pool from other sources, such as their breed or traits.

Spell Level

Spell levels are in Tiers and they determine the power of the spell and how much mana goes into each spell. There are four Tiers, with Tier 1 being very weak and Tier 4 being very powerful.

Spells become more varied as they increase in level. Any character can cast a spell of any tier as long as they pass the level requirements, regardless to if they have the Spellcasting feature or not.

In order to cast a spell of a certain Tier you must meet the level requirements. Tier 1 is available to characters of all levels; Tier 2 is available for levels 3 and up; Tier 3 is available for levels 10 and up; Tier 4 is available for levels 17 and up. Your spellcasting level is determined by your combined Sort, Breed, and Archetype level.

Casting a Spell

When casting spells, you must discard a card from your mana pool. You may discard several cards at the same time to cast more powerful spells at a higher tier. If an ability says it can be cast "As a spell," it takes one mana of any suit to cast.

Casting a spell while in battle is an action, and the card discarded must be of the heart suit. When out of battle, you must discard 1c.

Arcanic Implements

Magic items, such as wands, rods, or magic carpets require a mana to be expended into the activate the powers within. The mana can be of any suit, and once activated, the implement is active for 24 hours.

Resisting Spells

If a spell is cast on you, you can discard a heart of equal or greater value of the lowest valued mana card in the spell to ignore the effects. If the spell has a timed duration, you may draw blindly from your deck to attempt to save as a free action at the beginning of your turn.

How to Play: Adventuring

Resting

Rest and Relaxation are as integral to vitality of an adventuring party. Westbound has three types of rest: A Breather, which is the shortest rest which only recovers some exhaustion; a Short Rest, which recovers some exhaustion and also some Base Foundation; and a Full Rest, which recovers all of a character's health and alleviate their exhaustion.

Breather

A breather requires 5 minutes of limited activity; marching is fine but actions are too extraneous. A breather allows a creature to catch their breath and reclaims some of their lost cards. When you take a breather, shuffle your discard pile and cut it in half. Half of the pile is shuffled back into your deck, and the other half is send to the Out of Game Pile.

Short Rest

A Short Rest requires an hour of limited activity; some movement is fine, but travel and actions are too extraneous. A Short Rest allows a creature to regain some of their lost vitality, as well as curing some exhaustion. When you take a Short Rest, you may recover from exhaustion as if you were taking a breather. If you are missing Base Foundation, you can recover some during this time. You may remove 5c from the game in exchange for one Base Foundation recovered. This can be done multiple times, up to your max Base Foundation.

Full Rest

A Full rest requires eight hours of relaxation with extremely limited activity; it is expected that during this time, characters would camp, eat, and sleep. A Short Rest allows a creature to regain all of their Base Foundation and cure all exhaustion. At the end of a Full Rest, shuffle all 52 cards into your deck, and recover all base foundation up to your maximum.

Roleplaying

Archetypes

In Westbound, a character's archetype determines what matters to to them, and informs the player on how they should roleplay in certain situations. It says what they care about and what their system of morality is. Archetypes are broad strokes to inform and inspire character actions, without restricting player agency.

Archetypes also come with several abilities, which can be gained by leveling the archetype up. These abilities give you a leg up in social interactions, making your words resonate with greater power than they would on their own. They can make your logic more sound, or make others more emotional when you speak. When you have an ability, make

sure to let the Game Master know about it when you're using it.

Archetype abilities require social interactions to function, and are not a stand in for checks.

Three adventurers are walking along wooded path, when they are set upon by a small group of bandits. The bandits have their weapons drawn, and one steps forward to say "Leave your weapons and gold, and walk back the way you came."

Seeing an opportunity to thin their enemies numbers before the battle ensues, the party responds with threats. The savage draws his weapons, and says "All who stand and fight will die." Attempting to threaten them through sheer aggression. Secondly, the gambler takes out his pistol, and says "Alternatively, those who run won't be chased." Attempting to appeal to their sense of self preservation. Lastly, the wizard brandishes her wand and says "And those who turn and fight their bandit partners, will be rewarded in gold." Attempting to cause suspicion and mistrust among the bandits.

In this case, the Savage with the Warrior Archetype had the Aggressive archetype ability, and considering the threat and the bandit's cowardly nature, the bandits begin to shake visibly. The Gambler is of the Explorer Archetype, and had no ability to back up his statements, although the GM thought his words were well put and threatening, and considering the savage's threats, two of the bandits immediately bolt, leaving only three remaining. The Wizard is of the Rebel Archetype, and has the Dismantle archetype ability, however, she did not know that the remaining three bandits were brothers and trusted one another, so the words had no effect on the bandits.

Overcoming Obstacles: Checks

In Westbound, when overcoming an obstacle, be it a physical wall, or wizard's mind control, or an ancient trap, a check is made to determine the outcome. A check is made by blindly drawing card, or by playing a card from a player's hand. The goal of the player is to have a card with a value that is higher than the complication of the check. If the value is equal or lower than the complication, the obstacle is not overcome. Players should remember to let their Game Master tell them when they are making checks, and not declare that they are making checks.

The difficulty of overcoming an obstacle is determined by the GM, and the creature must exceed the difficulty. The difficulties are: Simple (3), Tough (6), Severe (9), Absurd (13), Futile (16), and Hopeless (19). A check that is simple, tough, or severe is a check that anyone could potentially perform, but the more difficult checks, Absurd, Futile, and Hopeless, are difficult even for professionals, and unskilled creatures cannot successfully complete the check.

Related Checks and Proficiency

When you are proficient in a check, you may, if you choose, draw two cards and add their values. Most Proficiencies are given from Traits, which give generic abilities of a character of that type. Traits are general and encompass the idea of a character, such as a strong athletic character or a sneaky stealth character. The GM will tell you if your trait is appropriate for the check.

When a character is proficient in a check, they may choose to only draw one card instead of two, and recycle that card instead of discarding it. This is due to their training that makes the easy task effortless.

Calm and Stress checks

Some events are stressful, not because of the physical difficulty, but the mental exertion required. This comes up when witnessing horrific or otherworldly events, or enduring torture. If a creature takes a stress check and fails, they discard 10c. A calm check will save from the effects of stress.

Contests

When two characters are competing against each other in a check, it is called a Contest. The characters draw cards with the appropriate skills, and the character with the highest value wins the contest. Characters are allowed to use proficiency in these checks. In the event of a stalemate, the defender wins the contest.

Advantage & Disadvantage

When a creature is at a position of privilege or hindrance, they may be given Advantage or Disadvantage on an attack or check. Advantage means to draw two cards and discard the lower; and Disadvantage means to draw two cards and discard the higher. When you have advantage in a check you are proficient in, you may draw three cards and discard the lowest; similarly, with disadvantage you draw three and discard the highest. Advantage and disadvantage will negate each other, but two sets of advantage, or two sets of disadvantage, do not accumulate to a greater advantage or disadvantage.

Group Checks and Cumulative Checks

At the Game Master's discretion, certain checks may be able to use several people to complete; such as breaking down a door or harvesting a creature for parts. In this case, the total value of all cards drawn in the collaborated effort must beat the Complication.

Certain checks, like lockpicking, can only be done by one person only and does not permit a group check.

Cumulative Checks allow the repeated effort of characters. This may include climbing a tall wall, or dismantling an rubble barrier. Cumulative checks still have a Complication, and failing on a cumulative check may cause drastic consequences, such as falling off a cliff, or may just be a waste of effort.

Carrying Capacity

Inventory

Harness and Backpack

Adventurers have their inventory split up between what is available on their harness, and what is tightly stored in their backpack. The harness represents the items stored on the character's belts, pockets, sheaths and holsters; which all need to be easily accessible in all situations. The backpack is general inventory meant to store items that are rarely used or only tradeable. In either case, a harness and backpack can both hold up to 20 small or medium items each, 10 large sized items (Which take up two medium spaces), or one huge item. A tiny item, such as a coin or piece of chalk, takes 1/50th of a small space, and should be placed in a small bag for miniscule items.

Finding Items

With only a few items in your inventory, it's not hard to find what you're looking for. However, as more items are stacked into your inventory, it becomes more difficult to find them. As long as you have no more than 10 items in a partition, you can find any item without a check.

When there are more than 10 items in a partition, an observance check must be made to find the item quickly. The difficulty of the check is equal to the number of items in

your inventory. This check can be made as a cumulative group check, and any crown card used in this way is an automatic success and the item is found.

Trying to find an item in one's own harness is a free action, and can be done multiple times in a single turn with the additional use of an action or minor action. Worn backpacks must first be placed down before they can be searched in, and take an action before they can be searched.

Partitions

The harness and backpack are considered two separate partitions and do not consider one another when making checks. This is true for quivers or bags within bags. When you place a bag within your backpack, it is considered to be a single item for considering an observance check to find them. The bags contents still take up the full inventory space of all the items they carry.

Bags, quivers, or pockets filled with a single type of item do not require a second action to find an item. Items filled with multiple different items, such as a kit or thief's tools, would require an action or minor action to find.

Baggage

Multiple backpacks can be carried by hand, which is useful when looting a ghost town. Each pack carried this way decreases the user's speed by 10ft.

Equipment

Worn items, such as armor, clothing, rings and helms are not considered for observance checks relating to inventory. It is generally considered that multiple of the same item worn have no effect, and you cannot wear two types of the same equipment, such as helmets or armor.

Environment and Light

Falling

When falling, the ground makes an attack against the creature for 1c damage for every 10ft they fall, the attack ignores all complications. If this exceeds 100ft, the attack ignores non-Base Foundation.

Vision, Light, and Senses.

In order to properly observe a problem, you must first sense it. Most characters rely heavily on vision, which requires light and an unobscured path to the target. Characters who perform actions without proper the use of their senses do so with disadvantage. Some creatures will have other ways to sense, with echolocation, seismic sense, or a myriad of other ways. These can sense without sight, but can still receive sensory complications due to other causes, such as loud static noises, sudden deafness, or earthquakes. Characters with these senses would be able to recognize people and objects as easily as if they were observing them with sight; recognizing subtle breaths and clinking armor as one would recognize a face and uniform.

