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Westbound
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Dust and Dragons





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Chapter 1

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 takes place just following an industrial revolution in a classic 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 technological marvels.

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

Players

In Westbound, players control a single Player Character within the story, making choices, speaking with 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 will need 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 scenes 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 the basics. That being said, being a Game Master can be tremendously rewarding, and you can create whatever kind of setting, from a sandbox world to a railroad adventure.

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 to the players' moods and interests. Most Game Masters do a 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 of cards 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 at the top of the stack 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*.

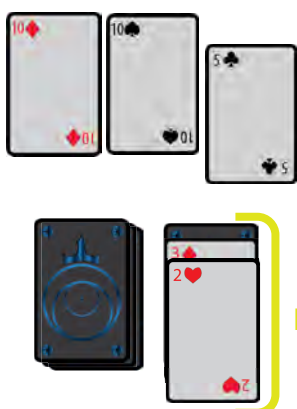
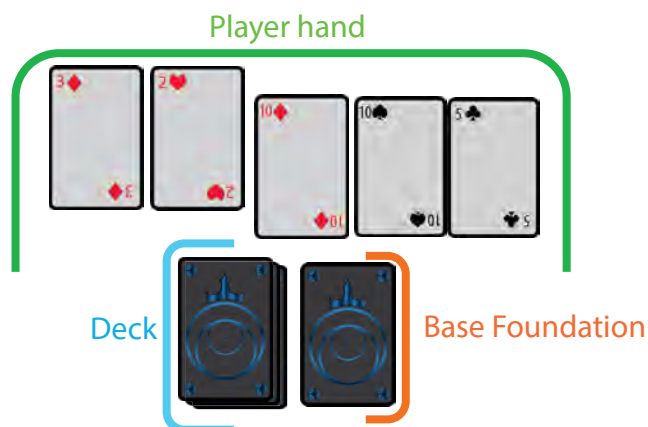
All cards used in checks, attacks, and discarded from *Foundation* are sent to the *Discard Pile*. When you run out of cards in your deck, your character becomes exhausted, and can no longer perform actions.

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

Here we see the standard setup for a player's turn. The player has their deck centered, with their Base Foundation to the right.

For the purposes of demonstration, the player hand is displayed and not hidden. The character is a Gambler Sort, so 5 cards are drawn.

With a new hand, foundation should be placed first as characters have no survivability without it. The 3 and 2 will give the strongest Foundation, so they should be added to the foundation.

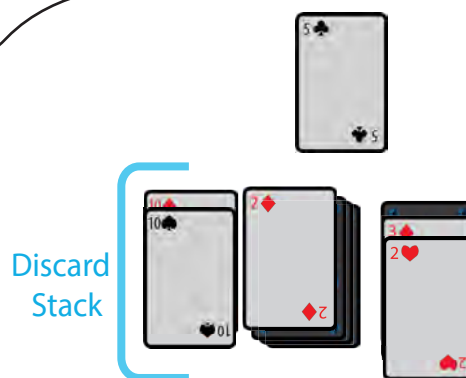


The Foundation is placed directly on top of the Base Foundation in a face-up stack, starting with the highest value. All damage dealt to the character causes cards to be removed from the top of this stack.

Now on offence, we see a strong set: A pair of 10's. When declaring an attack, whether it be a gunshot, lightning bolt, or a punch, you want a set with as many cards as possible.

The pair of 10's are sent to the discard pile, which is face up on the left side of the deck.

Before the turn ends, the gambler decides to move into cover, but slips on oil he didn't see. The Game Master asks for a check, which can be played from the hand or drawn blindly from the deck. The gambler decides to draw from the deck, gets a 2, and slips in the oil. The card used in the check is discarded.



The gambler ends their turn. Their foe attacks them back with a High-Card set, a single King of hearts.

As a reaction, however, the gambler is able to use their "Cheat Death" ability, by discarding a Club from their hand; so by discarding the five of clubs the gambler loses no foundation this turn.

At the beginning of the gamblers next turn' they have no hand, so they are able to draw a new hand of five cards, and the process starts over again.



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 Towers and ushered in the Age of Kings, the secret of Dust has been released, and now the Age of Kings has given way to 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 of 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 like glass into factions and rogue militias. The Six Hundred year reign of the Buzan monarchs has 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 1st 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 a lasting peace, and even monitored and restricted the education of wizards to prevent a resurgence of the Age of Towers. The dethronement of the kings by the released Dust God, who stole the grand city of Buzanbard, and massacred the Buzan family, sparked the Age of War.

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 a state of total war, while the last remaining Queen Buzan lies in an arcane stupor, hidden deep under the Bulwark Mountains that were made hollow by her ancestors in an attempt to protect the populace 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 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 is the row of dwarven mountains that border the west.

The Universe

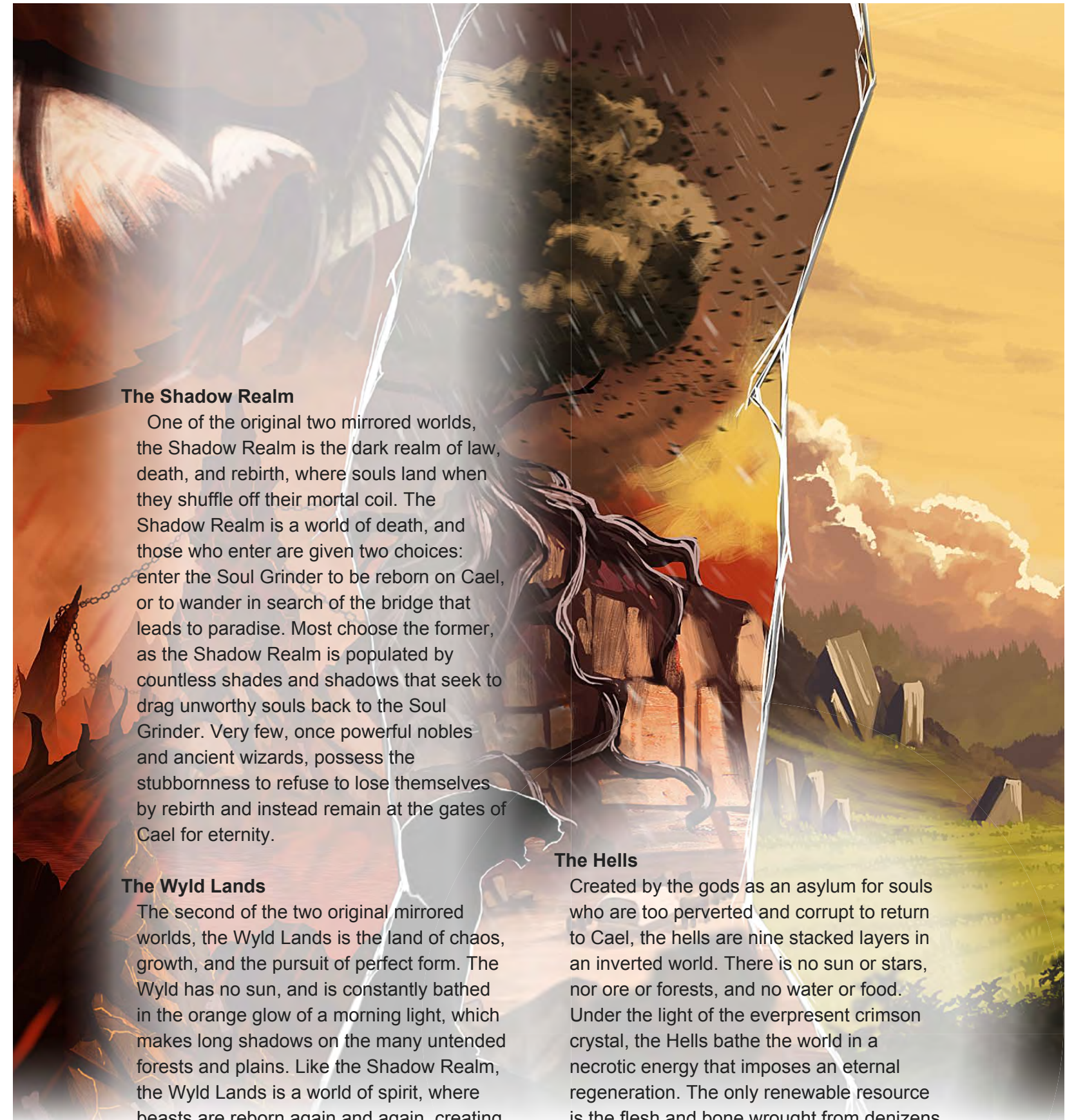
The Shattered Span

Once only two realms mirrored Cael: The Shadow Realm and the Wyld. However, the mirrored realms were shattered by a conflict among the gods, and now the incalculable shards have planted themselves in reality and grown like mustard seeds, creating a near infinite span of worlds that mirror our own in strange ways.

The worlds in the Shattered Span were built 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 Cael are gateways to other worlds, where the seams of each reality become aligned and begin to slip. These gates often appear as pockets of the alternate realm, with strange flora and animals appearing out of thin air. However, some are too subtle to spot, and people have been known to fall through these cracks like thin ice, dropping into an unknown world with little chance of returning home.





The Shadow Realm


One of the original two mirrored worlds, the Shadow Realm is the dark realm of law, death, and rebirth, where souls land 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. Very few, once powerful nobles and ancient wizards, possess the stubbornness to refuse to lose themselves by rebirth and instead remain at the gates of 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 who are 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, the Hells bathe 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 Hells, 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 peacefully 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

Cael sits in a black pool, with a burning fire elemental that soars from horizon to horizon lighting the 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 of ore, endless rivers, impossibly dense mountains, and an endless trail of clouds where one could fall for eternity.

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 during gameplay at every 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, along with 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 nights 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 character with long blonde hair, wearing a brown cowboy hat and a purple top, is being held or supported by a green-skinned creature with large hands. The scene is set in a dimly lit, industrial-looking environment with a ladder visible in the foreground. The lighting is dramatic, with strong highlights and deep shadows.

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 continuously reshuffled, except during 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 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, 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. A 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 impossible 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 to draw #c. This means to draw that number of cards blindly from the top of your deck. Even while in combat, players must draw and play these cards from the top of their deck, and cannot play them from their hand.

	Normal	Advantage	Disadvantage
Check	Draw 1	Draw 2, Discard the lower	Draw 2, Discard the higher
Check with proficiency	Draw 2, Combine the values	Draw 3, Discard the lower, Combine the Values	Draw 3, Discard the Higher, Combine the Values

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 the 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.

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. Derrek decides to attack with the Jack, preferring to deal a little damage instead of no damage at all.*





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 Turns 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 is 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.

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. 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.

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

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: Fives 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 part 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 uses his 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 therefor 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 played from your hand in a stack on top of 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 Dance: Michelle is playing Gorin the Steel Dwarf. During her pilgrimage down the tracks, Gorin encountered a Troll sleeping on the hallowed train line. Gorin sprung to attack the creature, and on Michelle's first draw she picked up a King, 7, 7, 6, and an Ace. Michelle 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 her Foundation, giving her solid protection for when the Troll strikes back at her. Michelle decided to play the 7 and 6 into Gorin's Foundation, favoring her survival to the Troll's death.

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, as enemies with the special ability "Quickdraw" 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:

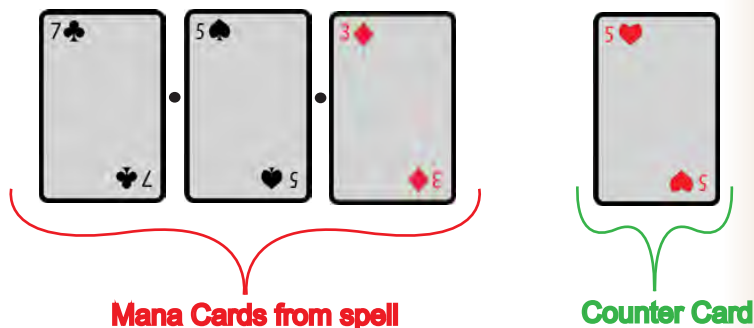
When making a check during combat, in addition to drawing blindly, you are also able to discard cards from your hand. You can discard two cards if you have proficiency in the check, play one card and draw another blindly, or draw two blindly as normal. Similarly, if you have advantage, you can choose 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 of other actions, such as an observance check as part of an attack or a climb check as part of a movement 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.

Resisting Magic



A character can perform a check to resist a spell that affects them, but they will need to play a heart card with a value higher than the lowest mana card used in the spell.

①



If you have a heart in your hand, you can play it directly from your hand as a check.

② or



You can draw randomly from the top of your deck as a check.

②



When casting a spell in battle, discard a Heart card from your hand.

①



Choose which mana cards to use in the spell. Each mana combination makes a different spell.

②



Discard the mana and resolve the spell.

③

Magic & Spell Sculpting

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 player must discard a card from their hand to cast a spell. If the spell is cast during combat, the discarded card must be a 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.

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. A character's Sort determines their source suit. 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.

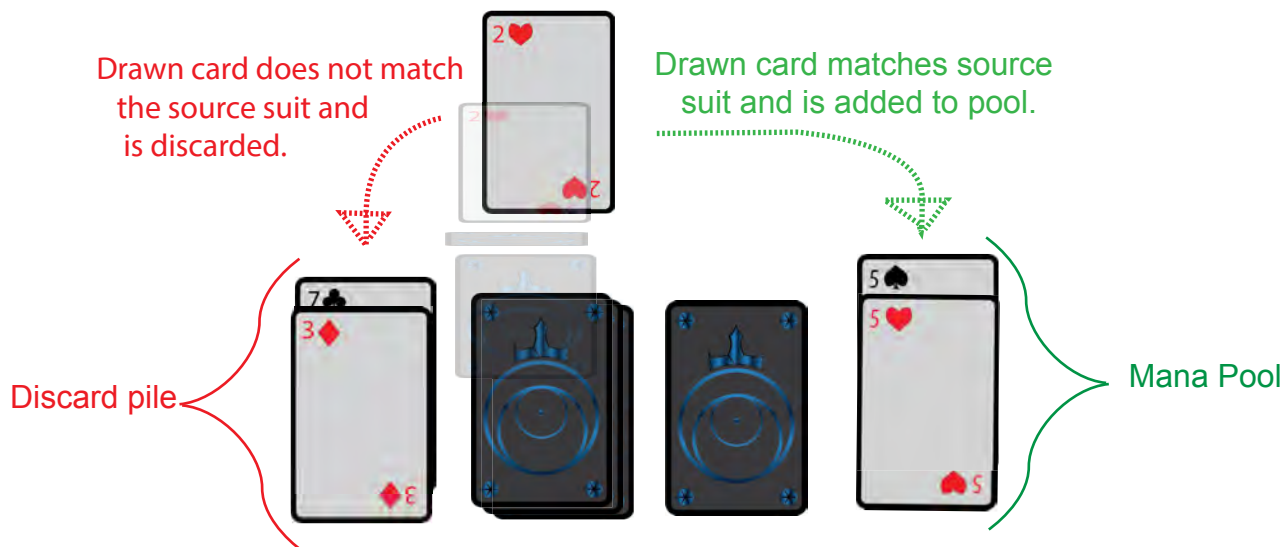
Spell List and Tiers

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.