Firing into darkness

Characters who are attacking a creature who they cannot sense must choose where they attack. They have a sensory complication, and if that area is unoccupied then the attack misses. If there is a creature in the area, even partially, then the attack goes as normal, with a sensory complication against the creature.

Senses

Basic Senses: Your basic senses are varied and robust, and are more than suitable for most circumstances. You are able to sense anything that is unobscured, unblocked, and illuminated, and can see with with at least a small measure of detail up to 300ft away. You can sense anything you are physically touching, and can make educated guesses

about the positions of creatures and objects based on loud sounds and strong smells within 10ft.

Black Sight: Creatures with black sight can see in absolute darkness, their super sensitive eyes catching even the slightest reflections from surfaces. Creatures with black sight have luminescent eyes to provide light even in lightless corridors.

Creatures with black sight will have difficulty using it in conjunction with normal light, as it will overwhelm the sensitive nature of their black sight. Bright light will distort a creature's black sight, giving a sensory complication to creatures beyond the light.

Creatures with black sight can see darkened and shadowed areas as far as they could in bright light. The glow of their eyes, however, will only extend a small distance to illuminate areas in pitch blackness, such as underground tombs or cloistered temples.

Echolocation: Creatures with echolocation have a superior sense of hearing. They can sense through aesthetic cover, thin walls, and around corners. Loud noises will distort a creature's echolocation, giving a sensory complication if they are beyond the noise. Creatures, races, and individuals have specific "Sound Signature" that can become as familiar as a face and may become recognizable.

Seismic Sense: Creatures with Seismic sense are able to sense other creatures that are in contact with a grounded surface that is connected to them. Flying or levitating creatures cannot be sensed, and heavy vibrations, like that of an earthquake, can give a sensory complication to creatures beyond the vibrations. Creatures, races, and individuals have specific "Vibration

Signature" that can become as familiar as a face and may become recognizable.

Gut Vision: Creatures with Gut Vision are able to determine the position and caloric value of objects and creatures around them. Objects that are inedible do not register, so they may not detect walls or weapons. Creatures, races, and individuals have specific "Smell Signature" that can become as familiar as a face and may become recognizable.

Creature Sizes

Meager
Small
Medium
Large
Enormous
Vast

Spell List

Spells require the spellcaster to both speak and move at least one arm and hand. It is important to remember that, after you cast the spell, you have very little control over it, unless the spells specifically says you have control the spell. You can cast a spell on anything you can sense, regardless of range.

All spells take only a single action, and are cast by discarding mana cards. The suits of the mana cards discarded determine the spell that is cast, with different combinations of suits creating different spells. Characters are limited by the amount of mana they can use in a single spell by their level.

Spells can be cast by any character with mana. Characters have no limit to how many

spells they can cast per day, only a limited amount of mana based on their character.

To cast a spell, characters must discard a card with the heart suit from their hand, and discard mana from their mana reserve.

When not in combat, a card of any suit is able to cast a spell.

If a spell is to fail for any reason, the mana is still expended and there is no effect from the spell.

Spell Surge: Certain spells are able to be cast with a Spell Surge. When you cast a spell that has the Spell-Surge option, you may add mana of any suit to the casting, and add the benefit of the Spell Surge.

How to read this section:

Each tier in this section correlates to the amount of mana involved with the spell. Higher tiers will always have more mana, and be require a higher level to cast. The information for spells read as below:

Spell Name: Target of Spell: Duration of Spell

Mana Required for Casting
Description of the spell.

Tier 1 Spells

Levitate: Target Creature or Object: 1 Minute

♥Tradition

The target floats up into the air weightlessly. Target creature or object begins to levitate, and has no control over their direction without touching a surface. This spell can lift up to 10,000lbs on an object no larger than a 15ft square. After one minute, the object's weight returns to it.

Shield: Target Creature: Instant

◇ Fortitude

An arcane shield shimmers around a target. Until the start of your next turn, whenever the target takes damage, they can instead have you discard a card from your deck and reduce the damage by that much.

Quarrel : Action: Target Creature or Object: 1 Hour

♠ Grit

The target is marked with a large bullseye mark that glows that is visible to everyone, even in darkness or when they close their eyes. Target creature or object has Vulnerability for the duration of the spell. The bullseye mark can be seen through walls and other objects, and attacks against the creature ignore sensory complications. After one hour, the bullseye mark disappears.

Shadow Step: Target Self: Instant

♣ Luck

You envelope yourself in shadows, and transport instantly to a nearby location. You Teleport yourself to an empty location you can sense or that you are familiar with within 30ft. If there is an object or creature in the space when you cast the spell, the spell fails.

Tier 2 Spells

Heal: Target Creature: Instant

♥♥ Tradition Tradition

The wounds of the creature mend and seal shut. Target creature adds 2 cards to their Base Foundation, up to their maximum Base Foundation.

Cael Wall: Target Area: Instant

◇◇ Fortitude Fortitude

A wall springs out of the floor, constructed out of nearby materials. The wall is comprised of six 5ft square columns that go 10ft high, and are placed randomly according to Consecutive Scatter. The walls have 2 foundation each and Severe armor complication. Cards used by the Consecutive Scatter are Recycled by the spellcaster.

Sleep: Target Creature: Instant

♥ ♦ Tradition Fortitude

A target with less than 7c foundation falls into a deep sleep. They can be awakened by taking damage, or if someone takes an action to wake them up. The 7c used is in the spell is Recycled by the spellcaster.

Firing Squad: Target Area: One Minute

♠ ♠ Grit Grit

Hot shrapnel bursts out of the shattered span, attacking randomly at creatures within the area. The spellcaster targets a 5ft square, and starting with that location, Firing Squad targets five adjacent squares according to Consecutive Scatter. Firing Squad deals 6c damage distributed amongst the creatures within the targeted squares; the Caster of the Spell decides which creature takes what damage.

Firing Squad continues attacking each round at the beginning of the caster's turn. The Spell continues to choose targets according to Consecutive Scatter, always starting with the square targeted by the spellcaster when they cast the spell. For each round Firing Squad is active, the amount of cards drawn for damage and the number of spaces targeted are reduced by one.

All cards drawn for damage or Consecutive Scatter are Recycled by the Spellcaster.

Enchant Arms: Target Object: One Hour

♥ ♠ Tradition Grit

The weapon or object begins to pulse with dangerous magical energy. The wielder gains Hold'em for all attacks made with weapon. The weapon deals magical damage, and projectiles fired from the object deal magical damage.

At the time the spell is cast, the spellcaster may choose an additional effect for the item. It may glow in bright light in a 10ft radius, vibrate gently, hum sweetly,

Sweeping Shadows: Target Self: Instant

♣ ♣ Luck Luck

You surrounded yourself with obscuring shadows and whispers. Creatures who rely on sight or sound have a sensory complication for attacks against you.

Hex: Target Creature: One Minute

♥ ♣ Tradition Luck

The creature's mind becomes bewitched. The target's hand is reduced by 1 for one minute.

Hush: Target Creature or Object: One Minute

♣ ♠ Luck Grit

A quiet comes to the target, as the universe holds it's breath. Target creature or object makes no noise for one minute. Creatures make no sound when they speak or move, and objects make no sound when they clash with other objects. Creatures who rely on sound have two sensory complications for attacks against you, as they cannot sense you at all.

Beguile: Target Creature: One Minute

♣ ♦ Luck Fortitude

The creature becomes distracted and is unable to control its focus. The target becomes infatuated with a nearby object or creature of the spellcaster's choice, and has disadvantage on checks and attacks not associated with the target.

Giant Growth: Target Creature: One Hour
◇ ♠ Fortitude Grit

The creature's size increases massively, their clothes and equipment shuffling off at their feet. The creature increases two sizes, quadrupling in height and width. Their melee attacks have a reach of 10ft and have the Sweeping and Keen characteristic. Their skin becomes thick, and gain an Severe Armor Complication. At the end of the hour, the creature shrinks back to their normal size.

Tier 3 Spells

Repulsion: Target Creature or Object: One Minute

♡ ♡ ♡ Tradition Tradition Tradition

An arcane wind surrounds the Target Object or Creature, and repulses all creatures and objects back. All creatures within 10ft of the creature are pushed 10ft away with 200lbs of force, and require an Absurd Vigor complication to not be forced 10ft away from the creature.

All attacks are pushed away as well, and attacks against the target have a sensory complication as they are forced back.

Doors: Target Object: Until Dispelled

♣ ♡ ♡ Luck Tradition Tradition

You transform a door into a permanent portal. When two doors are inscribed with the same symbol, they will magically lead into

each other. The door must be the only exit/entrance to the room/building. This door can lead to other planes.

Desecrate: Target Area: Until Dispelled

♣ ♣ ♡ Luck Luck Tradition

The ground dies, and life ebbs from all around. All the earth within a 100ft radius of the target area becomes black and devoid of life. Creatures on this desecrated ground cannot regain Base Foundation, even through magical means. This spell lasts until dispelled.

Army of the Dead: Target Area: Instant

♣ ♣ ♣ Luck Luck Luck

All corpses of creatures within a 100ft radius of target area that have died within the last five years are returned as zombies. They have the Zombie statistic, and they fight as a horde. The zombies are not under your command, but will attack living creatures and travel to find living creatures. This zombies lasts until killed.

Conjure Storm: Target Area: Instant

◇ ♡ ♡ Fortitude Tradition Tradition

You create a storm cloud one mile in diameter. You control the height and location of the storm at the time of casting. For one week the cloud can remain in the sky as fog; or for one day give off a light rain and wind; or for one hour give off a monsoon of heavy winds, rain, and lightning; or for one minute create a tornado that takes up a 10ft space, travels six squares per turn randomly decided by Consecutive Scatter.

Change Form: Target Creature: Until Dispelled

◇ ◇ ♡ Fortitude Fortitude Tradition

Target Creature with less than 7c foundation is transformed. The creatures form changes to the beast of the caster's choice, and remains that way until dispelled. A second casting of Change Form can dispel the first. Cards discarded from the 7c are recycled.

Earthquake: Target Area: Instant

◇ ◇ ◇ Fortitude Fortitude Fortitude

You create a great rumble and fissure in the earth to disbalance people and buildings. This creates three fissures at target area, and only one of these fissures are under your control. The first fissure is comprised of Ten 5ft square craters that extend 20ft down, and are placed consecutively in the caster's choosing. The second and third fissure is comprised of Ten 5ft square craters that extend 20ft down, and are placed consecutively; and the placement is determined randomly by Consecutive Scatter.