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

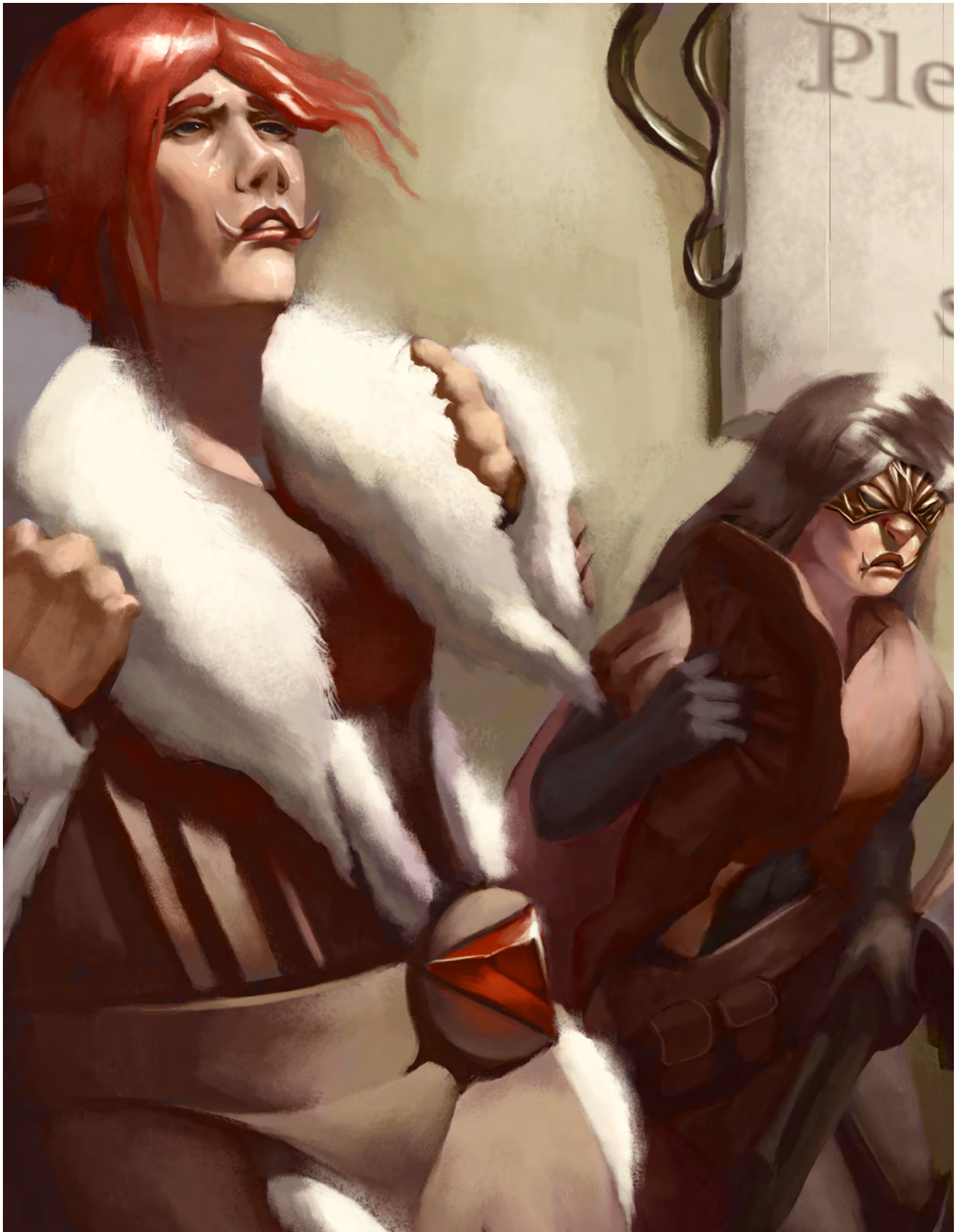
An Archetype is a broad stroke of personality from recurring motifs in storytelling. Most characters from any story have an archetype that they fall into, which influences and organizes their actions and beliefs. Most characters have aspects from many archetypes, but generally fall into one dominant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

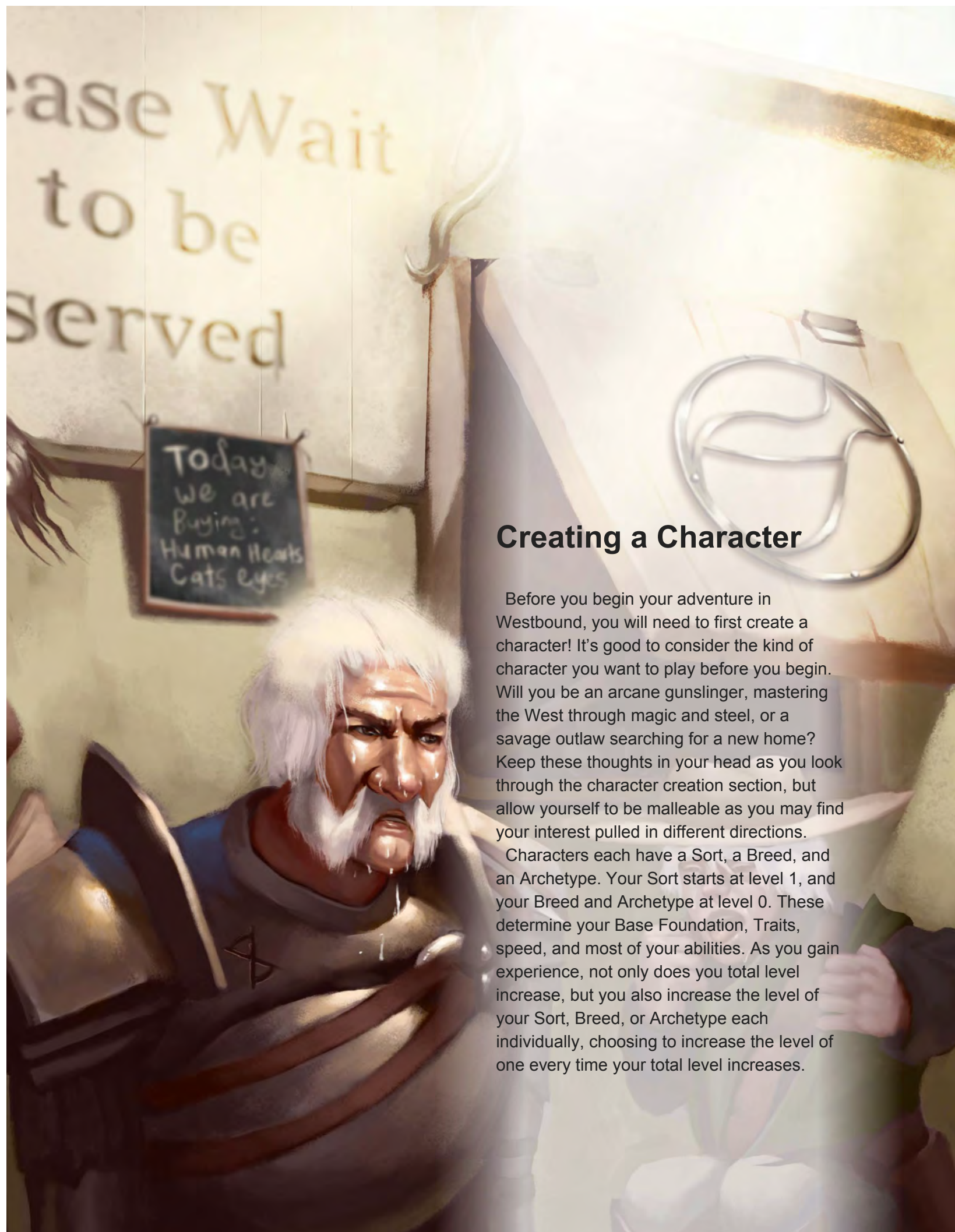
Similar to alignments that would influence a character's actions, Archetypes help players in roleplaying their characters, outlining the perspective and outlook of a character.

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.

Archetype abilities rely on a social contract between the players and the Game Master: if the player is role-playing their character, the world will conduct itself accordingly. Each ability states the circumstance in which it takes effect, but it is the player's responsibility to ensure the Game Master knows that they have it, and it is up to the Game Master's discretion if the ability is appropriate for the circumstances.







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 before you begin. Will you be an arcane gunslinger, mastering the West through 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 experience, not only does your total level increase, but you also increase the level of your Sort, Breed, or Archetype each individually, choosing to increase the level of one every time your total level increases.

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 the suits of a few of your Traits, as well as your proficiencies, your source suit, and your 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, choose a Sort, and take the Level 1 abilities of that Sort. Make note of your Sort on your character sheet.

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 up.

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 defines how you see situations, as well as giving you social abilities. Your Archetype will give you a trait of any suit and a social ability of your choice.

Go to the Archetype section and choose an Archetype. Archetype abilities are not sorted by level, so you can take any ability of your choice 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 their potential as a talent or skill. Traits further develop your character's skills and special abilities, defining what they can do and what their role in the party is.

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. Alternatively, your Game Master may offer you up to 100 silver dollars to purchase items of your preference.

Gaining Levels:

As you complete tasks and gain experience, your total level increases as well as the individual aspects of your character. When you gain a level, decide whether it will go into your Sort, Breed, or Archetype. Each will offer abilities or a choice between several abilities.

In order to reach the maximum level in Westbound, you will need to spread out where your levels are placed. The maximum level is 20, with 10 levels in your Sort, 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 Crack Shot

Marshal: ♦Fortitude & ♠Grit: Martial

Controller

Outlaw: ♣Luck & ♠Grit: Multi-attack Master

Renegade: ♣Luck & ♦Fortitude: Wasteful

Striker

Witch: ♣Luck & ♥Tradition: Forsaken vessel

Shaman: ♦Fortitude & ♥Tradition: Arcane

Support

Spellslinger: ♥Tradition & ♠Grit:

Counter-Caster

Breeds: Granted 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 progeny of road taverns, borderlands, and star-crossed lovers.

Orc: ♠Grit ♦Fortitude: Crude and cruel; 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 a 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 inventor, 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 gained a level.

When a character gains a level, the player chooses to level up 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.

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 a common language, generally known to scholars as Caelarian, but simply called Common by the average folk. Each character also knows the language of their race. More languages can be learned through traits and abilities.

Caelarian - 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

Wyrn Tongue - Language of Dragons

Divine - Language of Angels and Stars

Dusk - Language of Fiends and Shadows

Apocalyptic - Language of Demons and Devils



Sorts

Your *Sort* is your role in the party and establishes how you play. Each Sort 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 associated with it. 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 from an orc chief and two lackeys with his feet relaxed propped up on the table. The dealer sets four cards in front of the halfling and another four in front of the orc chief. As the orc reaches for the cards, the halfling smirks and exclaims, 'All in!'

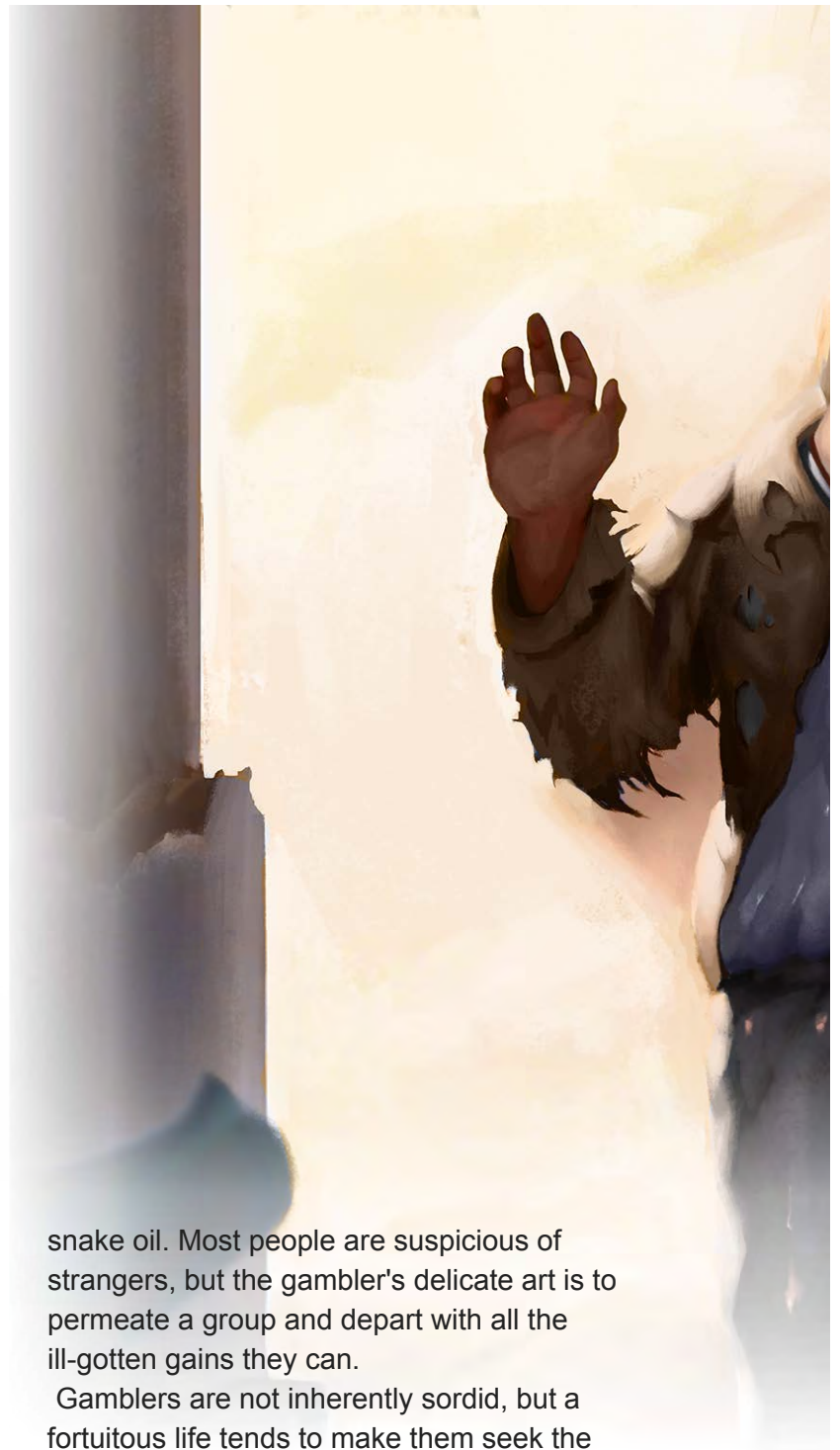
A human scans the horizon one final time before rushing out from under the cover. As bullets fly through the air, he takes a long breath, and releases a solitary, decisive bullet that ends the gunfight; his cloak is riddled with bullets, but he doesn't have a scratch on him.

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 resourcefulness on the battlefield.

Suitcase and a Trunk

The gambler is a master of luck who walks through war zones and bar fights with nary a scratch. Gamblers are often travelers, and while some are lost, others are searching for a meaning in their lives. Gamblers make good first 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, as their charming smile won't count for much then.

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 10: 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 having more utility skills to be a better option.

♣**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 create a Gambler at level 1, choose between the options provided for each section: Weapon, Sort Specific and Pack.

Equipment:

Weapon: Leather Baton or Ol' Faithful Pistol

Sort Specific: Sound Wave or Frostbrand Wand

Pack: Gambler's Pack or Burglary Pack

Aces Wild

At level 1, your indomitable luck allows you to steal victory from the most dire of circumstances. When making an attack, adding to foundation, 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 Gamblers are *Risky* and *Calculating*.





Trait

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

Divorce

Sometimes, you gotta know when to walk away. 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 can save some of your luck for when you really need it. You may play an ace as a Hold'em as a part action during an attack. Once this *hold'em* card is paired with another set, or when the battle ends, it is discarded.

Professional

Starting at level 6, you really look like you know what you're doing. When you draw a Crown card during skill check that you are not proficient in, you may draw an additional card and use it as the crown card's pair, as if you were proficient in the skill.

Fluke

Starting at level 8, things just seem to fall into place for you. When starting a round with cards in your hand, you can redraw the cards in your hand as if you were doing a redraw.

Long Sleeves

Starting at level 10, your luck just never seems to run out. 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: Everything going wrong never stopped you before. 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, your ability to adapt on the fly is unparalleled. As a reaction, you can discard your foundation and switch to your secondary foundation.

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

Flourish: At level 2, you can lay it all on the line to get it right. You can redraw twice every round instead of just once.

Defy: Starting at level 7, you can throw caution to the wind without a second thought. When you redraw, send the cards to the Recycling instead of the discard pile.



Savage



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

“An orc approaches a wounded colt and begins to examine its bleeding leg. He does what he can to stop the bleeding, and puts his ear to the ground to listen for the herd, feeling the faint rumblings in the distance. He braces himself against the young horse, supporting the weakened leg and begins to haul it to its family.”

Savages are strong and independent with 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, transforming into masters of battle and employing swords, axes, and bows in a flurry of steel. Others tend 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 10: 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, you can outlast anyone in a fight. You can play Foundation cards to the top or bottom of your Foundation stack. Cards played on the bottom must be numerically higher and sequential to the bottom card.

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, your stamina increases dramatically. When resting, you can keep three-quarters of your discard stack instead of half after taking a breather.

Buttress

At level 5, you can go on the defensive without tiring yourself. 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, your trained muscles and endurance allow you to outpace anyone. You can travel 20ft further per turn.



Mending

Starting at level 8, your body heals and mends itself more easily. When you take a short rest, you only have to remove 1c from the game, instead of 5, to regain Base Foundation.

Bedrock

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

Subclasses

Perseverance or Vigilant

Perseverance

Take your time and study the situation, and let others play the fool. Those who take the Perseverance subclass are more resourceful, battling the slow intrusions of the road with a calm resolve.

Patience: At level 2, you can take your time to make sure you do the job right. When making checks, you can spend an extra minute performing the action to give yourself advantage on the draw.

Experienced: At level 7, with a calm mind and a little time, you can accomplish great things. 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 awareness of combat.

Battle Stance: At level 2, you can enter a state of battle readiness where your awareness of the battlefield gives you a Severe Armor Complication, as you parry, dodge, and deflect your enemies attacks. You enter this state as part 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.





Wizard



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

'Outnumbered?' his voice echoed, with his hands flexing 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 stone pillar. 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 10: 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. Starting at level 1, when drawing for mana at the end of a Full Rest, you can take spells of any suit.

Subclass

At level 2 you can take a subclass. Your choices are Chronomancy, Lazaration, and Universal.





Trait

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

Surge

At level 4, your expertise allows you to pull mana from the aether much more quickly. You can draw mana as a part action.

Durable Magic

At level 5, you can forge spells effortlessly. Your heart cards that are used to cast spells or that are used as the mana of a spell are recycled instead of discarded.

Reclaim Effort

At level 6, you know how to conserve your energy to stay in the fight. You can shuffle your recycling into your deck as a part action.

Integrate

Starting at level 8, you are a conduit for the flow of magic. Your Arcane Implements no longer require mana to activate. You can use this to activate allies' Arcane Implements as well.

Controlled Chaos

Starting at level 10, you gain more control of the mana you pull from the aether. 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.

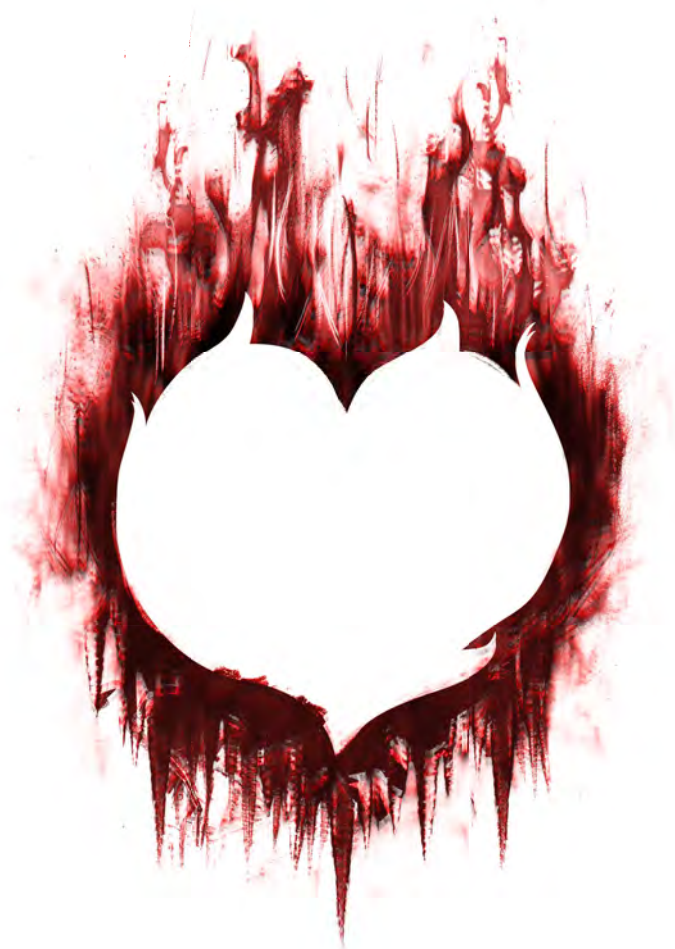
Subclasses

You may select your choice of one of three subclasses: *Lazaration*, *Chronomancy*, or *Universal*.

Universal: The longstanding tradition of wizards is in the Universal school which manipulates 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 requires the wizard to discard one mana, similarly to activating an arcane implement. This ability 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.



Chronomancy: Chronomancers are students of the flow of time, channeling the abstract tangle of the Wyld and focusing it like a lens.

Time Step: At level 2, you can take a step into the past or the future. Discard a mana as a part action, and decide if you are reversing or forwarding time.

If you are reversing time, take note of your Foundation, equipment, statuses and location. At the start of your next turn, you return to that location with that amount of Foundation, equipment and statuses; this effect can reverse death. Magical consumables, such as bullets, alchemy, and mana do not return with you, and are still consumed. Any spell-effect that persists, such as Levitate or Hex, that is cast on you before you reverse time will persist as normal.

If you are moving forward in time, you disappear at the end of your turn. At the start of your next turn, you reappear at the same spot you left, regardless to how the terrain changes around you. If the space is occupied when you return, both you and the object or creature occupying the space take 5c damage and are both knocked prone.

Time Flash: Starting at level 7, you can suddenly reverse or repeat specific events. Discard a mana as a reaction to a creature's action, and decide if you are reversing or repeating time.

If you are reversing time, the effects of that creature's action, including damage inflicted and healed, are nullified. The creature can take another action of the same type, but they do not recover any of the cards they discarded from the action.

If you are repeating time, the creature is able to repeat their action. The creature gains a second action, but it must be the same type of action as the original action.

Lazaration: The school of life and creation, Lazaration 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 dense, solid air that is indistinguishable from the touch, but they 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.





Bestial 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.

Bestial 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 an 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 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 Game Master may circumvent the gestation period and allow creatures a smaller gestation time if 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.

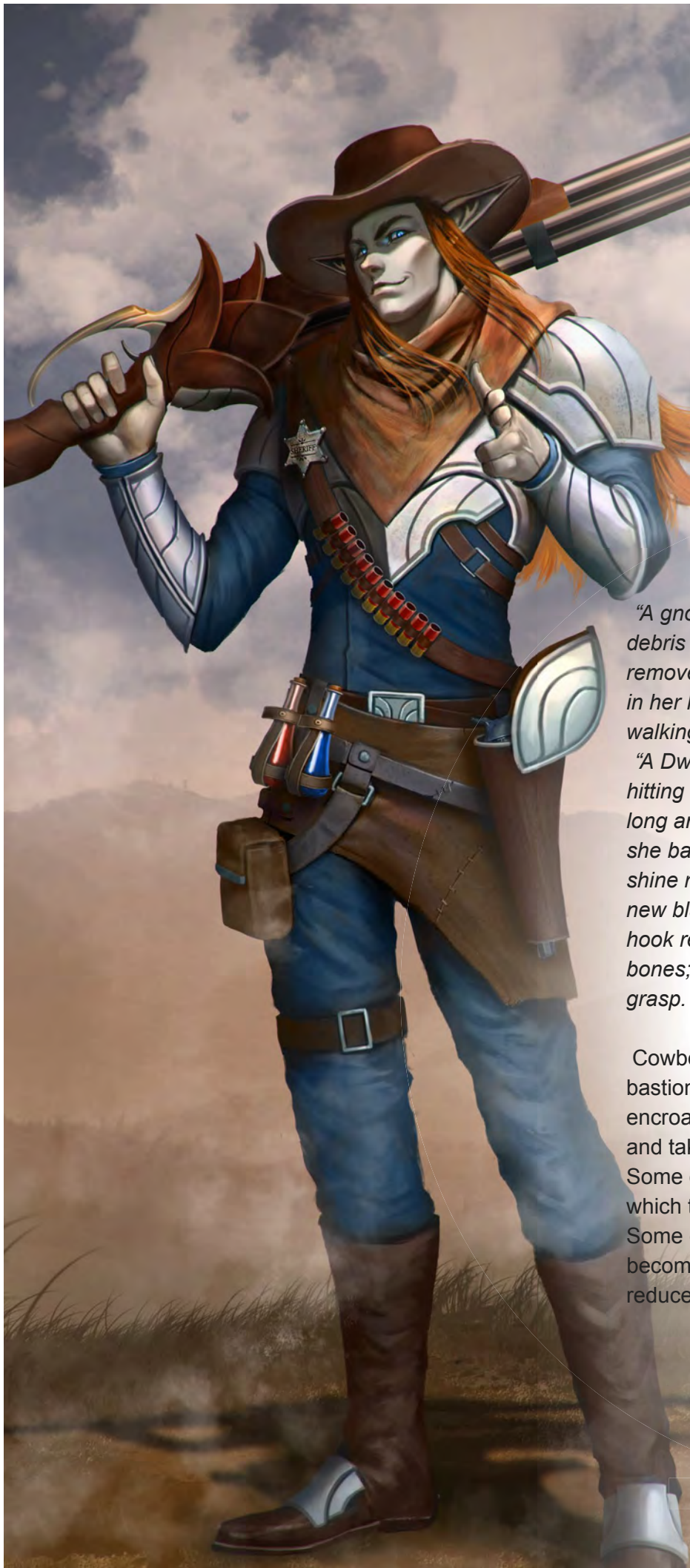
Brutal Mutations allow your creation to have the following traits:

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 feature again will give the creature the Keen weapon ability, or allow them to deal Elemental damage.

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





Cowboy

“A gnome jams a screwdriver under the debris and twists. As the protrusion is removed the 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 - bastions of civilization and watchmen from the encroaching wilderness. 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 High

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 10: Superior Hold'em

Proficiencies: Gunpowder Weapons

Base Foundation: 1

Hand Size: 5

Traits: 2 Spades ♠♠

Ability: Quickdraw

♠**Quickdraw:** You have been gifted with the Quickdraw 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 High

Starting at level 1, at the end of a full rest, the Cowboy draws a Hold'em, which can be applied to any attack the Cowboy makes this day. When the Cowboy plays a set, the Hold'em is treated as part of that set, and will increase the damage of the attack if it can increase the size of the set.

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 Quickdraw 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 are able to discard your Foundation to remove a Status from yourself.

Superior Hold'em

Starting at level 10, you draw an additional Hold'em after every full rest. This Hold'em can be used to increase the set of any of the Cowboy's attacks.

Subclass

Independent or Hero

Independent:

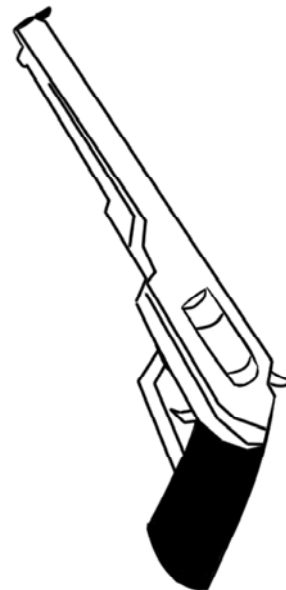
Sovereign: At level 2, at the beginning of your turn, you can play Foundation from the top of your deck. Any Foundation cards drawn that are not numerically smaller and sequential are discarded.

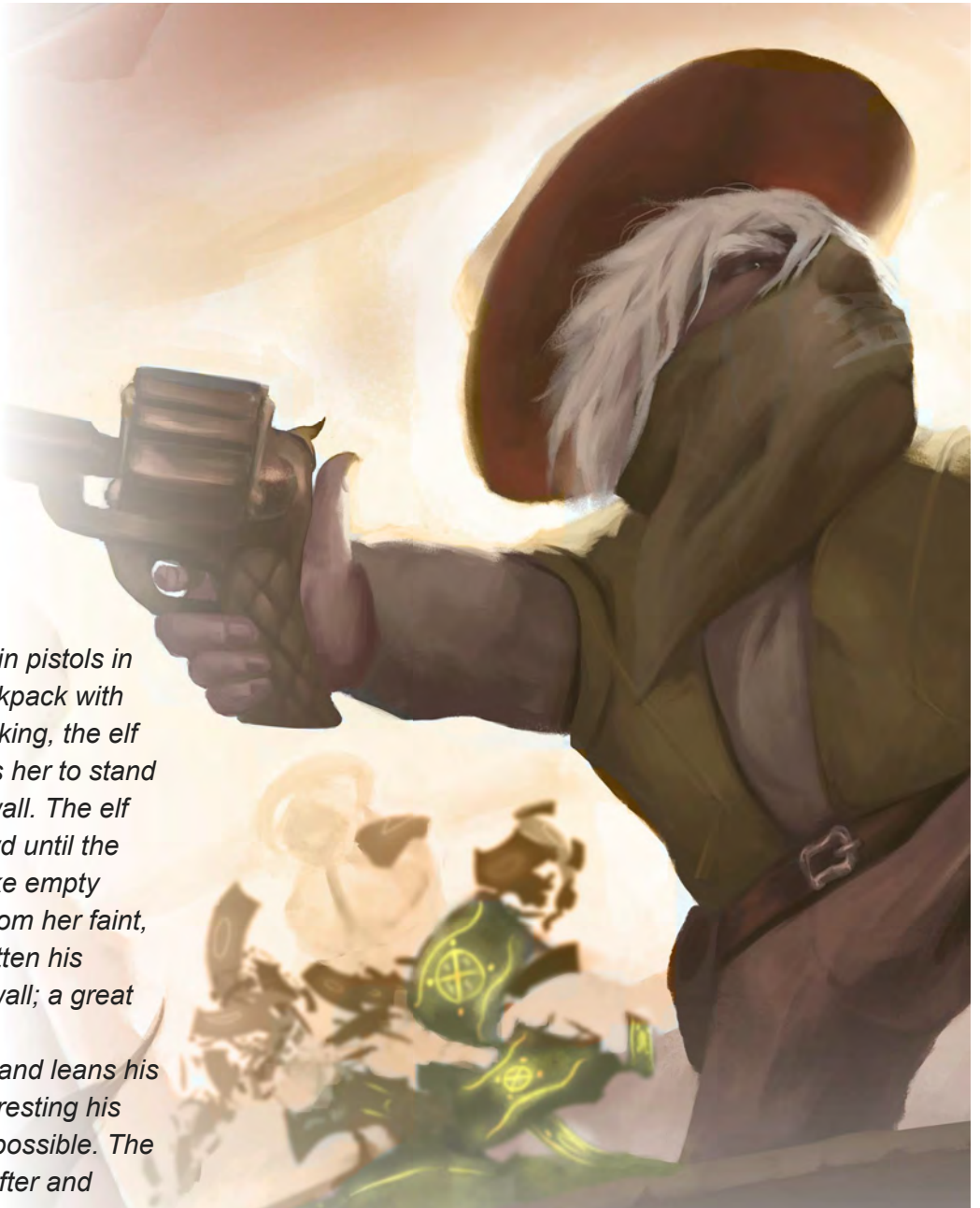
Prepared: At level 7, at the end of combat, remaining foundation cards are recycled instead of discarded.