Creatures within 10ft a space affected by the fissures must make a Poise check with a Severe complication or be knocked prone by the violent shaking.

Return: Target Dead Creature: Instant

♠ ♥ ♥ Grit Tradition Tradition

Bring a willing target back to life. The body must be in complete and in working order; Missing organs may cause the creature to remain dead. This does not repair broken limbs or regenerate lost limbs. The body cannot have been dead for more than seven days.

Dominate Mind: Target Creature: Until Dispelled

♠ ♠ ♥ Grit Grit Tradition

A target with less than 7c foundation is dominated. A dominated creature's mind is

subject to the words of the caster, and can be made to forget knowledge, remember something it did not experience, change archetype, or act as the dominator's cohort, etc. The dominated creature must understand the language of the caster, and if no intelligible words are spoken to them by the caster, the creature instead enters a coma as their mind becomes blank. This spell remains active until dispelled, and a second Dominate Mind cast on a creature can dispel the first.

Animate Objects: Target Self: One Minute

♠ ♠ ♠ Grit Grit Grit

You can animate objects to assist you. As a free action during your turn, you can discard a card and make any object you can sense comes to life and act as a cohort. The card discarded for this free action becomes their Base Foundation. The object cannot be worn by another creature, and must be huge size or smaller.

The animated objects gain a flight speed of 25ft, deals physical damage, and are considered a horde. All attacks by the animated objects go to the Recycling instead of the discard pile. The animated objects fall to the ground as the spell ends.

Erase: Target Creature: Instant

♠ ♠ ♣ Grit Grit Luck

You undo matter and form, wiping a creature from existence. Target Creature you can sense is dealt 10c Magic damage. If this causes the target to become wounded, they are immediately killed, and their body is erased from existence. The 10c discarded from this spell are recycled.

Rainbow Barrage: Target Area: Instant

♠ ♠ ◇ Grit Grit Fortitude

You create a rain of fire, ice and lightning, and deal 7c Elemental damage distributed amongst the targets within a 20ft radius of the target area. The 7c discarded from this spell are recycled. .

Bodies: Target area: Instant

♠ ♣ ♣ Grit Luck Luck

You create a crowd of lifelike figures that take any form that is huge or smaller. At the time of casting, you choose the location, form, and number of the figures. These figures do not move or have any actions, and must be placed upon the ground. The Bodies fade into sand and fall apart if interacted with physically.

Beacon: Target area: Until Dispelled

♠ ♣ ♠ Grit Luck Fortitude

You create a telepathic beacon at a point you can sense. Creatures you designate, either individually or by type, are telepathically called to the beacon while within 10 miles of the target area, with no more information than that they invited to that area. This call is by no means compulsory and can be ignored. The spell lasts until dispelled.

Barrier: Target Area: One Hour

♠ ♠ ♠ Grit Fortitude Fortitude

You create a large glittering wall from Energy. The wall is comprised of ten 5ft square columns that go 10ft high, and are placed randomly according to Consecutive Scatter. Each segment of the wall has 2 foundation each, Severe Armor Complication, and cannot be damaged by Physical or Elemental damage. After one hour, the walls dissolve. The cards discarded from Consecutive Scatter are Recycled.

Regenerate: Target Creature: One Minute

♣ ♣ ♠ Luck Luck Fortitude

A creature you can sense begins to regenerate rapidly. While this spell is active, the target regenerates 1 base foundation at the beginning of each of their turns. The limbs of the creature that have been removed are reformed instantaneously. The creature stops regenerating after one minute.

Dimensional Anchor: Target Creature or Object: Until Dispelled

♣ ♠ ♠ Luck Fortitude Fortitude

A creature or object within sight becomes anchored to the dimension they are in. This creature is unaffected by teleportation spells that connect to another plane or the shattered span, and is unable to enter any portal to another dimension. This spell lasts until dispelled.

Teleport: Target creature or Object: Instant

♠ ♥ ♣ Grit Tradition Luck

Target willing or restrained creature or object that is not being carried is teleported to a known location of the caster. The location of the spell can be an area that they have seen, or an area they know about. If the location to which they are teleported is occupied, by a person or object, the spell will fail and the creature targeted by the teleport will take 5c damage to their Base Foundation.

Being: Target creature: Until Dispelled

♣ ♥ ♠ Luck Tradition Fortitude

Target creature gains sentience, self awareness, if they have a mouth they can speak the common language, and have the Innocent Archetype. This spell has no effect on creatures that are already sentient, and the target must be size huge or smaller. This spell lasts until dispelled

Guardian: Target Area: Instant

◇ ♥ ♠ Fortitude Tradition Grit

You create a magical guardian out of the floor, wall, or roof. The creature has the statistics of the Guardian Cohort, and is comprised of the various elements that inhabit the target area. The Guardian will follow your verbal commands and may act as your cohort in battle. After casting the spell, the Target area will have a 10ft square space removed from where the guardian was sprung.

Monsters and Cohorts

This section details the statistics of some of the creatures that one may encounter in Westbound, as well as some of the Cohorts that the Player Characters may ally themselves with.

Cohorts are helpers and assistants who can perform tasks alongside the character. They share a deck and hands, similarly to playing as a Game Master. Player Characters must put down Base Foundation for their Cohorts, and do not benefit from any increase in hand size from their cohorts. All creatures and cohorts are Uncoordinated and cannot attack the same creature that was attacked in the same round, for players, this means that they can attack targets that have been attacked by other players, but they cannot attack targets that have been already attacked by characters controlled by the player.

Creatures and Cohorts come with skills and special abilities, which are labeled in the special abilities section of their statistics.

The creatures and character statistics are formatted as below:

Name: Size: **Speed:** Hand Size:
Foundation: Classification
Damage Type: **Traits:**
Special abilities: Description of Special Ability

Humanoid Characters

Elf Noble: Medium: 35ft Hand Size 4:
Foundation 1: Humanoid
Damage Type: Physical - Traits: Schooling, Cityslicker, Calm
Order: This cohort requires a verbal instructions to perform a task. Once set, the cohort will continue the task until complete or it becomes too dangerous.
Arcanics: This creature can use Arcanic Implements, and has 1 random mana they can use to cast a spell.

Goblin Lackey: Small: 25ft: Hand Size 4:
Foundation 1: Humanoid
Damage Type: Physical - Traits: Furtive, Observant, Blandish
Order: This cohort requires a verbal instructions to perform a task. Once set, the cohort will continue the task until complete or it becomes too dangerous.
Small: This creature gives attackers a natural Simple Complication and cannot use heavy weapons.
Nasty: This creature gains a holdem if they had a surprised round in this battle.
Horde: This creature can attack as a horde.

Orc Culprit: Medium 30ft: Hand Size 4:
Foundation 1: Humanoid

Damage Type: Physical - Traits: Vigor, Hunter, Mettle, Coercion
Order: This cohort requires a verbal instructions to perform a task. Once set, the cohort will continue the task until complete or it becomes too dangerous.

Savage: This creature gains a holdem for savage attacks.

Horde: This creature can attack as a horde.

Dangerous: This creature gains 1 holdems when attacking as a horde.

Ogre Liability: Large: 30ft: Hand Size 4: Foundation 2: Humanoid

Damage Type: Physical - Traits: Vigor, Mad Dog, Mettle

Order: This cohort requires a verbal instructions to perform a task. Once set, the cohort will continue the task until complete or it becomes too dangerous.

Horde: This creature can attack as a horde.

Deadly: This creature gains 2 holdems when attacking as a horde.

Human Gunslinger: Medium: 30ft: Hand Size 5: Foundation 1: Humanoid

Damage Type: Physical - Traits: Vigor, Furtive, Coercion

Order: This cohort requires a verbal instructions to perform a task. Once set, the cohort will continue the task until complete or it becomes too dangerous.

O'I Faithful Pistol: The Gunslinger has a fistfull o' bullets and a pistol, with a range of: 5ft - 30ft - 90ft - 20ft.*

Dwarvish Gear-Smith: Medium: 30ft: Hand Size 4: Foundation 1: Humanoid

Damage Type: Physical - Traits: Vigor, Schooling, Coercion

Order: This cohort requires a verbal instructions to perform a task. Once set, the

cohort will continue the task until complete or it becomes too dangerous.

Bonechewer: The Gear-Smith has a Bonechewer, which has a range of 5ft - 10ft - 50ft - 25ft*

Halfling Sorcerer: Small: 30ft: Hand Size 3: Foundation 1: Humanoid

Damage Type: Physical - Traits: Eldritch Lore, Blandish, Poise

Order: This cohort requires a verbal instructions to perform a task. Once set, the cohort will continue the task until complete or it becomes too dangerous.

Magic Vessel: By discarding a heart, The Sorcerer can draw one or two cards and cast them as a spell.

Elvish Grand Wizard: Medium: 35ft Hand Size 5: Foundation 2: Humanoid

Damage Type: Physical - Traits: Schooling, Cityslicker, Calm

Order: This cohort requires a verbal instructions to perform a task. Once set, the cohort will

Arcanics: This creature can use Arcanic Implements, and has 10 random mana they can use to cast spells up to Tier 3.

Rally: As an action, the Wizard can rally his forces. Shuffling all discarded cards back into the deck. This ability can only be used once per short rest.

Half-Orc-Ogre Warchief: Large: 30ft: Hand Size 5: Foundation 4: Humanoid

Damage Type: Physical - Traits: Vigor, Mad Dog, Mettle

Order: This cohort requires a verbal instructions to perform a task. Once set, the cohort will

Rally: As an action, the Warchief can rally his forces. Shuffling all discarded cards back

into the deck. This ability can only be used once per short rest.

Human Bandit King: Medium: 30ft: Hand Size 6: Foundation 2: Humanoid

Damage Type: Physical - Traits: Vigor, Furtive, Coercion

Order: This cohort requires a verbal instructions to perform a task. Once set, the cohort will

O'I Faithful Pistol: The Gunslinger has a fistfull o' bullets and a pistol, with a range of: 5ft - 30ft - 90ft - 20ft.*

Rally: As an action, the Bandit King can rally his forces. Shuffling all discarded cards back into the deck. This ability can only be used once per short rest.