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 Breather, 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, you and the allies who participated in the training discard 10 cards from your deck, 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 to stand with the other seven 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 through 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 multi-shot, dual wielding weapons 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: Quickdraw, Cheat Death
 Source Suit: Clubs, Spade

♠**Quickdraw:** When you choose the Outlaw at level 1, you gain the Quickdraw 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 create an 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, you account for the spray and recoil of your weapons, and deftly wield two weapons at once. When using the Multi-shot feature, you can draw the multi-shot cards from the deck before deciding on an attack card to pair with it.

Subclass

At level 2, Outlaws may choose a subclass: Robber or 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 5, you have a keen sense for what comes next. During combat, after you draw your hand you can look at the the top card of your deck.





Disguise and Conceal

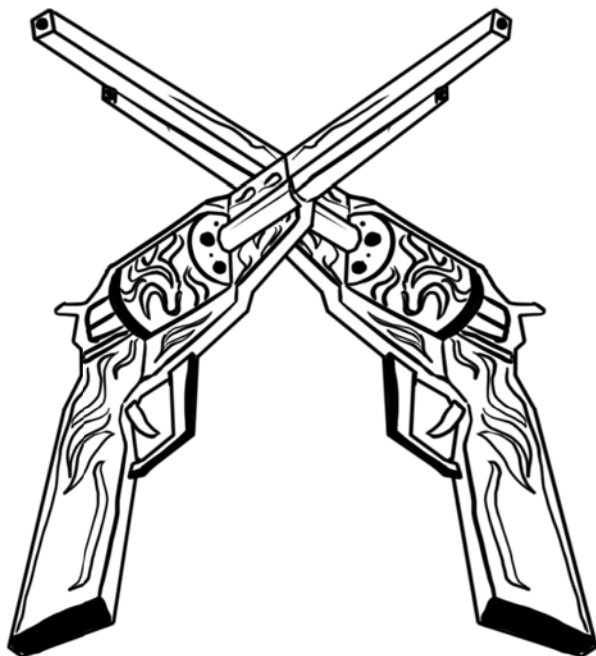
Starting at level 6, you become proficient at disguising and concealing yourself. In order to avoid recognition, you are proficient in making disguises, as well as concealing weapons. In addition, while disguised, you have advantage on Hide checks.

Patsy

You understand the importance of having a “fall guy.” Starting at level 8, attacks against you while you are within 5ft of an ally or cohort suffer from a sensory complication.

Smoking Barrels

Starting at level 10, you can keep shooting all day. 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 card in your hand and 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 or movement, as if you were using your Quickdraw 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.

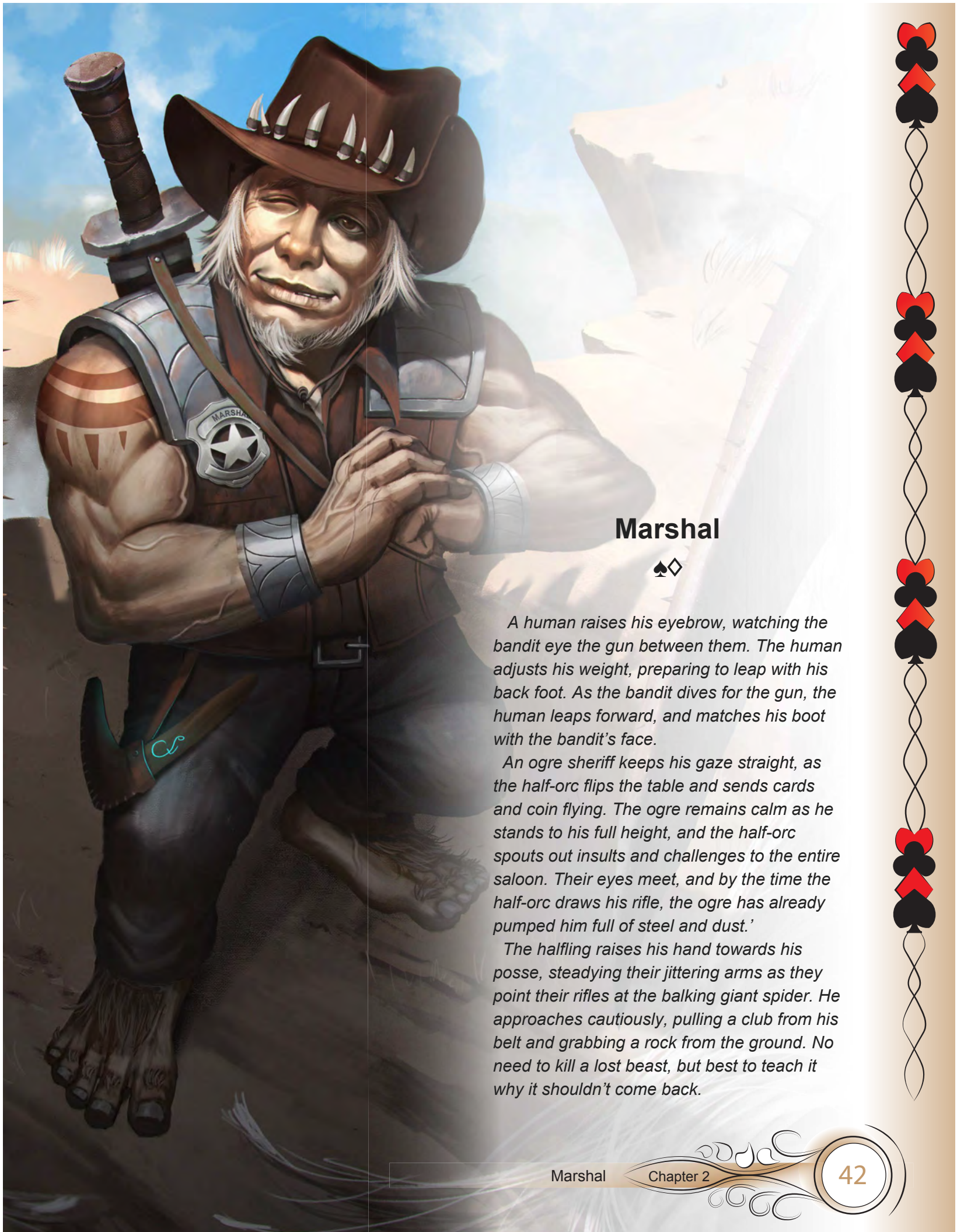
Robber

Pilfer

At level 2, you are a master of stealing from people, dead or alive. As an action, you can take any item you can sense off of an enemy unless they are holding or wearing it. Additionally, You are proficient in investigating bodies, treasures, vaults, and treasure containers, and you are proficient in picking locks and cracking safes.

Dragoon

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



Marshal



A human raises his eyebrow, watching the bandit eye the gun between them. The human adjusts his weight, preparing to leap with his back foot. As the bandit dives for the gun, the human leaps forward, and matches his boot with the bandit's face.

An ogre sheriff keeps his gaze straight, as the half-orc flips the table and sends cards and coin flying. The ogre remains calm as he stands to his full height, and the half-orc spouts out insults and challenges to the entire saloon. Their eyes meet, and by the time the half-orc draws his rifle, the ogre has already pumped him full of steel and dust.'

The halfling raises his hand towards his posse, steadying their jittering arms as they point their rifles at the balking giant spider. He approaches cautiously, pulling a club from his belt and grabbing a rock from the ground. No need to kill a lost beast, but best to teach it why it shouldn't come back.





Marshals occupy the barrier between the wilds and civilization. They are capable, durable, and accustomed to getting their hands dirty without scuffing their suit. Marshals are consistently team oriented, providing leadership, experience, and strategy. They are able to see weakness in their enemies, anticipating their actions and exploiting them.

Quick Character Build:

When you take the Marshal Sort, take either the Human or Orc breed, and take the Vigor and Observant Traits

- 1: Fish for Trouble
- 2: Subclass
- 3: Trait
- 4: Improved Initiative
- 5: Hard Counter
- 6: Trait, Bullseye
- 7: Subclass ability
- 8: Posse
- 9: Trait
- 10: Long Arm of the Law

Proficiencies: Dust Impliments, Savage Weapons

Base Foundation: 2

Hand Size: 4

Traits: 1 Spade, 1 Diamond ♠♦

Ability: Quickdraw, Withstand

Source Suit: Diamond, Spade

♠**Quickdraw:** When you choose the Marshal at level 1, you gain the Quickdraw 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.

♦**Withstand:** When you choose the Marshal 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 Marshal at level 1, choose between the options provided of Weapon, Sort Specific and Pack.

Equipment:

Weapon: Demagogue Pistol, or Alchemical Lance.

Sort Specific: Chain-mail, or Bow.

Pack: Seeker's Pack, or Wilderness pack.

Fish for Trouble

Starting at level 1, you can defeat your enemies more easily by predicting their actions. Once per round, when an enemy within your senses draws a hand, you may name a value or a face card. The target places all suits of the named card in their hand into your Hold'em. At the end of your turn, the Hold'em is sent to the owner's discard pile.

Subclass

At level 2 you can take a subclass: Chief or Commander.

Trait

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

First Strike

At level 4, you are better able to draw the first blood. During the ante phase of your first round of initiative, you can place cards into your ante directly from your deck.

Hard Counter

Starting at level 5, you are better able to maneuver your enemies' momentum to your favor. When you use your Withstand ability to reduce the damage from an attack, add all the cards that were reduced from the attack into your Hold'em. At the end of your turn, the Hold'em is sent to their owner's discard pile.

Bullseye

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



Posse

Starting at level 8, your cohorts attacks can use your Hold'em.

Long arm of the Law

Starting at level 10, you become a master of undermining your enemies. Enemies who have their hand reduced by your Fish for Trouble ability have their speed reduced to half until the end of their next turn. Your attacks on a character whose hand you've reduced will also make them vulnerable.

Subclass

Chief or Commander

Chief:

Muscle Through: At level 2, you can use your Withstand ability to automatically succeed a check against a Spell.

Challenger: Starting at level 7, the target of your Fish for Trouble ability has a sensory complication against all targets that are not you while you are within the target's senses.

Commander:

Friendly Waters: At level 2, When your ally makes an attack, you may use your Quickdraw reaction to allow that ally to use your Hold'em until the start of your next turn.

Tides of Justice: At level 7, when you use your Friendly Waters ability, all allies can use your Hold'em until the start of your next turn.





Spell Slinger



“An elf whispers incantations as she steps into the frigid marsh water. The banshee wails in the distance, and the elf’s gun begins to glow with eldritch fury.”

“A human stands up and draws his pistol as the sorcerer continues his monologue. He winds his hand cannon and extends his open palm towards the sorcerer, who carelessly chants and lobs a spell towards him. With lightning fast hands, the human springs his gun into the flowing magic, reshaping it as it lands into a new spell. His pistol begins to glow a bright blue, and with a single gleaming shot the sorcerer’s speech is cut short.”

“An ogre is pushed into the cell and the deputy nervously locks the door behind him. As the deputy leaves, the ogre stares out the barred window facing towards the tall cliff’s edge where far below the “marriage” takes place in plain view and open air. His hand vanishes as it reaches into the shattered span, and reappears with a long, runed rifle in his heavy grip. He directs the barrel towards the suited mayor and fires three times for good measure.”

Spell Slingers are the arcane gunmen of the west, utilizing Grit and Magic together to form a hardened guard against the ethereal and mystic threats of the badlands and cities. Often misunderstood for their strange rituals, spell slingers are heroes that fuse the arcane into steel to banish ghosts, elementals, and other magic-users.

Quick Character Build:

When you take the Spell Slinger Sort, take either the Halfling or Gnome breed, and take the Judgement and Schooling Traits.

Level 1: Counterspell

Level 2: Subclass

Level 3: Trait

Level 4: Curve

Level 5: Mana Burn

Level 6: Trait, Craftsman

Level 7: Subclass Ability

Level 8: Bullet Catch

Level 9: Trait

Level 10: Mana Drain

Proficiencies: Gunpowder Weapons, Arcanic Weapons

Base Foundation: 1

Hand Size: 4

Traits: 1 Spade, 1 Heart ♠♥

Ability: Quickdraw, Spellcasting

Source Suit: Grit, Tradition

♠**Quickdraw:** When you choose the Spell Slinger at level 1, you gain the Quickdraw 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.

♥**Spellcasting:** When you choose the Spell Slinger 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 full rest. The mana cards drawn this way can be Hearts or Spades, and all others drawn are discarded.

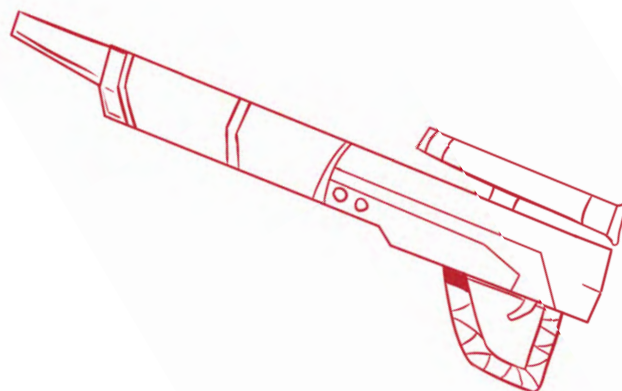
When you start a Spell Slinger at level 1, choose between the options provided of Weapon, Sort Specific and Pack.

Equipment:

Weapon: Orb of the Arcane Assault, or Witchbane Fancannon

Sort Specific: Leather Armor, or Branch of Wonderous Motion

Pack: Seeker's Pack, or Wizard's Pack



Counter Spell

At level 1, you can use your reaction and discard a mana to disrupt a nearby spellcaster. When a target you can sense casts a spell, you can remove one Mana from the spell being cast within your sensory range. If the spell no longer has any mana, it is completely countered and has no effect. If the spell has mana remaining, it functions as if it was cast with the new mana combination.





Subclass

At level 2, Spell Slingers choose a subclass: Armorer or Arcane Puppeteer.

Trait

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

Curve

At level 4, you can twist ranged attacks such to avoid enemy cover. When making a ranged attack, choose an area you can sense within range, and you may target enemies 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.



Mana Burn

At level 5, you can force an enemy's mana to return to the Aether. When you successfully damage a target with an unarmed melee attack, you can discard a mana and force that target to discard all mana cards of a suit chosen by you.

Craftsman

At level 6, you learn to craft your own weapons. You learn how to build Dust Implements and a foundry as if you had the blacksmithing craft. You also learn one craft of your choice, such as tinkering or alchemy.

Bullet Catch

Starting at level 8, you can use your mana to stop or slow a bullet. As a reaction, you can discard a mana card to reduce the damage from a ranged attack. You can discard any number of mana cards, and reduce the damage from the attack by that much.

Mana Drain

At level 10, you can siphon an enemy's mana into yourself. When you successfully damage a target with an unarmed melee attack, you can discard a mana card and force the target to discard the largest set in their mana pool. If there are multiple sets of the same size, you decide which is discarded. You can draw mana for each card discarded this way, and the mana drawn must be of one of the target's source suits.

Subclass

Armorer or Arcane Puppeteer

Armorer:

Armory: At level 2, you have access to an extraplanar armory in which you can store items. The armory is a large extra-dimensional space capable of holding a room full of items.

As part of an action, the Spell Slinger can discard a mana card and withdraw or deposit an item from the space. Items deposited inside must be carried by the Spell Slinger.

You are aware of the location of every item in the armory, and never need to make a check to find an item.

Walk-in Closet: At level 7, you can physically enter the armory. As part of your movement, you can discard a mana to slip into your armory.

The armory appears as a large floating island in a jet black lake, with a door returning to the place you left. You can use this space to train, prepare, or hide. When you leave, you reappear at the location you entered.

Arcane Puppeteer:

Spell Steal: At level 2, you can steal magical effects from another creature.

As an action, you can discard a mana card to remove a magical effect caused by a spell or Arcane Implement from a creature you can sense. You then apply this spell or effect to yourself. The duration of this effect remains the same, as if it were still affecting the original creature.

Control Magic: At level 7, you can redirect a spell as it is being cast. When you can sense a spell being cast, you can use your Quickdraw ability to change the target of a spell to a target you can sense.





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 broken 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: Pact Magic
Level 2: Subclass
Level 3: Trait
Level 4: Dark One's Blessing
Level 5: Pact Magic
Level 6: Trait, Blink
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 be 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

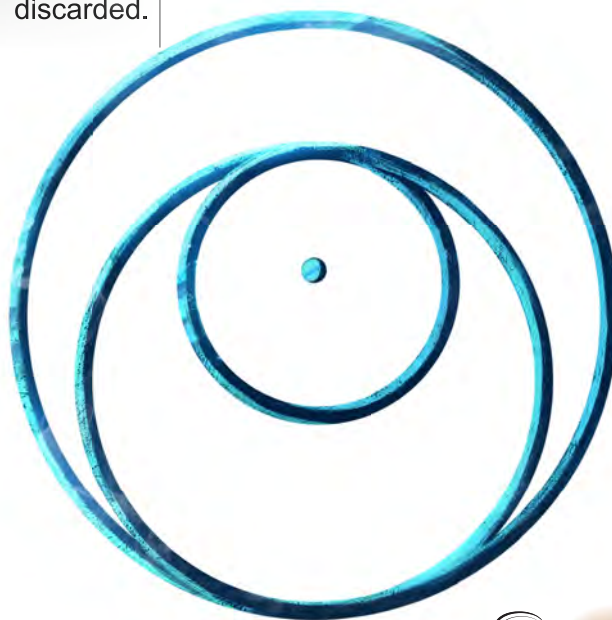
Starting at level 2, the Witch can choose a subclass: Brewer or Host.

Trait

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

Dark One's Blessing

Starting at level 4, when you use Queen as part of an attack, it is recycled instead of discarded.





Blink

Starting at level 6, you can wrap yourself in shadows and move through the aether. When you use your Cheat Death ability, you can teleport 30ft as if you had cast the Shadow Step spell.

Regenerate

Starting at level 8, your wounds will mysteriously close themselves. 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.

Many pact abilities require the favor of their pact master to activate, although, these entities are often fickle and listless. When the Witch reveals a Queen in their hand, they are considered in the favor of their pact master until the start of their next turn.

Dust Pact:

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

Living Weapon: Starting at level 1, The Dust Witch no longer requires guns to fire bullets while in the favor of their pact master. While within 5ft of ammunition, the Witch can control and fire the bullets it telepathically. The Witch can mimic any gun they have used, and make attacks as if they had that gun.

Create Bullets: At level 5, 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.

Ceaseless Assault: Starting at level 10, The Dust Witch becomes a master of Dust. While in the favor of their pact master, attacks made with bullets are sent to the Recycling pile instead of the Discard.

Devil Pact:

You make a pact with a devil, and harness the powers of the hells.

Despair: Starting at level 1, your attacks cause your foes to despair. While you are in the favor of your pact master, targets you deal damage to discard a card from their hand at random for each damage dealt. If the enemy has no cards in their hand, the cards are removed from their next hand after they draw.

Deal with the Devil: Starting at level 5, you can craft a Pact tool. Pact tools allow you to make bargains with actual and immediate consequences for those who enter into the bargain.

When you and another creature make an agreement, or another creature swears an oath or makes a promise, you can create a magical Pact Tool to enforce that agreement. The pact tool is a small, mundane trinket.

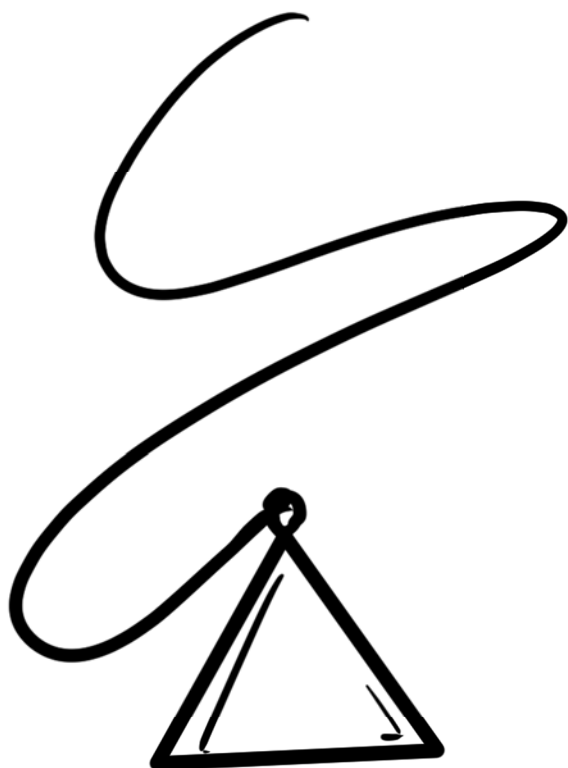
When you create a Pact, conditions must be set, both for what constitutes completing the pact and what is breaking the pact.

When you create a Pact, cast a spell. The effects of that spell do not activate unless the conditions of the bargain are broken.

When a pact is complete, the Pact Tool breaks and the spell cast at the creation of the Pact Tool is dispelled. Additionally, if the Pact Tool is destroyed, the pact is considered complete, and the spell cast at the creation of the pact tool is dispelled.

For Example, a prisoner may swear that he won't try to escape. You may choose to solidify that oath with a pact tool, casting the Hex spell on him if he attempts to take up arms or attack. Another character may make a deal with you, claiming that he will not tell the sheriff your location for a gold coin. You can solidate this with a Pact Tool, casting the Change Form spell on his son, that he would transform into a newt if his father betrayed you to the sheriff.

Wasted Potential: Starting at level 10, while you are in your pact master's favor, all of your attacks cause creatures to discard their recycling pile when they take damage from you.



Dragon Pact:

You make a pact with a dragon, and are granted the might and dominance of dragons.

Reactive Scales: Those who take the Dragon pact gain the ability to reactively grow scales. While you are in your pact master's favor, you are treated as if you have heavy armor, with a Severe Armor Complication but no movement penalty.

Brimstone: Starting at level 5, you begin to grow claws and learn to spit fire. These natural savage weapons deal both Physical and Elemental damage, and you are proficient in using them. You can spit fire up to 60ft. Enemies hit by these attacks become vulnerable until the start of your next turn.

Dragon Blood: Starting at level 10, you can use magic to emulate the blood of dragons. By discarding a mana, you are considered in the your pact masters' favor until the start of your next turn.

Subclass

Brewer or Host

Brewer:

Brew: At level 2, you can craft a brew to unleash a powerful spell. It takes you one hour and alchemical equipment to craft a brew, and this causes a thick noxious gas to pour into the air which is visible from miles away.

A brew allows a spell to be cast at a higher level than you can normally cast. At the end of the hour, draw a card and cast a spell. Add the drawn card to the mana from the cast spell, and a new spell is cast from the combined mana. If no spell is cast after the brew is complete, the drawn card is discarded and the brew spoils.





Toil and Trouble: Starting at level 7, you can curse people without being near them. When you cast a spell with a brew, you can target any creature, as long as you have a possession of that creature. A possession is anything that belongs to that creature, such as a beloved necklace or a lock of their 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 choose 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, you find favor with your pact master, and your sacrifices are returned. Your hosts lose their negative costs and 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 each resemble your Pact of choice.

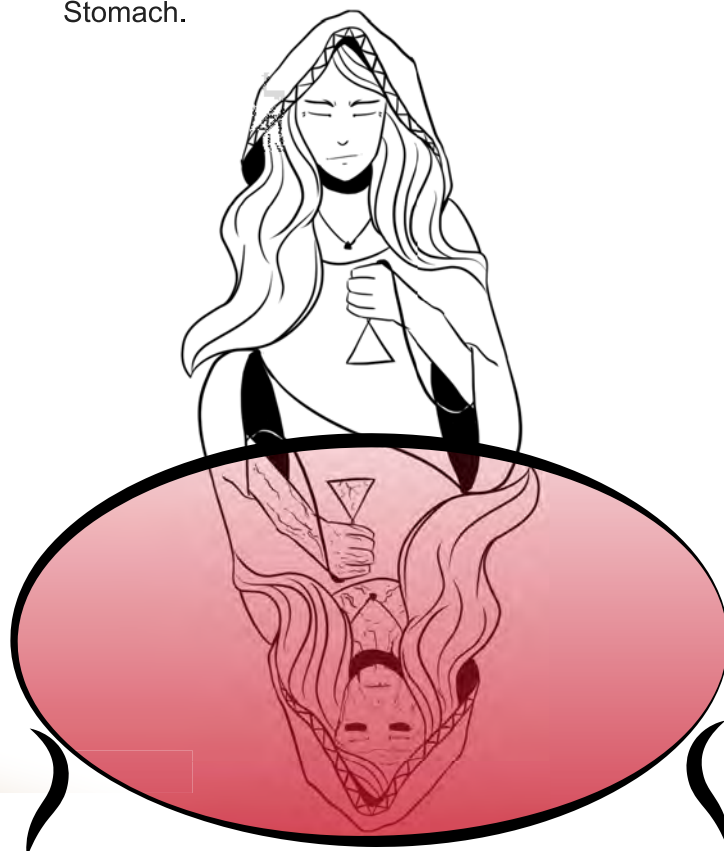
Host Soar: You lose your legs and gain the ability to hover and fly. You hover at 15ft per round, maintaining a height up to 15ft above the ground and descending 15ft per round when above that height. As a Rush action, you can fly 30ft per round and are not limited to the ground.

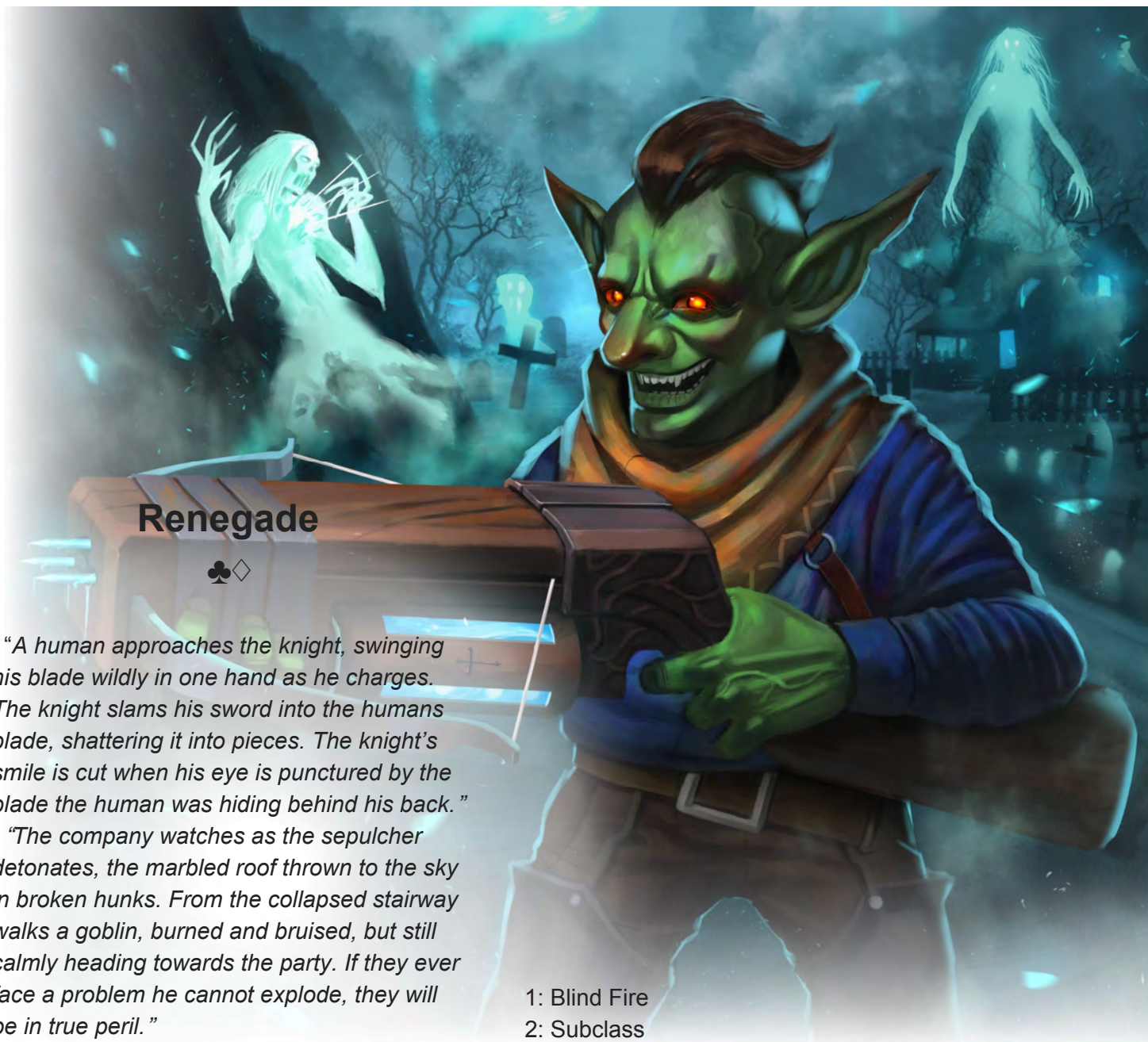
Host Bastion: You lose your non-dominant arm and gain a large flesh shield. This shield is magical and is immune to piercing. Your AC has a Severe complication for the last enemy you attacked this turn.