Beasts and Monsters

Dog: Medium: 30ft: Hand Size 3: Foundation 1: Beast

Damage Type: Physical - Traits: Vigor, Judgement, Observation

Command: This cohort requires a verbal and visual instructions to perform a task.

Simple: This creature can only perform basic tasks.

Cat: Small: 30ft: Hand Size 2: Foundation 1: Beast

Damage Type: Physical - Traits: Poise, Judgement, Observation

Simple: This creature can only perform basic tasks.

"If you ever find yourself in a wizard's tower, and see some cats or lizards hanging around, don't get stingy with the bullets."

Never know if it's a familiar, or a transformed dire wolf."

-Krillo

Horse: Large: 40ft: Hand Size 2: Foundation 2: Beast

Damage Type: Physical - Traits: Vigor, Mettle

Command: This cohort requires a verbal and visual instructions to perform a task.

Simple: This creature can only perform basic tasks.

Mounted: Medium creatures can mounted by medium sized creatures. While mounted, the rider has a simple complication for their attacks.

Rush: While rushing, mounted creatures have a tough complication for their attacks.

Mule: Large: 25ft: Hand Size 2: Foundation 2: Beast

Damage Type: Physical - Traits: Vigor, Mettle

Command: This cohort requires a verbal and visual instructions to perform a task.

Simple: This creature can only perform basic tasks.

Mounted: Medium creatures can mounted by medium sized creatures. While mounted, the rider has a simple complication for their attacks.

Rush: While rushing, mounted creatures have a tough complication for their attacks.

Riding Spiders and Queens:

Originating deep underground, Riding Spiders are taken from their mother as eggs and raised amongst horses. Riding Spiders, although unable to handle the heavy weight of horses or mules, are truly all-terrain mounts, capable of climbing up sheer cliffs and even riding indoors or in caves.

Riding Spiders will bond to specific people when they are born, and will follow them to learn how to behave. Once established, spiders are able to learn from other spiders, making the process almost automatic. However, unintentional behaviors are carried throughout generations, and those raising first generation spiders are warned to mind their actions while the spiders are watching; or there may be spiders attempting to put on clothes and pet dogs for years to come.

Riding Spiders are naturally poisonous, although their poison glands are removed before they fully mature. Some gamekeepers keep the Riding Spiders poison glands, but it tends to get messy, and riders are warned to constantly wash their hands.

Spider Queens do poorly in captivity, so they are often brought as eggs to secure, isolated locations where their eggs can be easily accessed. The adolescent queen is far more adventurous than her adult counterpart; exploring far outside her cave, capturing various creatures, and scouting for alternate nest locations for future queens. Spider Queens mature after eight years, and once an adult, rarely leave their nest. In their seventh year they will hatch their first eggs, which must be left alone if the nest is to develop healthily. Adult Queens live for up to eighty years, creating young queens when they are sick or if there are nearby potential nests. Regardless of training, Adult Queens are territorial about their nests and eggs, and will fight to defend them.

“Riding spiders take a whole community to breed, including pushin’ ideal pray to her hunting grounds. If you see a queen, don’t dare run or else she’ll think you’re a meal. Stand your ground and yell for help, and put boots to asses if need be. If anyone ever

goes missing, make sure to raid her nest. Gods forbid she ever eats a person, or you’ll have to hunt her down and start all over again.”

-Krillo

Riding Spider: Medium: 30ft: Hand Size 2: Foundation 2: Beast

Damage Type: Physical - Traits: Furtive, poise

Spiderclimb: This creature has a climb speed of 30ft.

Command: This cohort requires a verbal and visual instructions to perform a task.

Mounted: Medium creatures can mounted by small sized creatures. While mounted, the rider has a simple complication for their attacks.

Thousand Eyes: This creature acts during surprise rounds.

Rush: While rushing, mounted creatures have a tough complication for their attacks.

Alternate Ability: Feral: This Spider is poisonous, and creatures it attacks must make a Mettle check with a Tough Complication, or become poisoned.

Spider Queen: Enormous: 60ft: Hand Size 6: Foundation 6: Beast

Damage Type: Physical - Traits: Vigor, Furtive

Spiderclimb: This creature has a climb speed of 30ft.

Thousand Eyes: This creature acts during surprise rounds.

Poison: This Spider Queen is poisonous, and creatures it attacks must make a Mettle check with a Severe Complication or become poisoned.

Alternate Ability: Adolescence: This queen is young, is only size Large, has only 4 foundation, and a hand size of 5.

Vulture: small: 10ft: Hand Size 3:

Foundation 1: Beast

Damage Type: Physical - Traits: Flinch

Flying: This creature has a 40ft fly speed.

Beak & Claws: When the Vulture attacks, they deal physical Damage.

Dire Wolf: Medium: 35ft: Hand Size 4:

Foundation 2: Beast

Damage Type: Physical - Traits: Vigor

Bite: When the Dire Wolf attacks, they deal physical Damage.

Pack Tactics: Dire Wolves lose the Uncoordinated feature if an ally is in melee with the target.

Hide: The creature has a thick hide. It has a Tough armor complication.

Guardian: Large: 20ft Hand Size 5:

Foundation 3: Construct

Damage Type: Physical - Traits: Vigor, Mettle

Eternal: The guardian does not need food or air to live, and lasts until dispelled.

Eternal Command: This cohort requires a verbal instructions to perform a task. Once set, the cohort will continue the task until complete.

Elemental: The Guardian is immune to Elemental damage, and has a sensory complication from Physical damage.

Dense: The creature has a thick stone exterior. It has an Tough armor complication.

Fire Elemental: Large: 35ft Hand Size 5:

Foundation 2: Elemental

Damage Type: Elemental - Traits: Mettle, Calm

Pure Elemental: The Fire Elemental is immune to Elemental damage, and Physical damage.

Flying: The Fire Elemental has a flying speed of 20ft

Djinn: Large: 40ft Hand Size 6: Foundation 3: Elemental

Damage Type: Magical - Traits: Schooling, Calm, Coercion, Vigor, Poise.

Pure Elemental: The Fire Elemental is immune to Elemental damage, and Physical damage.

Flying: The Fire Elemental has a flying speed of 40ft

Arcanics: This creature can use Arcanic Implements, and has 10 random mana they can use to cast spells.

Armored: This Creature has an Tough armor complication.

Caustic Ooze: Large: Speed 25ft: Hand Size 5: Foundation 5: Elemental

Damage Type: Physical - Traits: None

Slam: The Caustic Ooze makes a Physical attack at an enemy within melee.

Elemental: The Caustic Ooze is has two sensory complications from Elemental damage, and has one sensory complication from Physical damage.

Diverge: When a Caustic Ooze that has more than 1 base foundation loses Base foundation due to physical damage, the Base Foundation lost this way creates an identical Caustic Ooze with that amount of base foundation.

Swallow: When the caustic ooze deals damage, and has not already swallowed a creature, the creature damaged is swallowed. Swallowed creatures are dealt 5c physical damage at the beginning of their turn. A creature who deals damage to the

Caustic Ooze's base foundation from inside the creature is regurgitated.

Zombie: Medium: 20ft: Hand Size 2:

Foundation 1: Undead

Damage Type: Physical - Traits: Mettle

Brainless: This cohort requires both verbal and visual instructions to perform a task.

Once set, the cohort will continue the task until complete, regardless of danger.

Hungry: Without orders, the creature always attempts to satisfy its hunger for fresh meat.

Hard Target: The exact nature of the zombie is unknown, attacks against the zombie have a sensory complication.

Horde: This creature can attack as a horde.

Skeleton: Medium: 30ft: Hand Size 4:

Foundation 1: Undead

Damage Type: Physical - Traits: Mettle

Brainless: This cohort requires both verbal and visual instructions to perform a task.

Once set, the cohort will continue the task until complete, regardless of danger.

Bone Armor: The skeleton takes two sensory complications from attacks that deal elemental damage.

Horde: This creature can attack as a horde.

Dangerous: This creature gains 1 Hold'em when attacking as a horde.

Ghoul: Medium: 30ft: Hand Size 5:

Foundation 2: Undead

Damage Type: Physical - Traits: Poise, Mettle

Hard Target: The exact nature of the Ghoul is unknown, attacks against the Ghoul have a sensory complication.

Paralyzing Poisons: When this creature successfully damages an enemy, they must pass a Mettle check with a Severe complication or become poisoned.

Horde: This creature can attack as a horde.

Deadly: This creature gains 2 holdems when attacking as a horde.

Dragons and Drakes:

Terrifying and Dominant; the dragon represents the pinnacle of Might and Magic. Born of the Hunt god Forjah as the perfect prey; Dragons are clever immortals, impossibly fast and undeniably strong. Dragons are natural sorcerers, and capable magic users when inevitably trained in the arts. They naturally breath fire, but can magically imbue their breath with every element.

Drakes, also known as the "Lesser Dragons," find their strength in gimmicks, unlike their all powerful predecessors. Drakes have very specific fighting styles, and always play to their strengths and their enemies weaknesses. They are intelligent, often eccentric, and some are known to speak, although this is not always the case.

Adult Dragon: Vast: 80ft: Hand Size 9:

Foundation 9: Dragon

Damage Type: Physical - Traits: Mettle, Poise, Furtive, Coercion, Vigor, Judgement, Hunter

Claw: When the Adult Dragon attacks, it deals Physical damage and ignores armor complications.

Bite: When a Dragon attacks with a Crown card, the attack is instead a Bite. A target hit by a Bite attack is swallowed. A swallowed creature can be attacked as a part of an attack. A creature who deals damage to the dragon's Base Foundation while inside its stomach is regurgitated, along with all its other contents.

Scales: The Adult Dragon has an Severe Armor Complication.

Wings: The Adult Dragon has a fly speed of 80ft.

Chromatic Breath: The Adult Dragon can discard a Crown card as an action to breath the elements on its enemies. The Chromatic Breath deals 10c Elemental Damage divided among all creatures in a 40ft line starting from the dragon.

Arcanics: This creature can use Arcanic Implements, and has 10 random mana they can use to cast spells.