Host Seer: Your maximum mana pool is reduced by one permanently and gain an extra eye. This eye does not sleep and is always vigilant. Observance checks made now go to the Recycling.

Host Shell: You lose your skin and your maximum mana pool is reduced by two 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 your maximum mana pool is reduced by two permanently, as your abdomen is replaced with a gaping maw. You gain the Gut Magic feature, and the Gut magic ability: Consume, as if you had the Consume Trait. 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.





Renegade



“A human approaches the knight, swinging his blade wildly in one hand as he charges. The knight slams his sword into the human's blade, shattering it into pieces. The knight's smile is cut when his eye is punctured by the blade the human was hiding behind his back.”

“The company watches as the sepulcher detonates, the marbled roof thrown to the sky in broken hunks. From the collapsed stairway walks a goblin, burned and bruised, but still calmly heading towards the party. If they ever face a problem he cannot explode, they will be in true peril.”

Renegades are the ultimate survivors of the west, balancing a reactive defense with a powerful offense. Renegades are easily excitable, but their durability keeps them unconcerned of the destruction they so easily cause. If one could manage to direct a Renegade in a company, the damage they wreak on the enemy will far surpass the damage they wreak on their allies.

Quick Character Build:

When you take the Renegade sort, take either the Goblin or Human breed, and take the Mettle, Furtive, and Poise Traits.

- 1: Blind Fire
- 2: Subclass
- 3: Trait
- 4: Human Shield
- 5: Blindfolded
- 6: Trait, Volatile
- 7: Subclass Feature
- 8: Brisk Bastion
- 9: Trait
- 10: Cardsharp

Proficiencies: Savage Weapons

Base Foundation: 2

Hand Size: 4

Traits: 2 Club, 1 Diamond ♣♠

Ability: Cheat Death, Withstand

Source Suit: Clubs, Diamonds



♣♦**Withstand Death:** When you use either the Cheat Death or Withstand feature, you can use both Clubs or Diamond cards to reduce damage. You still only gain the effects and benefits of either Cheat Death or Withstand, and must declare which you are using.

♣**Cheat Death:** When you choose the Renegade 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.

♦**Withstand:** When you choose the Renegade 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 Renegade at level 1, choose between the options provided of Weapon, Sort Specific and Pack.

Equipment:

Weapon: Sacrificial Dagger, or Flail

Sort Specific: 3 Grenades, or Chainmail Armor

Pack: Raider's Pack, or Burglar's Pack

Blind Fire

Your brashness on the battlefield can shock your enemies into dropping their defences, or rouse them into overcompensating.

When you make an attack, you may play the attack cards face down instead of face up. When you do, declare the highest scoring set, including the highest value in the set. The declaration does not need to be the truth.

The target may challenge your declaration, claiming it to be false. If they choose not to challenge the declaration, they accept the damage as it is declared, regardless of the actual set the cards represent. The cards discarded as part of this attack can be placed at the bottom of the discard pile instead of the top.

If they do challenge the declaration, and the declaration was false, the damage of the true highest scoring set is halved, and is always rounded down.

If they do challenge, and the declaration was true, then the damage of the true highest scoring set is doubled.

Subclass

At level 2 you can take a subclass: Rake or Daring.



Trait

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

Human Shield

Starting at level 4, when you are grappling a creature, ranged attacks against you suffer from a sensory complication.

Backswing

Starting at level 5, a failed attack only makes the next attack stronger. When you bluff with the Blind Fire ability and the set is challenged, you can place the attack cards into your Hold'em. These cards are discarded at the end of your next turn.

Volatile

Starting at level 6, your erratic behavior is able to escalate the violence of explosions. You gain a Hold'em that can only be used to increase the damage of an area attack.

Reckless Abandon

Starting at level 8, once per round during your turn, you can discard your remaining hand and redraw one card for each card you discarded.

Cardsharp

Starting at level 10, when using your Blind Fire ability, you no longer have to name the high card in the set, but merely the set itself.

Subclass

Rake and Daring

Rake:

Wasteless: Starting at level 2, when you use the Blind Fire ability and the enemy accepts the bluff as truth, recycle those cards.

Sneak Attack: Starting at level 7, you can completely undermine an enemy's defenses. On a successful Blind Fire attack, where the target guesses you are lying and is wrong, you may ignore their Foundation and deal damage directly to their Base Foundation.

Daring:

Brisk Bastion: Starting at level 2, during your turn you can use Diamonds or Club suits to place temporary Foundation face down on top of your Foundation stack. At the beginning of your next turn, discard your temporary Foundation.

Offensive Defence: Starting at level 7, your successful attacks can prevent your enemies from retaliating. When you make a successful attack, you can add the cards discarded from the attack to your Foundation. The cards must still be numerically lower and sequential.





Shaman



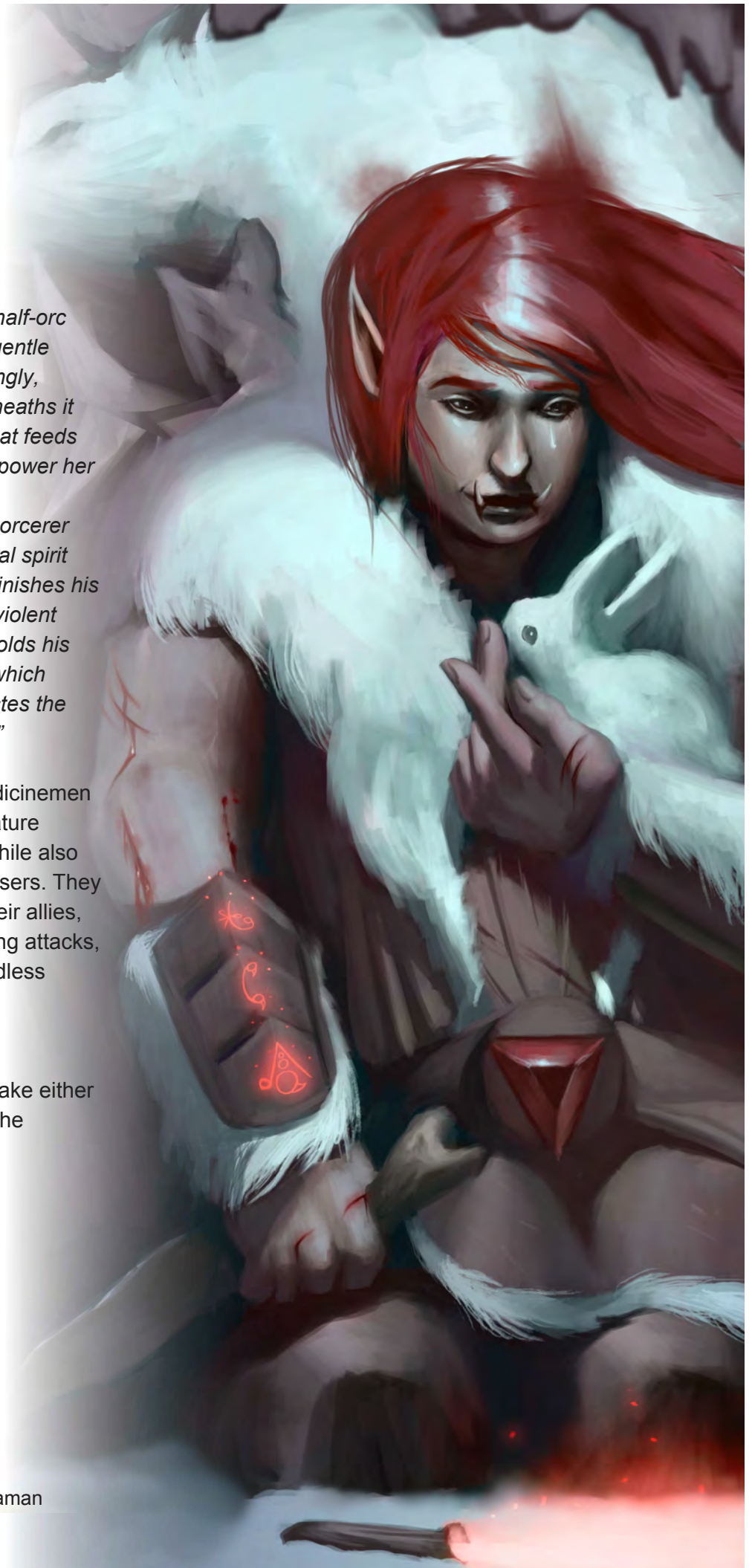
“As she drives the wolf away, the half-orc kneels to the rabbit and extends a gentle hand. She strokes the rabbit soothingly, before she draws his dagger and sheaths it into the squirming critter. As the meat feeds the wolf, the rabbit’s blood shall empower her rituals.

“A human begins to chant as the sorcerer starts to sway and prompt the eternal spirit that flows around them. As his foe finishes his spell, sending a crimson sphere of violent elements towards him, the human folds his own spirit into the oncoming spell, which bursts in a succulent green that pastes the desert circle with grass and tubers.”

Shamans are the mystics and medicinemen of the west, as wise and cruel as nature herself. Shamans are supportive, while also being powerful strikers and magic users. They regenerate the life and energy of their allies, while rending their foes with exposing attacks, allowing the team to become an endless assault of nature.

Quick Character Build:

When you take the Shaman sort, take either the Orc or Human breed, and take the Observant and Cognizant Traits.



- 1: Escalate Spell
- 2: Subclass
- 3: Trait
- 4: Blood Ritual
- 5: Escalate Foe
- 6: Trait, Rejuvenation Sphere
- 7: Subclass ability
- 8: Rend
- 9: Traits
- 10: Reckless Escalation

Proficiencies: Savage Weapons, Arcanic weapons

Base Foundation: 2

Hand Size: 4

Traits: 1 Heart, 1 Diamond ♡◇

Ability: Spellcasting, Withstand

Source Suit: Diamond, Hearts

♡**Spellcasting:** When you choose the Shaman 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 full rest. The mana cards drawn this way can be Hearts or Diamonds, and all others drawn are discarded.

◇**Withstand:** When you choose the Shaman 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 Shaman at level 1, choose between the options provided of Weapon, Sort Specific and Pack.

Equipment:

Weapon: Staff of the Fire Warden, or Scepter of Glorious Lights

Sort Specific: Chainmail Armor, or Wooden Shield

Pack: Wilderness Pack, or Wizard's Pack.

Escalate Spell

At level 1, you can mold the energies you control to flow into another's mana and form a new spell. If an ally you can sense casts a spell, as a reaction you can add a mana card to that spell. The spell becomes the new combination of mana, and can be of a higher tier than normally available to the original spellcaster.

Subclass

At level 2 you can take a subclass: Spirit Walker or Medicine Man





Trait

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

Blood Ritual

Starting at level 4, you can draw spiritual energies from a creature's very life force through sacrifice. As a part action when casting a spell, you can cast a spell using the Base Foundation of a willing or incapacitated creature as mana.

A savage weapon is required to draw the blood from the creature. A Spell cast this way cannot contain more mana than the highest tier the Shaman can normally cast.

Escalate Foe

Starting at level 5, you can force the energies you control to crash upon another's mana and change the nature of a spell. As a reaction, you can use the Escalate Spell ability on an enemy you can sense who is casting a spell. The spell becomes the new combination of mana, and can be of a higher tier than that spellcaster can normally cast. The spellcaster is unable to change the target of the spell.

Rejuvenation Sphere

Starting at level 6, you can call forth the energies of the land to allow your allies to fight through their pain. As an action, you can use a Crown card to cast a spell-like ability "Rejuvenation Sphere", which covers a 15ft square you can sense. Creatures in this sphere who lose Foundation to damage may recycle that Foundation instead of discarding it. The sphere exists for one minute, and then vanishes.

Rend

Starting at level 8, you are effective at sundering the flesh of your enemies. When you deal damage to an enemy with a savage weapon, they become vulnerable.

Reckless Escalation

Starting at level 10, you can pour wild spiritual energy directly from the aether into another's spell. When using the Escalate Spell ability, instead of adding a mana from your mana pool, you can draw a card from the top of your deck and add it to the spell as if it were mana. The spell becomes the new combination.





Subclass:

Spirit Walker or Medicine Man

Spirit Walker: Shamans train their spirit as well as their body, allowing them to shrug off the effects of hostile magic.

Arcane Shield: At level 2, Using sheer strength of spirit, you can withstand magical effects as your strong body would a sword. You can use your Withstand ability to defend against a spell targeting you, ignoring all effects.

Arcane Shelter: At level 7, the effluence of your spirit can extend its protection to those nearby. You can use your Withstand ability to ignore the effects of a spell that is affecting you, and your allies within 5ft ignore the effects of the spell as well.

Medicine Man: These Shamans manipulate the natural energies of the aether to ease the fatigue of their allies.

Invigorate: At level 2, you can use your spirit energy to keep an ally on his feet. As an action, the Shaman may discard a mana card and allow a target creature to reshuffle up to ten random cards from their discard pile into their deck.

Reinvigorate: At level 7, you can use your spirit energy to grant an ally repose in mere moments. As a spell, target takes half his discard pile and shuffles it back into his deck and removes the other half from the game. They may also shuffle their recycling pile back into their deck.







Breeds

A breed is more than a character's genetic makeup. It is their past, their experiences, their culture, and the entire history of their people. A character's breed is an expedition into that character; as you learn about their past, they learn about themselves.

As your character levels up their breed, they will discover the power of their people, gaining supernatural abilities, undiscovered talents, and on occasion a couple of extra limbs.

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

Each breed has two paths representing the cultural or genetic identity of the breed. When leveling up your breed, you choose from one of the two options provided at each level. Mixing of people and culture are common between species, and when a character levels up, the player can choose either power regardless of what ability they chose before.

When you reach 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 that 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. 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.





Age:

Elves take a long time to reach maturity relative to the other races, usually about 80 years, and typically choose a new name once reaching adulthood. Elves are one of the few immortal races of Cael and as such are not known to die of old age. However, war and disease are able to cripple elf societies as easily as other civilizations, and elves are not able to recover easily. At this time there are less than a hundred known living elves in Cael who have lived longer than a thousand years.

Worship:

Elves tend to primarily worship Azurath and Forjah. Forjah is largely celebrated for the association with freedom and nature, and worshipers of Forjah will often call out the sky for guidance from the stars when lost. Those elves who enjoy studying the world or the magical arts will often come to worship Azurath, believed by many to be directly responsible for the shifts in magic over time that allows for the discovery of new spells and the fading of old ones.

The worship of Deelug, the god of death and the Shadow Realm, is a strange notion to the elves of Cael who see death as an unreachable horizon. Those elves who live with the mortal races will often revere Deelug, however, and pray for the souls of their countless dead friends.

Quick Character Build:

When you take the Elf breed, take either the Sage or Saint Archetype, and take the Citylicker and Antiquarian Traits.

You have Black Sight up to 60ft and a movement speed of 35ft.

You gain 1 ♣Luck and 1 ♥Tradition trait. Every time you level up your breed, choose either ability for that level.

Intuitive: You may add one mana to your mana pool. This mana must be of the Tradition suit. You are proficient in Arcanic Implements.

Savage Tradition: After each full rest you gain a Hold'em, and may apply it to Savage Attacks. You are proficient in Savage Weapons.





Country Elf

Navigate Terrain: Deft and nimble in the field, you let little block or slow your course. Your movement speed is no longer reduced by difficult terrain.

Knife Ears: Your hearing is so keen that you can fight blindfolded. You gain an Echolocation sense of up to 30ft.

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.

Animal Amity: Knowing your tactics and strategies, your animal cohorts can work with you in concert. Animal cohorts, pets, and mounts no longer require verbal or somatic commands to take actions, as long as they are within 60ft of you.

Unyielding Motion: You move like the wind, both ceaseless and tenacious. You have advantage on checks made for Movement or as part of a Movement.

Country Elf

Navigate Terrain

I

Knife Ears

II

Sleepless

III

Animal Amity

IV

Unyielding Motion

V



City Elf

Weapon Training

I

Innate Spellcaster

II

Starlit Eyes

III

Mana Flare

IV

Feedback

V

City Elf

Weapon Training: Intense weapon training for innumerable years will yield results. You become proficient with one type of weapon, such as Arcanic Implements, Dust Implements, or Musical Implements. When you play a Crown Card while making an attack with that weapon type, you can ignore Sensory Complications.

Innate Spellcaster: You are naturally gifted in the arcane arts. When drawing mana, all cards discarded because they are not of your source suit are Recycled. In addition, the mana added to your pool by your 'Intuitive' ability can be of any suit.

Starlit Eyes: Your eyes glow with the brightness of a star. Your Black Sight increases to 120ft.

Mana Flare: An overload of energy has been known to flush out existing magic. As a spell, cast with a crown tradition card, you can end a spell effect you can sense.

Feedback: You can remind others of magic's volatile nature. 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 Arcanic Implement, and affects the target 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

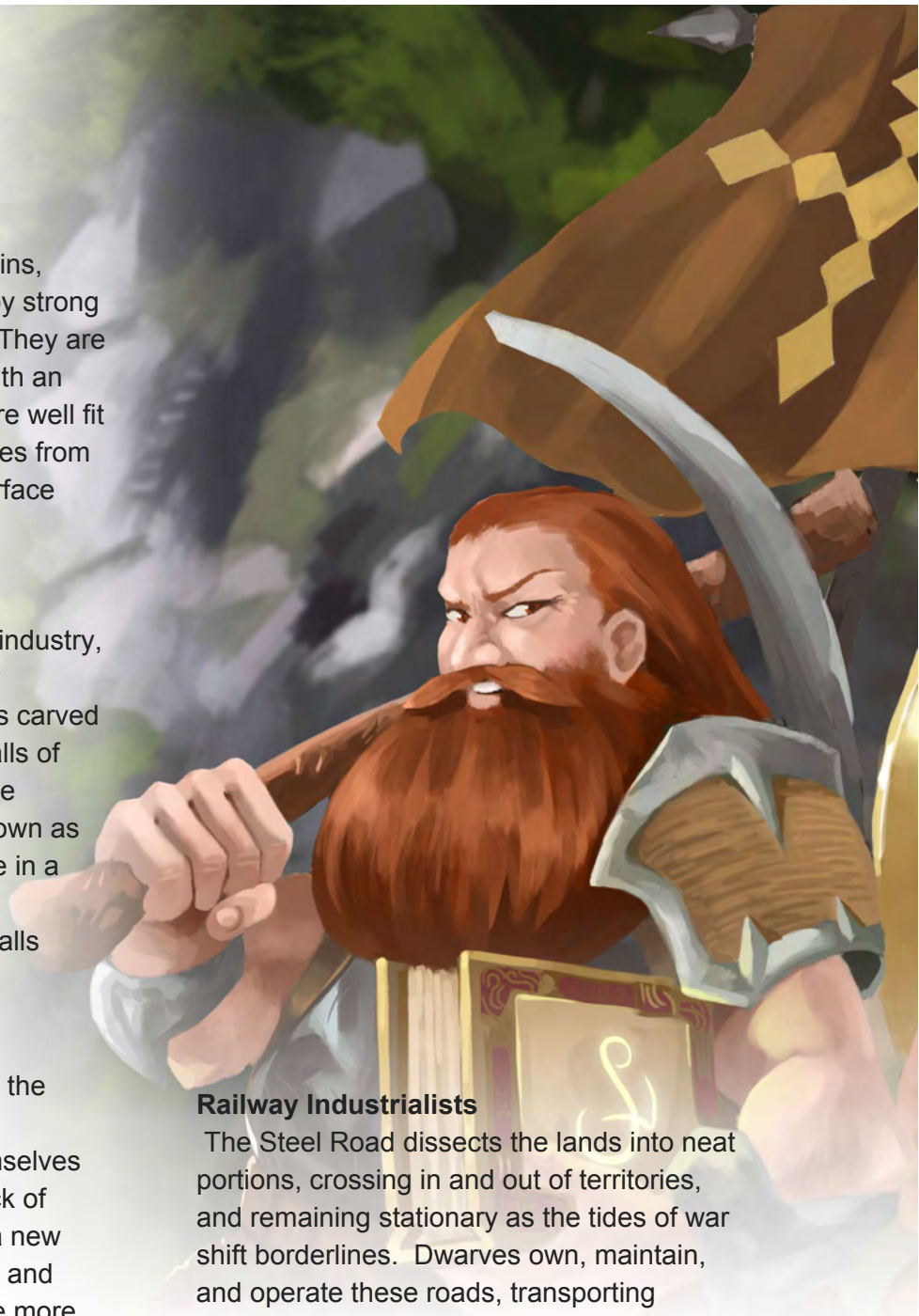
Dwarves have a rich culture of art, industry, and war. In the deep burrows under mountains, glorious bearded statues carved into pillars stand behind notched walls of battered stone. Those who honor the traditions of their forefathers are known as Stone Dwarves, and they participate in a legacy of durable 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 emerge 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 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, and 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 militias, so 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 needed 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.





Age:

Dwarves tend to reach full maturity at the age of 20, which is plenty of time to build their extremely dense muscles. Dwarves are tough, with tremendous constitutions and a tendency to isolate themselves into small, closed communities, so it's no wonder that so many of them manage to reach the grey old age of 300.

Archetypes:

Dwarves tend to be bold, brazen, and defiant which makes them perfect for the Warrior and Ruler Archetypes. Warrior dwarves are fearless and honor-bound with long memories, often holding grudges for those who have harmed them or their friends. Some dwarves are known to carry

around ledgers devoted entirely to the documentation of vendettas. As a consequence of this, dwarves with the Warrior Archetype are often careful not to offend others enough to end up in their ledgers.

Dwarves with the Ruler Archetype are excellent leaders, although successful rulers often fall into the trap of seeking power, gold, or influence. These dwarves are especially good at creating clans and uniting banners, although a tendency towards xenophobia often slows their acquisition of allies of different races.

Dwarves also fit well in the Creator Archetype. Dwarves with this Archetype will try to create something spectacular and long lasting, although they are not necessarily craftsmen; They are as likely to found a great city as they are to design a powerful weapon. Living as long as they do, dwarves take the slow and long approach, crafting and designing for decades and mastering their trade.

Cast Iron Stomach: You have advantage on Mettle checks to resist poison.

Breaker: When making a Savage Attack, the armor complication of the target is decreased by one tier.

You have Black Sight up to 60ft

You have a Movement speed of 30ft.

You gain 1 ♠Grit and 1 ♦Fortitude Trait.

Quick Character Build:

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





Stone Dwarf

Stone Body: When you chip away stone, you might only find more stone. When you discard a Base Foundation that is a Crown Card, you may immediately place down another Base Foundation.

Industrious: A legacy of crafting is in your blood. You learn a craft such as Smithing, Runing, Tinkering, or Alchemy.

Ancient Hate: You have learned 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.

Toughen Up: Victory is as simple as denying defeat. You gain an additional Base Foundation.

Crush Diamonds: Anything can crack with enough pressure. All your Savage Weapons have piercing.

Stone Dwarf

Stone Body

I

Industrious

II

Ancient Hate

III

Toughen Up

IV

Crush Diamonds

V

A stylized illustration of a dwarf's head in profile, facing right. The dwarf has a large, pointed nose and a thick, braided beard. A golden, gear-like arch is positioned above the title. The background is a light beige color with decorative swirls and circles.

Steel Dwarf

Leadership

I

Tune Out

II

Prodigy

III

Steel Mind

IV

Seismic Sense

V

Steel Dwarf

Leadership: Organisation is the keystone to any military victory. One of your cohorts loses the Uncoordinated trait when within 20ft of you.

Tune Out: When drawing to resist magic, you may draw two cards instead of one.

Prodigy: Some find the sound inside themselves. You are proficient in Musical Implements and all Instruments.

Steel Mind: You do not become hardened to the sound, but learn to appreciate it's beauty. You have an Impossible Armor Complication from attacks made with Musical Implements.

Seismic Sense: You commune with the stone and let it tell you its secrets. You gain a 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 the 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 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 a strange color that matches neither of their parents. They must also deal with the constant clashing between the cultures of their parents, 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 of whether they are the aggressor or not, 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.



Age:

Half-Breeds are unpredictable and often strange when it comes to aging. There's no guarantee as to which parent species a half-breed's maturity will most closely resemble, even among siblings.

Some half-elven races have been known to mature at the rate of their mortal parent but cease aging for hundreds of years after that, while other half elves have grown old and grey while never maturing either intellectually or physically.

Archetypes:

Half-Breeds tend to have difficulty finding acceptance, even in areas with lots of racial mixing. Their response to this heavily influences the Archetype that they become. Orphans typically become hostile to laws and lobby for further equality, while Ruler Archetypes will manipulate the laws for their own benefit.

Half-Breeds often move towards the Orphan Archetype as a result of receiving unfair treatment from authority figures. They respond by forming tightly knit groups of friends and family, fiercely defending them from all who would oppress them.

Ruler half-breeds learn to make their own rules rather than suffer the pure blood's nepotistic laws. These Half-Breeds are sly and particular, challenging only the laws that impair them personally, and reinforcing the ones that assist them.

Some Half-Breeds opt out of the system entirely, becoming Explorer Archetypes who find their own path. These Half-Breeds see the law as an obstacle to overcome rather than moral quandaries, and tend to avoid it whenever it comes in their way.

Quick Character Build:

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

Linguist: You learn one additional Language.

Synergy: Any feature that both your parent breeds have, you have as well.

You have a 30ft movement speed.

You gain 1 ♣Luck and 1 ♠Grit Trait.





Bully

Quarrelsome: Violence comes easy to some. You are proficient in Arcanic Implements, Savage weapons, Musical implements, and Dust Implements.

Heredity: Embracing your lineage makes you the master of two worlds. You gain the Level 0 abilities of both of your ancestor races, but do not gain any bonuses that have already granted. If a character gains both the Large and Small benefit, they can choose one, but not both.

Feint: You can fake out your opponents. When making an action with a Crown Card, you may declare after the action is resolved that the action was a feint. The action itself has no effect, and uses no resources, but can cause enemies to waste reactionary cards and reactions. After you make the feigned action, you may immediately take another action, but you cannot Feint with that action.

Toughen Up: Victory is as simple as denying defeat. You gain an additional Base Foundation.

Rowdy: You gain a Hold'em at the start of day, and may apply that to all of your attacks.



Quarrelsome

I

Heredity

II

Feint

III

Toughen Up

IV

Rowdy

V



Diplomat

Heritage

I

Envoy

II

Network

III

Talkative

IV

Imitate

V

Diplomat

Heritage: You are proficient in the History of both your parents, and have advantage on Blandish and Coercion checks when speaking to a member of your one of your parent breeds. You learn both languages of your parents breeds if you do not already know them.

Envoy: You are a cunning linguist. Learn 3 additional languages.

Network: You are able to make contacts easily, and recall gathered information. You can make knowledge checks with Blandish or Coercion as long as the difficulty for the check does not exceed Severe.

Talkative: When you talk enough, it becomes easy. You have advantage on Blandish and Coercion checks.

Imitate: While you can see or hear a creature, you can use their known Archetype abilities as if you had them as well.





Ogre

Ogres are massive creatures of fat and flesh. Capable of great feats of strength and cruelty, they are notable as one of the larger sentient races of Cael. They are known widely for their unique mutations that manifest as 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.

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.

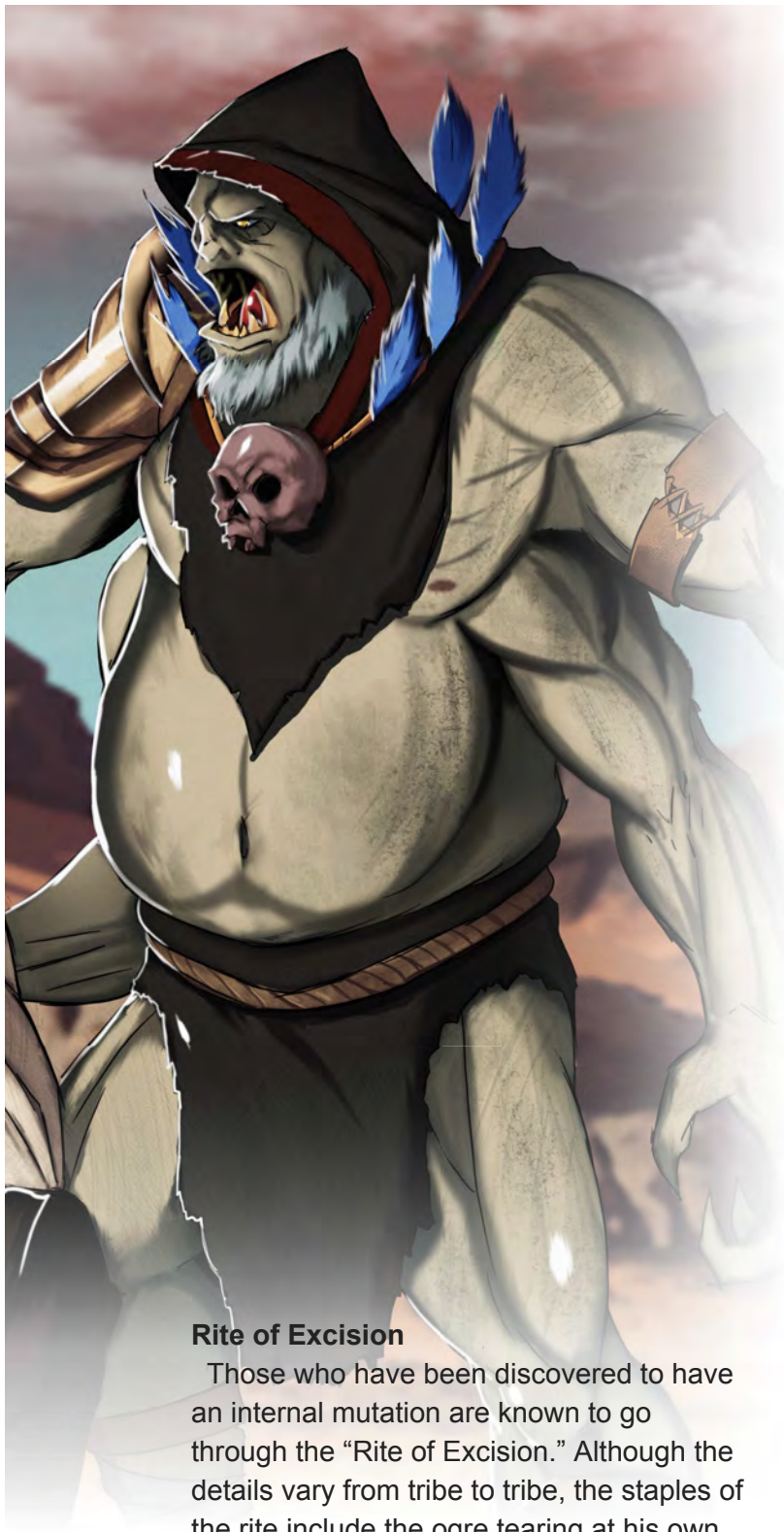
Enormity and Vanishing Litters

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, as well as the strange mutations that often appear among



the higher castes, 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 an impressive enormity, strength and size beyond that of other ogres, which often raises 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.