Whiptail Drake: Small: 35ft: Hand Size 3: Foundation 1: Dragon

Damage Type: Physical - Traits: Poise, Furtive

Toxic Sting: When the Whiptail Drake makes an attack, it deals physical damage. Targets must make a Mettle check with a Simple complication or become poisoned.

Wrapping Tail: The Whiptail Drake attempts to grapple the target with advantage. If successful, the target cannot attack creatures that are not the Whiptail Drake until the grapple is broken.

Quick: The Whiptail Drake can use the Rush action as a Minor Action.

Horde: This creature can attack as a horde.

Devour Drake: large: 35ft: Hand Size 4: Foundation 2: Dragon

Damage Type: Physical - Traits: Mettle, Poise, Vigor, Gut Magic

Claw: When the Devour Drake makes an attack, it deals Physical Damage.

Lighter than Air: The Devour Drake is extremely light, and has advantage on poise checks.

Gut Magic: This creature can use Gut magic abilities, and regains the use of these abilities by eating 100lbs of food.

Swallow And Pass: As a Gut Magic ability, the Devour Drake can swallow a medium or

smaller creature, entrap them in a bubble of floating saliva, and fire them 20ft into the air. The bubble of floating saliva acts as a cohort, with a single Base Foundation that can have more foundation added to. At the start of the Devour Drakes turn, the Floating Bubble rises another 10ft in the air. When the floating bubble loses its base foundation, it pops, and the creature falls to the earth.

Hide: The creature has a thick and greasy hide. It has an Tough armor complication.

Unicorn: Large: 40ft: Hand Size 5: Foundation 2: Fairy

Damage Type: Magical - Traits: Poise, Vigor, Blandish, Mettle

Order: This cohort requires a verbal instructions to perform a task. Once set, the cohort will continue the task until complete or it becomes too dangerous.

Simple: This creature can only perform basic tasks.

Mounted: Medium creatures can mounted by medium sized creatures. While mounted, the rider has a simple complication for their attacks.

Rush: While rushing, mounted creatures have a tough complication for their attacks.

Hydra: Huge: Medium: 30ft: Hand Size 6: Foundation 6: Monster

Damage Type: Physical - Traits: Vigor, Mettle

Split: Whenever the Hydra takes Base Foundation damage, it loses a head and grows two more.

Multiple Heads: The Hydra has three heads and can grow more, and can attack as a horde for each head acting as a cohort.

Deadly: When attacking as a horde, the Hydra gains two holdems to use for the attacks.

Hide: The creature has a thick and greasy hide. It has an Tough armor complication.

Poison Breath: As an action with a crown card, the hydra can breath poison on all creatures within 15ft. Effected creatures must make a Mettle check with a Severe complication or become poisoned.

Pearl Raptor

The Pearl Raptor is a feathered, humanoid, winged creature with with a wide wingspan the breadth of a train car. Its skin is covered with black feathered tufts. Its beak is long, extending all the way to the back of its neck, and is filled with pearly white teeth that shift position in its mouth. It has human arms and legs, each with long taloned fingers at the ends. The creature is intelligent, and cruel, and speaks to its victims in their native tongue. They are prideful, and extremely violent when displeased.

The Pearl Raptor is well known for its terror and seeming invincibility. Though many have faced a Pearl Raptor, the Pearl Raptor doesn't seem to take any sort of wound, always disappearing in a puff of smoke and black plumes whenever a strike would land.

The creature has a strange obsession with teeth, often plucking them from the recently dead, or even bartering for them with the living. It is unknown why it collects them or what purpose they serve the creature; only that when it speaks, a smile of chromatic teeth completely convas the creature's mouth.

The Pearl Raptor seems to publicize its own myth to acquire complacency from its victims. It is heard flying above frontier towns at night; and large, gnarled plumes are found near recently dug graves. It is a common in the west for children, or drunk men, to play games daring one another about how many

teeth they could pull out for the Pearl Raptor in exchange for their lives.

Your first instinct will be to hide indoors and wait for daylight, but this thing ain't no shadow and it ain't afraid of the sun. Best to give it what it wants and not make a fuss; or better yet, carry a pocket o' teeth with you.

-Krillo

Pearl Raptor: Medium: 40ft: Hand Size 5:
Foundation 1: Shadow

Damage Type: Physical - Traits: Poise, Furtive, Coercion, Blandish

Flying: The Pearl Raptor has a flying speed of 40ft.

Beak: The Pearl Raptor deals physical damage within melee.

Flurry of Claws: When the Pearl Raptor attacks, it has multiattack 4.

Rending: When a creature takes damage from a Pearl Raptor, it begins to Bleed.

Inescapable: When a creature leaves melee with a Pearl Raptor, the Pearl Raptor can make an attack as a reaction.

Shadow Touched: When the Pearl Raptor would take damage, it instead discards that many cards from it's deck.

Disappear: When the Pearl Raptor takes damage or uses its Shadow Touched ability, it can disappear up to 30ft away as if it used the Shadow Step spell.

Metal Mouth

These tall, slender creatures appear to be comprised entirely of monotone sheets of cloth. They have no discernable eyes, mouths, or any other exposed features; save for rock-like visor that they each carry on their head.

Little is known about these strange creatures. They seem to be social with one another, as well as displaying intelligence. They are said to have a secret language that they speak to one another, although it is only heard when they appear to think that they are alone. The sound described to their language is that of metal striking metal, which is where they get their name.

Nothing is known about their physiology; as it is hidden under their cloth like visage. The Metal Mouths are not naturally violent, and only attack when provoked. Those who have been attacked by these creatures describe hard, painful strikes that launch from within their cloaks. When supposedly killed, the cloth and stone falls flat on the ground, with nothing inside whatsoever. The stone appears to be a large, impossibly heavy rock that has been smoothed to a roundness. Its purpose is still unknown, as they do not use it for combat.

It is unknown what their obsession with trains and rail lines are, but it is a common experience to see them gathering around tracks. It is rumored that many of the unplanned forks in the tracks are caused by them, as their sudden appearance often correlates to a split in the line; however, no one has ever seen them start construction on such a project, nor can decipher the reasoning for making divergences in the line.

These things give me the creeps, but they ain't much trouble, unless you bring it to them; and not worth the effort in fighting. If they bother you, just keep away from the tracks until they're done their business.

-Krillo

Metal Mouths: Medium: 35ft: Hand Size 6:
Foundation 1: Monster

Damage Type: Physical - Traits: Poise, Vigor

Unseen Vitals: The Metal Mouth has a sensory complication against all attacks.

Startling Strikes: Metal Mouths treat Severe complications as Tough complications while attacking.

Ethereal Sense: Metal Mouths sense in the ethereal and material plane within 60ft. They can sense through objects and walls.

Equipment: Large smooth stone, monotone cloth.

Gecko Bandito

This small green lizard is named after its sticky hands, rambunctious use of dust for various crimes. It is half the size of a halfling, with lime green scales and sticky fingers that allow them to walk up vertical walls.

These creatures have adapted to Dust, and they've learned how to collect guns and ammo as a squirrel would food. They've been known to carry several handguns each and hunt in packs. With six appendages, each with three fingers, the lizard is a capable of wielding several weapons at once while reload rapidly.

Once introduced into a town or society, they begin to steal weapons, food, and alcohol. They have learned how to hold up stores and saloons for supplies and alcohol. They prefer not to waste ammo, and won't fire unless scared or provoked. A drunken Gecko Bandito is far less stingy with ammo.

Before the introduction of Dust, Gecko Banditos were known to be docile, if not mischievous, with the habit of raiding adventurers backpacks and hiding their belongings in high trees. Their low status on the food chain kept the humble gecko from getting into too much trouble. Geckos that

have not been introduced to society will act similarly, stealing and hiding adventurer's items and staying out of trouble.

Gecko Banditos are social creatures, though the small creatures lack a language, they are intuitively intelligent and are able to share information through somatic presentation. A group of Bandito Geckos are called a Gang, which are often formed when food, ammo, or alcohol become scarce.

“These little guys ain't much for company, but throw a sack full of em' at an enemy camp if you're looking for a nice distraction. They sure like to drink but can't hardly hold their whiskey; takin' down a gang of them is as easy as opening a bottle.”

-Krillo

Bandito Gecko: Small: 25ft: Hand Size 3: Foundation 1: Beast

Damage Type: Physical - Traits: Poise, Vigor

Sticky Hands: The Bandito has a climb speed of 25ft.

Small: The Bandito has a simple complication from all attacks.

Thief: While within melee, the Gecko can use a Crown card to steal an item off a target that is not in a backpack or being held.

Quick Reload: This creature reloads multiple barrels with one minor action.

Unload: The Bandito Gecko attacks with multiattack 1.

Bulletstorm: The Bandit Gecko can attack as a horde, with multiattack 1 for each gecko.

Equipment: 2 Ol' Faithful Pistols, Fist Full O' Bullets

Optional: Drunken: Banditos start battles with half their deck removed from the game, and fall asleep when exhausted.

Optional: Wild: This Gecko has no weapons or attacks.

Troll: Huge: 50ft: Hand Size 3: Foundation 5: Monster

Damage Type: Physical - Traits: Vigor, Mettle

Lumbering Smash: As an action, the Troll smashes at a single creature, ignoring armor complications. If it is medium or smaller in size, and Lumbering Smash deals damage, the attacked creature is grabbed and grappled by the troll.

Swinging Strike: The Troll swings wildly at those smaller things below. As an action, the Troll deals 5c to creatures within a 10ft square adjacent to the Troll. Any grabbed creature is included in the attack.

Throw: The Troll throws stones or people at farther targets. As an action, the Troll makes a ranged attack up to 50ft away, or 100ft with Scatter. If a Character is thrown, the attack deals equal damage to the target as it does the thrown character.

Thick Hide: The Troll has a thick and greasy hide. It has an Severe armor complication and a sensory complication.

Regeneration: The Troll naturally regenerates. At the start of each turn, as long as the Troll has not taken any elemental damage this round, the Troll regains 1 base foundation up to it's max.

Sunlight Sensitivity: Each round the Troll is in the under direct sunlight, they take 5c damage, and are turned to stone if this causes them to become wounded.

Traps

In Westbound, traps are particularly deadly, as many adventurers cannot take a single deadly strike.

As traps do not have a wielder, they naturally have a sensory complication, as no one is there to aim the attack.

Name:

Description of the Trap

Deadline: How many cards drawn for the attack

Concealment: The Observance check to find the object.

Trigger: What triggers the Trap.

Pit Trap:

Spikes of iron and wood concealed under a false floor.

Deadline: 5c Physical Damage

Concealment: Tough Complication.

Trigger: Any creature that enters into the space falls into the trap.

Flying Darts:

A slew of pressurized darts are sent flying through tiny holes in the wall.

Deadline: 4c Physical Damage, ignores sensory complications.

Concealment: Simple Complication.

Trigger: Stepping on a pressure plate disguised as a flagstone triggers the trap to attack the entire area.

Burning Pitch:

A jar of boiling tar is suspended above the doorway, and constantly heated by a nearby furnace.

Deadline: 5c Elemental Damage

Concealment: Simple Complication.

Trigger: Opening the door will cause the trap to pour its contents onto the opener.

Falling Boulder:

A large spherical rock is suspended in an alcove in the roof, ready to drop on thieves.

Deadline: 7c Physical Damage

Concealment: Severe Complication.

Trigger: Removing an item from the sensitive pressure pad will cause the boulder to fall and begin rolling towards the triggered area.

Swinging Spike:

A large metal spike attached to a bending rod, ready to swing into the open doorway of the natural cavern.

Deadline: 7c Physical Damage

Concealment: Simple Complication.

Trigger: Walking into the tripwire will send the spike into the tripwire's location.

Loaded Gun:

A gun in a door's keyhole fires out at thieves opening the door.

Deadline: 5c Physical Damage, Pierces armor

Concealment: Severe Complication.

Trigger: Opening the door without the key will fire the gun out of the keyhole.

Trap Modifiers

These modifiers can be added to a trap to increase its effectiveness.

Poisoned: Attacks that deal Physical damage will cause the target to become poisoned.

Oil and Match: Attacks with this trap deal Elemental damage, in addition to their other damage types.

Keen: Attacks with this trap reduce the targets Armor Complication by one tier.

Foe Seeker Rune: This trap is on a swivel and emblazoned with the Foe Seeker Rune. It will ignore all sensory complications and attack the closest target.

Game Master's Guide

Being a Game Master in Westbound

As Game Master, you tell the tale. Westbound is foremost a game about story. Making epic adventures in the magical wild west. As the Game Master, you tell the story, embody the characters and the land, and describe all the action within the world. You lead the players through the world and together create a rich story.

A Game Master should create a Scenario or Campaign for the players. This should involve locations, characters, conflict and obstacles. The Players will play individual characters within the world, and it is a Game Master's job to lead them through the world, keep them entertained and engaged, and to moderate disputes amongst the players.

A Game Master should describe the scenery, including sound and smell, and give the players goals to achieve if they do not have goals of their own. They should speak for the characters in the world and direct the players' enemies in combat.

The Game master should tell the players when to make checks, and decide on the complication of those checks based on the difficulty of the action. You can let players call checks for themselves if they are

performing an action that they know will require a check, but it is best to call the checks for yourself.

***The Lone Gunman:** Druce is new to Westbound, and is playing as the Game Master for his friend Brennan. Druce was afraid that Brennan's character would be killed easily if he was attacked by multiple people, but was unaware of how uncoordinated the bandits were. Since most creatures cannot attack a character that has already been attacked in the same turn, Brennan was able to play without fear of getting ganged up on, except for by special creatures like Wolves, which became especially scary to him.*

Combat

Fighting as a Game Master is very similar to fighting as a player. You have one hand and a deck, your goal is to reduce your opponent's foundation, and you draw a full hand at the start of a round when you have no cards left in your hand.

When drawing cards in westbound, you have a number of cards equal to the largest hand size of all your creature, plus one additional card for each creature after that one. This means you will generally have more cards than the players, but will have far more to spread it over more. Most characters will be uncoordinated and won't be able to strike at the same target, so you will not be able to hurt player characters very easily, unless they are ignoring their foundation. All characters are considered uncoordinated unless otherwise stated.

When you run out of cards and are exhausted, the team will break, either becoming too exhausted to fight, becoming fearful of the danger and running, or

surrendering. A team with a leader may be able to rally and continue the fight, so it would be wise to keep your leaders protected.

Drama is important in combat, as well as realism among the characters. Most characters should preserve their own lives and play to their strength. More devilish characters should grab bystanders to make human shields, while more cowardly characters should run away from advances of the enemy party.

It is important to distinct between being in combat and being outside of combat. When players draw hands, it means they are combat ready and may place down foundation; otherwise, the characters are considered to be more relaxed and not ready for an attack. When a character Draws, but there is nothing to fight, they will lose their hand after one minute of no combat. Drawing for combat is exhaustive, and players will learn to limit their Drawing for perceived danger. It is possible for one player to Draw and not the others; this is a common tactic preserve both life and energy while exploring. When a character sees another character draw, they may immediately do so as well. Traps and surprise attacks are extremely deadly, and players can only defend by drawing before the trap has sprung.

Controlling Combat

It's important to let the cards fall as they may, but in certain situations you may find your party is being hurt too badly, either due to poor card draws, an overpowered monster, or poor party composition. If your party is getting hurt too badly, you can control the enemies attacks, splitting sets into foundation, and denying yourself full

hand draws by leaving cards in your hand at the end of your turn.

If you find yourself having to hold back often, you may need to fine-tune which enemies you put in front of your players, or there may be a larger issue among the player's team composition or playstyle.

Calling for Checks

When a character does any extraneous activity, or an activity that has a chance of failing, they should make a check.

Checks should be used on any extraneous activity to represent the wear of adventuring on a character's body. Longer activities, such as digging a grave, should require consecutive or collaborative checks.

When an activity has the chance of failure, a check should be called for. When considering the difficulty and complication, remember that any check from Simple to Severe can be completed by an untrained or unskilled character, while Absurd to Hopeless require both skill and luck.

It is a simple complication to climb out of a window, a tough complication to break down a wooden door, a Severe complication to swim in a whirlpool, an absurd complication to pick a lock, a Futile complication to maintain a standing balance on a tightrope, and a Hopeless complication to climb a smooth marble wall.

When determining whether or not a trait or skill is appropriate for a check, remember that Skill Traits are bundles of skills that encompass the idea of a type of character, rather than definitive abilities. If a character is trying to do an abstract action that is considered sneaky or sly, it would be best to call it a Furtive Check.

In combat, checks are often done as free actions, either to resist from something bad happening or do perform an action that

requires extra effort, such as climb a wall. A check made when a character has drawn can be made with a card in the player's hand or from the top of the deck. When a character has advantage on a check, they can draw two cards from the deck and ignore the lower. When a character has disadvantage, they have to discard two cards and ignore the higher. Proficiency in a check allows the character to draw two cards and combine the values.

The Company meets their Match: *Druce and Brennan decided to add more players to their little company of Westbounders. Suddenly, there were five players and Druce was having difficulty challenging the group. Even with seven bandits attacking the group, Druce only had ten cards to attack, and after laying down a single foundation on each bandit, he had only three cards in his hand left. Druce was doing little damage, and his bandits would die before they could even put a dent in the player's defenses. However, as Druce got some practice, he started to adopt better strategies, adding foundation to only a very few of his characters and sending them forward to sponge up most of the damage, and putting the others in strong cover to keep them from dying and watching the flanks of the others. Now, the players are challenged by combat, and can adopt new strategies of their own, like sneaking into the enemy's flanks to attack the characters without foundation.*

Players Exhausting you:

In certain cases, such as hordes, it is disadvantageous to let the player discard your cards. Remember that you can choose for a creature to become exhausted instead of suffering the effects of exhaustion on the group. If one weak target gets brought in and the players begin targeting him with Exhaustion attacks, which weaken the whole

group, you can instead have that target become exhausted so he doesn't weaken the entire group.

Game Master Exhaustion:

A Game Master's deck is constantly used throughout the game, so it is usually reshuffled back to 52 cards before a battle starts. When a group of characters in a combat situation are tired, or have previously been in a battle, they would have cards discarded from their GM's deck at the start of the battle.

When a Game Master's deck is depleted and nears exhaustion, there are two options the Game master has: To Rally or Break.

When a Game Master Breaks, the characters under the GM's control stop fighting and attempt to flee or surrender.

When a Game Master Rallies, they reshuffle their discard pile into their deck. This is typically done as actions through Leader characters; such as warchiefs, bandit kings, and Grand Wizards. Most leaders have a limit to how many times they can rally in a battle. Some characters, like the undead, have limitless endurance and automatically Rally whenever their deck is depleted.

Horde Tactics:

Certain characters, such as undead or orcs, are able to fight as a Horde. When in this state, attacks are made by groups of characters instead of by individuals. When a group of Horde creatures attack an individual, draw a card for each creature participating in the attack. The strongest set amongst those cards drawn is the damage dealt by the horde.

More powerful horde creatures, such as Ghouls or Ogres, gain hold'ems to use with their horde attacks.

Any creature with the horde ability can attack as a horde, even if they are the only creature attacking.

Leveling Up the Player characters:

As the story progresses, the players will increase in power and abilities. It is up to you how far you want the players to progress in power and how fast. You can choose to increase their level every session, after every story arc, at the end of each campaign, or when they complete specific tasks.

You should generally talk to your players and lay out how they progress in level.

Using Archetypes

When players are trying to use their Archetype abilities, it is important to remember the balance of powers: The ability should not be useful in every situation, but it can be a game-changer when played right. Consider the Archetype abilities as you would an enchanted weapon; as it makes their social power stronger. If a player is trying to cause an enemy force to drop their weapons and surrender, and they have an archetype ability to do that, consider ramping up their effects, having each comment reverberate in the enemy's mind and making their situation seem worse. Similar to a battle, this should not be done in a single blow, but in a back-and-forth bout. Players should tell you when they are trying to use their abilities so you can make sure to adjust how the NPC's respond.

Magic-Users casting beyond their sight:

In Westbound, spellcasters can target areas and creatures that they can see or sense. This power may seem daunting, however, you should consider the difficulty in recognition of anything beyond 300ft. A

wizard who sees a centurion approach may cast a fireball before he understands they are friendly, or mistakenly zap a stranger instead of the bandit they were looking for.

How to use the Fist Full O' Bullets

The Fist Full O' Bullets, or fist full o' arrows depending on the ammunition, is a way to use ammunition without constant tracking. A Fist Full O' Bullets is an indeterminate, plentiful, but finite amount of ammunition. Whenever a Game master deems, he can say the Fist Full O' Bullets are running low on supply, and determine how many bullets remain in the pile and give it a finite amount.

The finite number should be about 10; a limited amount that is small enough to be concerning, but large enough that the player isn't caught off guard.

You should only let a Fist Full O' Bullets become low on supply in reasonable places in the story; at the end of an long adventure, when one character shares their bullets with another, or after a bullet-heavy battle. A bad time to make a player low on supply is after they leave a town, or after they pass by a place to resupply. The Fist Full O' Bullets is a way for the Character to track ammunition instead of the player, based off of their in-game experience; therefore, if the player believes that the character is secure in their ammunition supply, the Game Master should justify that faith.

This can be used as a role-play opportunity for players playing ditzzy or forgetful characters, but this should be discussed with them at the time of character creation.

Optional Rules:

Injury

For Game Masters that want a greater sense of danger in their campaigns, they may want to add rules for injury.

When a character is wounded by a non-lethal attack, they make a Mettle check with a simple complication. The difficulty tier of the complication is increased by one tier every time the character becomes wounded before taking a full rest.

When a character fails a draw on this mettle check, they draw a card to determine their injury. An injured character loses a trait. The suit of the drawn card determines the type of trait lost, and the value of the card determines which which trait is lost. Counting from the top down, the trait in the numbered position of the card drawn is lost until the character recovers from the injury. If the value of the card exceeds the number of traits the character has, restart the count again from the top.

If the character has no traits associated with that suit, they instead injure an associated part of their body. They have disadvantage on all checks until that injury is healed. If a character injures a part of their body that is already injured, that part of their body is dismembered and will not recover.

Heart - Inured Head

Diamond - Injured Sense

Spade - Injured Hand

Club - Injured Leg

A character can recover from an injury with a Mettle check after a full rest with a Severe Complication. Characters have disadvantage on this check if they had been active before starting the full rest. They have advantage on the check if they are resting with a character who has the Pharmaceuticals trait.

Optional Rules

Serendipity

For Game Masters who want to reward players with more than gold or weapons,

they can use the rules for Serendipity. Serendipity should be rewarded for out-of-the-box thinking, excellent roleplaying, or any player behavior that you want to reward.

When a player has been given Serendipity by the GM, they can exchange it to make a discovery about a character, object, or situation. The discovery is something natural given the situation and can be coincidental or lucky. A character might find that their reluctant informant carries the same holy symbol around his neck as he does, or they might find that a horse and cart accidentally wanders into the middle of a firefight to give him cover.

The Game Master can veto the discovery made by the player without explanation. If the discovery is vetoed, the Game Master can choose to return the Serendipity to the player or to not return it. Serendipity is generally returned if the requested discovery wasn't fitting to no fault of the player, but not returned if the discovery was unfitting or exploitative.

Triumph at Saint Kiara

Triumph at Saint Kiara is a one-shot adventure for 2-5 players characters, and takes about three hours to complete. It revolves around the Player Characters trying to get a magic weapon from a local gang known as the "The Martyrs." The Martyrs have created a business by creating undead scares in the city and clearing out for a tidy sum, mostly because they have a magic Mace of undead destruction known as Blights Bane. The players will take this sword to free Stonefort of the Martyr's extortion, and profit at the same time.

The Martyr Gang:

This gang operates in a ghost town named Saint Kiaro, which is 10 miles east of the town Stonefort. There are 20 dwarves in the gang, not including Dorin ShoeShank and the leader Padwuen DirgeSinger who keeps the magic mace named "Blight's Bane." The gang has a secret hideout under the church in Saint Kiaro, as well as a few stores of undead. They have spread rumors throughout the town of an undead plague, and sneak captured undead into the city to verify that claim.

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The Adventure Hook

The Player Characters are contacted by an their old ally Puente, a half-Halfling Half-Human reformed criminal. He informs them the Martyrs, a criminal band, are in possession of a mighty undead slaying weapon and are exploiting it for money. He will suggest liberating the weapon, either as a service to the community, or so that the players can take over the racket.

Scenes

Scene: The Meetup

The players meet the envoy of the The Martyrs. Puente has set up a meeting with the man in a guise that the players are wanting to buy it, and is hoping he'll bring the mace, or at least give them information on where they could find it. Puente offered 50,000 Silver Dollars to the Martyrs, and is hoping they won't ask to see the money.

Dorin ShoeShank arrives to scope out the scene and negotiate the deal. He is a relatively low ranking member, so much so that Padwuen is willing to risk him in this dubious trade. Dorin is hoping to make good on the deal and prove he is not incompetent. Dorin knows much, and forgets what others don't know, and will let slip minor information without thinking, such as that location of the Marytr's Hideout (1) and information on Padwuen (2).

That being said, Dorin is a Steel Dwarf with a taste for whiskey in a relatively dry hideout, and will accept any alcohol sent his way. He will often stare at the bar or crossing servers, but has no money to order anything. After a few drinks, he will become intoxicated and will be more willing to share info.

If he is attacked or harassed, he will give more information, but he will also leak false information in an attempt to help his allies in Saint Kiaro: Including a myth about a Banshee and a fairytale about the church bell holding treasure.

This is a good point to let the players use their *archetype abilities*.

If Captured, Dorin will give limited info on the town, but will also lie.

If gotten drunk, Dorin will drop his guard and give lots of info on the town.

If let go, Dorin will go back to Saint Kiaro

If let go after being harassed, Dorin will stay in town a day and leave at night.

Info on Saint Kiaro and Gang

1: *"The Martyrs are based out of Saint Kiaro, a ghost town a few miles east of Stonefort."*

2: *"Boss's name is Padwuen DirgeSinger, and he keeps the weapon Blights Baner a warhammer that is especially effective at slaying undead."*

3: *The whole group is afraid of the police, and have alarms set to get all the treasure out if the law comes.*

4: *"There's a guard that watches from the tower. Night or day, the Martyrs see trouble coming from a thousand yards, except for the blindspot behind the west hotel"*

5: *"The Chapel holds many secrets, including a secret door that has a trap reminiscent of a children's game."*

6: *"There is a Cursed Sword on display in the fake treasure room under the chapel."*

Lies about the Saint Kiaro

1: *"There is only one guard awake at night, who is in the Bell Tower on watch."*

2: *"The boss has a banshee under his command who watches out for the town, and she possesses people who are trying to sneak into the town. He uses Blights Bane to control the girl!"*

3: *"The bell of the Church Tower is magical, and is used to store the town's treasury within the Shattered Span."*

Scene: Trouble in Saint Kiaro

The town has minimal guards, always five on duty regardless of the time, and most pretend to be looters and scavengers. The town is built in a circle around the chapel, the bell tower of which is used as a lookout, with a sniper inside at all times. The only blind spot is behind the tavern, which has two floors. The guards are cautious, but not cruel, and will briefly entertain the notion of unarmed wayward travelers.

Players sneaking in should come in from behind there. If they do not sneak in or come in an area the bandits can see, the bandits on watch put on armor. There is a dwarf on the watchtower at night, who has Black Sight, and will yell to the others at the approach of anyone into the town, and ring the bell if a fight ensues.

There are five guards in the area, plus the one in the tower, mostly dwarves but with some humans, and there four in the church. The doors of the church are sturdy wood, which can be closed and barred from the inside. If outnumbered or scared, they will retreat into the Church and make a last stand.

Scene: The Church Inner Sanctum

Inside the Church is a large empty ceremonial large pool that outlines the far walls, with stairs near the entrance, and diving to 4ft deep by the end. Those who retreat into the inner sanctum will stand in the pool to give themselves cover. Above the altar on the east end of the chapel is the bell tower. There is a rope that allows people to climb up, but it is pulled up while the tower is occupied.

Underneath the bridge at the far end of the pool is a small tunnel that is 3x3ft, and can be crawled into by a medium creature. A large creature can squeeze through, but must be pulled or pushed.

At the end of the tunnel is 10ft down, and end with a small door with 14 keys and 32 keyholes. The keys must be placed into the correct keyhole, or the keyhole will shoot at them. The keys won't be damaged from the shot. When all 14 keys have been correctly placed and turned, the door will swing open to an underground treasure room.

A small poem is written above the door with 32 locks.

"Fourteen keys are here and ready, and fourteen locks to boot.

Eighteen arms are cocked and steady, awaiting a lawman to shoot."

If the players came in unnoticed, they will be able to take their time in solving the puzzle. However, if the players were loud and shot their way in, the Martyr sniper will have one last surprise. After being revived by his Bottled Pixie, the sniper will shoot and destroy the lock holding in the skeletons in the Grande Hotel. Twenty skeletons will attempt to kill any target they can sense, and players can attempt to try and keep the skeletons at bay by securing the door and solving the puzzle or trying to kill all of the skeletons.

Scene: False Treasure Room

The locked door under the chapel leads to this false treasure room. Its is a 15x15ft dirt room that is supported by wooden beams. This room contains two chests, a mounted sword, and a a small well used as an altar by worshipers of the water god. The water in the well is flush to the top, and holds a

Each chest contains 500 steel coins, fake jewelry of Foolsgold, and a magical Short Sword named "Eyeless." If the sword is activated, its user becomes blind for 24 hours.

The well is 30ft deep, and at the bottom is a plug, that if removed will flood the water away. Characters who investigate the well will find a ladder built into the wall, as well as a rope that can be used to pull the plug. The now empty passage leads to the hideout.

Scene: The Hideout

The false treasure room leads to the hideout through the well. The hideout includes a small kitchen, a living area, a sleeping area, a treasure room and armory, as well as a private room for the boss of the Martyrs.

There are about 14 men who live in the hideout when the Player Characters arrive, none are armed, and at least half are sleeping.

The treasure room and armory contains 10 O'I Faithful Pistols, 10 Witchbane Fan Cannons, 20 Leather Jerkins, 20 backpacks, and 500 Silver Dollars and 50,000 Steel Coins.

If Warned by the bell or by a gunfight (They will assume a single shot was just a misfire) while on the surface, the crew will believe they are being assaulted by the law and use secret tunnels to move their equipment and treasure out. A few will sneak back into the town and steal any horses the Player Characters left in the town.

If Warned by yelling or gunfire inside the hideout, all the gunmen inside will try to arm up to defend themselves, rushing towards the armory, or escaping through various escape tunnels. Each room has a hidden tunnel which can be used to escape if they cannot reach the armory. Each tunnel leads 100ft away from the camp in a different direction.

Scene: The Pride of the Boss Martyr

The door of DirgeSinger's room is alarmed, and a loud bell will ring out if opened. So there is no way to surprise the Dwarf Boss. If there has been no warnings so far, he is sleeping in the middle of the room while holding the Blights Bane. If he is warned, he will be wearing a leather jerkin and seen trying to sneak into a tunnel, but his pride will

make him return to kill the Player Characters that attacked his hideout.

The room is one large 30x40ft room which is separated by three sets locked bars. Behind each set of bars are 5 undead, which are stored here to protect DirgeSinger. When the player characters enter the room, 5 of the undead immediately attack.

DirgeSinger uses Blights Bane in conjunction with the several pistols he keeps on a bandoleer. He will use the pistols or mace to break the locks and release more undead, and can do this as a reaction if he loses all his foundation or takes loses a base foundation. The undead will not attack anyone holding Blights Bane, and will surround the players, allowing DirgeSinger a chance to recuperate.

Dwarf Martyr: 30ft: **Hand Size 4:** Foundation 1: **Humanoid**

Damage Type: Physical - Traits: Vigor, Furtive, Coercion

Cast Iron Stomach: This creature has advantage on Mettle checks to resist poison.

Breaker: The armor complication of an enemy based on Non-magical Armor is decreased by one for the consideration of this creature's Savage Attacks.

O'I Faithful Pistol: This creature has a Dust Implement with a range: 5ft - 30ft - 90ft - 20ft*

Serrated Dagger: This creature has a Savage Weapon that causes bleeding.

Equipped: If given time to equip, they have an Leather Jerkin that provides a Simple Armor Complication.

Martyr Sniper: 30ft: **Hand Size 5:**

Foundation 1: **Humanoid**

Damage Type: Physical - Traits: Vigor, Furtive, Coercion, Observant

Cast Iron Stomach: This creature has advantage on Mettle checks to resist poison.

Breaker: The armor complication of an enemy based on Non-magical Armor is decreased by one for the consideration of this creature's Savage Attacks.

Marksman's Rifle: This creature has a Dust Implement with a range: 15ft - 30ft - 105ft - 40ft

Serrated Dagger: This creature has a Savage Weapon that causes bleeding.

Trapped Pixie: The Sniper keeps a tiny pixie trapped in a jar and forces her to cast spells. If the Sniper dies, the Pixie can cast the Heal spell on him.

Loaded Gun Trap:

A gun in a keyhole fires out at any lawman trying opening the secret door.

Deadliness: 5c Physical Damage, Pierces armor

Concealment: Severe Complication.

Trigger: Turning the key in the wrong lock will fire the gun from of the keyhole.

Skeleton: Medium: 30ft: Hand Size 4:

Foundation 1: Undead

Damage Type: Physical - Traits: Mettle

Brainless: This cohort requires both verbal and visual instructions to perform a task.

Once set, the cohort will continue the task until complete, regardless of danger.

Bone Armor: The skeleton has a sensory complication from Elemental attacks.

Horde: This creature can attack as a horde.

Dangerous: This creature gains 1 hold'em when attacking as a horde.

Padwuen DirgeSinger: 30ft: **Hand Size 5:**

Foundation 2: **Humanoid**

Damage Type: Physical - Traits: Vigor, Furtive, Coercion

Cast Iron Stomach: This creature has advantage on Mettle checks to resist poison.

Breaker: The armor complication of an enemy based on Non-magical Armor is decreased by one for the consideration of this creature's Savage Attacks.

Bandealer of O'I Faithful Pistols: This creature has Five Dust Implements with a range: 5ft - 30ft - 90ft - 20ft*

Blight's Bane: This creature has a two-handed Savage Weapon that has the Kingsblade, Keen, Sweeping, Magic, Dazzling, and Dead-Slayer properties.

Loose the Dead: As a reaction, when Padwuen has no more Foundation left, or loses a base foundation, he can use a reaction to attack the gates locks on the gates and unleash the undead.

Blight's Bane: Savage Weapon: Medium:
Cost 450 Silver Dollars

Melee Only

Kingsblade: This weapon has a hold'em: King of Spades. This can be applied to all melee attacks with this weapon.

Dead-Slayer: This weapon has a Hold'em: Queen of Hearts, and Jack of Clubs. This can be applied to all melee attacks against undead with this weapon.

Dazzling: Undead have a sensory complication against the wielder, and uncontrolled undead cannot attack the wielder at all.

Keen: When attacked with this weapon, the enemy's highest Complication is considered one tier lower.

Magic: This weapon deals Magic Damage.

Sweeping: Damage from this weapon can be distributed among several enemies within melee.

Pixie in a bottle: Captured Cohort

Magic User: The Pixie is a spellcaster, and once per Full Rest can cast either Levitate or Heal.

Prisoner: The Pixie is a living, thinking, and speaking character who will try to escape the bottle whenever possible.

EST BOUND

LEVEL

NAME

HAND

ARMOR

SPEED

SERENDIPITY

SORT Level

Subclass

Source Abilities

1

2

3 TRAIT

4

5

6 TRAIT

7

8

9 TRAIT

10

★ **WANTED** ★

“ TITLE ”

For the following crimes

Level **BREED**

0

1

2

3

4

5

ARCHETYPE Level

0

1

2

Blank lined area for notes or abilities.

TRAITS

REDUCE COME

GAIT

LUCK+FORT

TRAID

FOUNDATION

MANA POOL

COMPLICATION

Bonus

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EQUIP

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STASH

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PACK

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CRAFT

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NOTES

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GAME MASTER'S CHEAT SHEET

Drawing

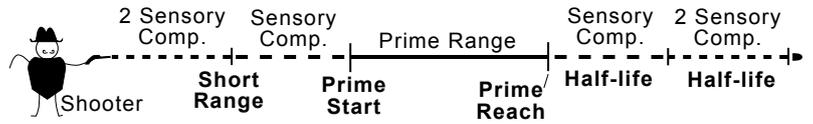
Draw a hand equal to the largest hand among your creatures in play
Add one card to your hand for every additional creature

Ante

Maximum starting ante is equal to the largest hand among your creatures

Range

Firearms and other ranged weapons each have an effective range. This is represented by a series of four numbers corresponding to: Short Range, Prime Start, Prime Reach, and Half-life



Checks

To pass a check, the draw must exceed the complication

Normal Complications

Skilled Complications

Simple (3) Tough (6) Severe (9)

Absurd (13) Futile (16) Hopeless (19)

Skilled Check: Draw two cards and add
OR draw one card and recycle

Advantage: Draw extra card, discard lowest

Disadvantage: Draw extra card, discard highest

Falling in Combat

	Lose all Base Foundation	Run out of cards
Player	Character Wounded	Character Exhausted
GM	Creature dead	Creatures Rally or Break

Wounded

Discards 10 cards every turn, becomes prone, cannot take actions or move, automatically fails checks.

Exhausted

Movement is reduced to 5ft, can no longer perform actions and automatically fails checks

Scatter

Draw two cards. These cards determine where the object moves to

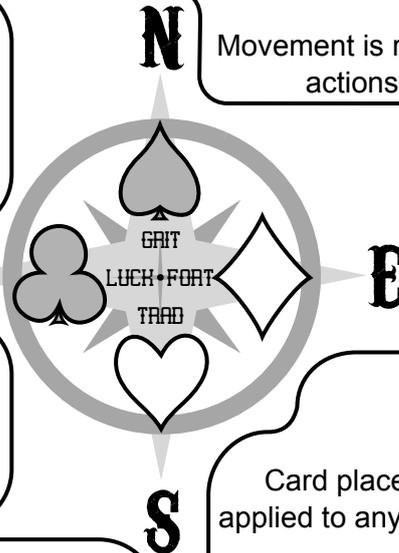
Direction: The suit of the card, according to the Standard Westbound Compass

Distance: Determined by the value of the card;

A-3 (15ft) 4-6 (10ft) 7-9 (5ft) 10+ (0ft)

Consecutive Scatter

Each card drawn moves the target area 5ft in the corresponding direction
If you draw the opposite of your last draw, move again in the first direction



Resting

Breather(5m): Recover half of discard
Short Rest(1h): Breather + recover Base Foundation at 5 Cards per
Long Rest(8h): Reshuffle all 52 cards

Complications

Armor Complication (AC): Granted by worn armour. Ineffective against firearms

Sensory Complication: Reduces damage by 1

Cover

1/4 Cover: Simple 1/2 Cover: Tough

3/4 Cover: Severe Full Cover: Cannot hit

Aesthetic Cover: Grants Sensory Complication

Combat Mechanics

Recycling: Recycled cards are kept in a separate pile
Shuffle them back into the deck as an action

Multiattack: Play an attack set, then draw extra cards
If the extra cards can add to the set, they do

#c: Draw # cards from the deck

AOE: Draw #c cards indicated and distribute as sets

Horde: Draw a card for each creature in the horde
The highest set in these cards is their attack

Rally: Reshuffle the discard pile back into the deck when you run out of cards

Statuses

Hold'em

Card placed face up in front of them. Can be applied to any attack they make to increase the set.

Vulnerable

Has a card placed in front of them face up. Can be applied to any attack against them.

Bleeding

Loses one foundation every time they exhaust their entire hand. Stops when they end a turn with cards still in their hand.

Poisoned

Discards 10 card from their deck at start of turn. At end of turn, Simple Mettle check to end Poison.

Staggered

Discards foundation, and cannot regain foundation until the start of their next turn.

Blinded

Can only attack in melee or short range, all enemies have aesthetic cover from their attacks. They fail all checks to observe based on sight.

Prone

Moves at half speed, gains a simple complication, loses the benefits of their Armor Complications.