Age:

Unlike other races, Ogres mature rapidly, growing as quickly as they are able to consume nutrients. Ogres typically take 3 years to come to their full size, but this can vary depending on the availability of food in the area. Their quick breeding cycle has been used repeatedly throughout the ages to develop large armies of massive soldiers.

Ogres bodies tend to mature faster than their minds can develop, which has led to a stereotype of Ogres being stupid. An ogre's mind will be fully mature at 14 years of age with plenty of room to develop further.

Ogres tend to live a meager 60 years, due largely to complications caused by their constant mutations. Some will develop internal limbs which press against the lungs and must be removed, while others form bones within their hearts which cannot be removed. If the growths can be staved off consistently, ogres can last up to 120 years.

Quick Character Build:

When you take the ogre breed, take either the Orphan or Warrior Archetype, and take the Cityslicker, Gatherer, and Composed Demolition Traits.

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.





Giant Ogre

Thick: With your thick skin, you have a Tough Armor Complication from attacks.

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.

Eat Magic: Instead of consuming 100lbs of food to gain the use of a Gut Magic, you may consume a single mana.

Ferocious: At the beginning of the day, draw a Hold'em and apply that to all your Savage Attacks.

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 can use Huge weapons as 2-handed weapons.



Giant Ogre

Thick

I

Regeneration

II

Eat Magic

III

Ferocious

IV

Enormous

V



Mutant Ogre

Extra Organs

I

Acid Breath

II

Horns/Teeth/Claws

III

Extra Head

IV

Extra Arms

V

Mutant Ogre

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.

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 10ft square of enemies within 5ft. This acid spray deals 5c damage among all targets. This then empties the Gut Magic reservoir.

Horns/Teeth/Claws: You become overgrown with natural weapons, and your body becomes a Savage Weapon with which you have proficiency.

Extra Head: You gain a second head. This head can assist in Observance checks, breathing, and casting spells with a 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.

Extra Arms: A pair of vestigial hands emerge from your body. You now can control four hands and use them for multi-attacks 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 makes this a non-issue. Inspired by 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 and 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.

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

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.

You have Black Sight up to 60ft and a movement speed of 25ft.

You gain 1 ♣Luck and 1 ♥Tradition Trait.

Worship:

To goblins, death is not an enemy to fear but a prince to impress. Goblins typically have short lives, not due to the natural restrictions of their race but rather their near suicidal tendencies, a death wish that seems to be shared by almost all goblins.

Traditional goblins worship Deelug, the god of death and rebirth. This worship comes in the form of constant celebrations and the construction of shrines to celebrate the life and death of their fellow goblins. Goblins honor death in varying ways depending on their tribe, with some creating individual monuments, lighting large pyres, or even consuming the bodies of the fallen.

While some speculate that goblins understand their own sorry plight and wish to be reborn quickly and possibly as something greater, others believe that they better understand the great cycle of rebirth, and therefore do not fear crossing the veil into the next world.





Pile Goblin

Clamber: Your crawl speed is equal to your move speed, and you can squeeze through tight spaces without taking any penalties.

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 part action without taking it off.

Sty: You are accustomed to the unhealthy nature of a pile. You have advantage on checks to resist Poison and Disease.

Clutter: Due to the chaotic nature of your home pile, you are extremely aware of details. You have advantage on Observance checks.

Stockpile: You instinctively prepare for adventures, and when you leave a space empty in your inventory there is a chance you may have stockpiled something useful.

When in need of a mundane item or tool, it may already be in your inventory. Draw a card, and if it's from the Clubs suit and the value is lower than the number of unused spaces in your inventory, then you will find the item in your inventory.

It is unknown where you get these items, but on an unrelated note, you also become proficient in Sleight of Hand checks.

Pile Goblin

Clamber

I

Heap

II

Sty

III

Clutter

IV

Stockpile

V



Alchemical Goblin

Mixer

I

Chemical Resistance

II

Change State

III

Pitcher

IV

Efficiency

V

Alchemical Goblin

Mixer: A cocktail with nitroglycerine is still just a cocktail. You are proficient in using Alchemical Equipment, and your Keystones are fresh for twice as long as normal.

Chemical Resistance: Dangerous experimentations have left your body callused to the elements. You now have a sensory complication from elemental damage.

Change State: You can change the state of an alchemical good to a 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.

Pitcher: Accuracy matters when you're tossing around volatile alchemicals. When drawing for scatter distance on a thrown object, draw three cards and discard one of your choice.

Efficiency: Uncertainty is the enemy of efficiency, and you are confident in your elixirs. All cards discarded when determining alchemical effects go to the Recycling instead of the discard pile.





Halfling

Heavy and short, halflings are well known for their love of fine food and leisure. A good hearth and home keep these creatures from venturing outside of their communities, but when they do, they are known to be durable, courageous, and full of surprises.

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.

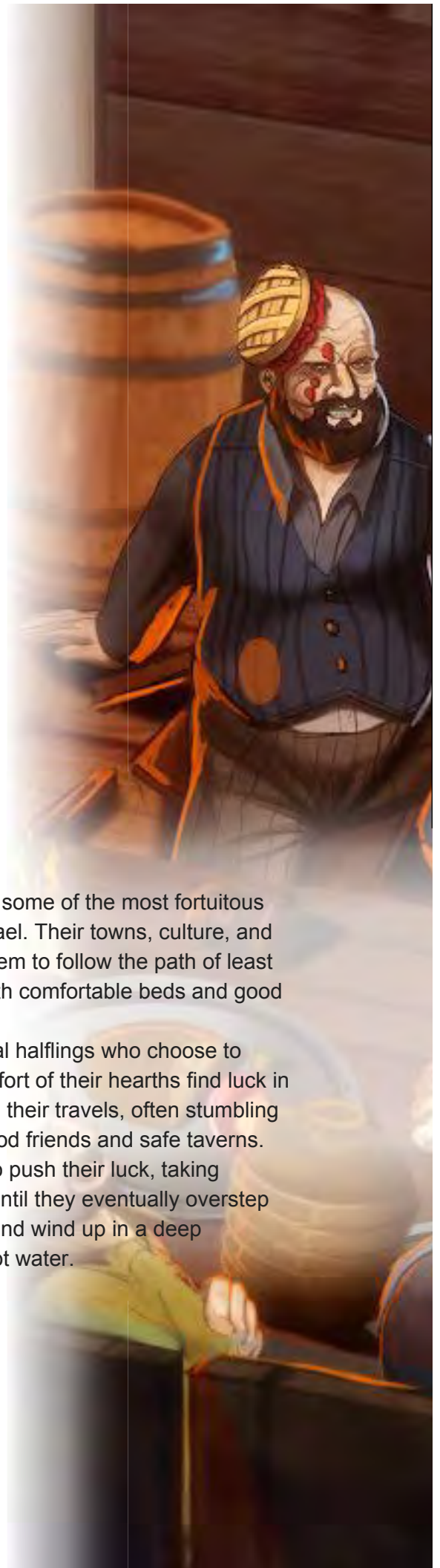
Halfling are known to have large kitchens and pantries, stocked with preserved meats, cheeses, and jams. The preservation of food is a time-honored tradition among halflings, and many gatherings are held by communities small and large to jar, bottle and pickle as much food as they can get their hands on. Oddly, the halflings never seem to mind that they've eaten more food than they've jarred or salted.

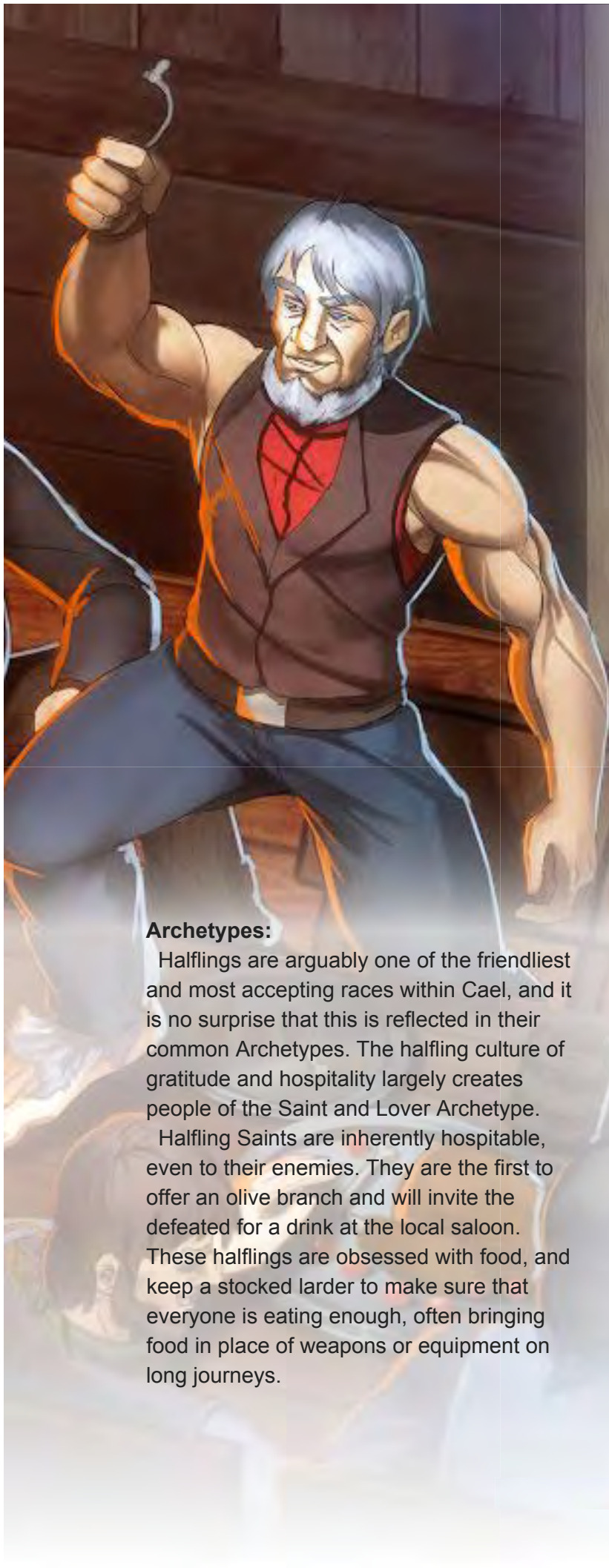
Far from being without purpose, the great feasts of the halflings seem to imbue them with special gifts that some have dubbed "Gut Magic." Although most just enjoy the pleasant feeling of an expanded stomach, others have used this magic to perform feats thought impossible

Lucky

Halflings are some of the most fortuitous folk in all of Cael. Their towns, 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 on 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 hot water.





Archetypes:

Halflings are arguably one of the friendliest and most accepting races within Cael, and it is no surprise that this is reflected in their common Archetypes. The halfling culture of gratitude and hospitality largely creates people of the Saint and Lover Archetype.

Halfling Saints are inherently hospitable, even to their enemies. They are the first to offer an olive branch and will invite the defeated for a drink at the local saloon. These halflings are obsessed with food, and keep a stocked larder to make sure that everyone is eating enough, often bringing food in place of weapons or equipment on long journeys.

Halflings with the Lover Archetype share the hospitality of the saints towards friends and allies, but do not share the same courtesy towards strangers or enemies. These halflings are less likely to be leaders or be too active in the affairs of their exploits, preferring to drift along the scene and only participate in activities they enjoy.

Quick Character Build:

When you take the halfling breed, take either the Comedian or Orphan Archetype, and take the Cityslicker and Calm Traits.

Gut Magic: You can use Gut Magic. After Consuming 100lbs of food, you can use a Gut Magic ability that you have previously acquired.

Small Size: Your small stature makes you a hard target to hit. Enemies have a simple complication when attacking you. You have a Movement speed of 25ft. You gain 1 ♠Grit and 1 ♣Luck Trait.





Lucky 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 Hold'em, you must choose what the suit and number it is as it is drawn.

Neglect (Gut Magic): At anytime within a week after eating at least 100lbs of food, you can use an action to have enemies ignore you for greater threats for one minute.

Your enemies aim for larger foes, or may forget you altogether. Enemies attacks suffer from two sensory complications, and they have disadvantage on checks to observe you.

This effect stops if you cast a spell, make an attack, or otherwise draw attention to yourself.

Fortuitous: Luck becomes a skill when it's this consistent. You are considered proficient in all forms of gambling and games of chance.

Stealthy: You become proficient in Hiding and Moving Silently. Checks you make to be stealthy go to the Recycling instead of the discard pile.

Get Away With Anything: If you do not have Luck as a source suit, you can now use Cheat Death as if you did. If you do have Luck as a source suit, you can use a card of any suit to use the Cheat Death feature.

Lucky Halfling

Lucky Number

I

Neglect

II

Fortuitous

III

Stealthy

IV

Get Away With Anything

V



Feasting Halfling

Store

I

Sumptuous Spread

II

Courage

III

Second Breakfast

IV

Bite the Bullet

V

Feasting Halfling

Store: Those aren't lumps, they're humps. You can consume up to a month of food and gain sustenance from it later.

Sumptuous Spread: (Gut Magic) At anytime within a week after eating at least 100lbs of food, you 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.

Courage: When you're as vulnerable as a newborn colt, it's takes bravery just to walk out your door. You have advantage on Calm checks.

Second Breakfast: Instead of consuming 100lbs of food to gain the use of a Gut Magic, you can consume a 5lb meal to gain the use of Gut Magic. You can only use this ability once every Full Rest.

Bite the Bullet: When you are attacked with a Dust weapon, as a reaction, you can catch the bullet or bullets with your teeth, reducing the damage by 1. If you have the Quickdraw ability, you can use it to spit the bullet at a new target within 30ft.





Orc

The crude, cruel, and green orcs are natural warriors and survivors. They thrive in war and combat, and have built an entire society based on struggle. They are frequently seen as quick tempered and violent, but these are simply the results of their naturally antagonistic nature.

Brutality

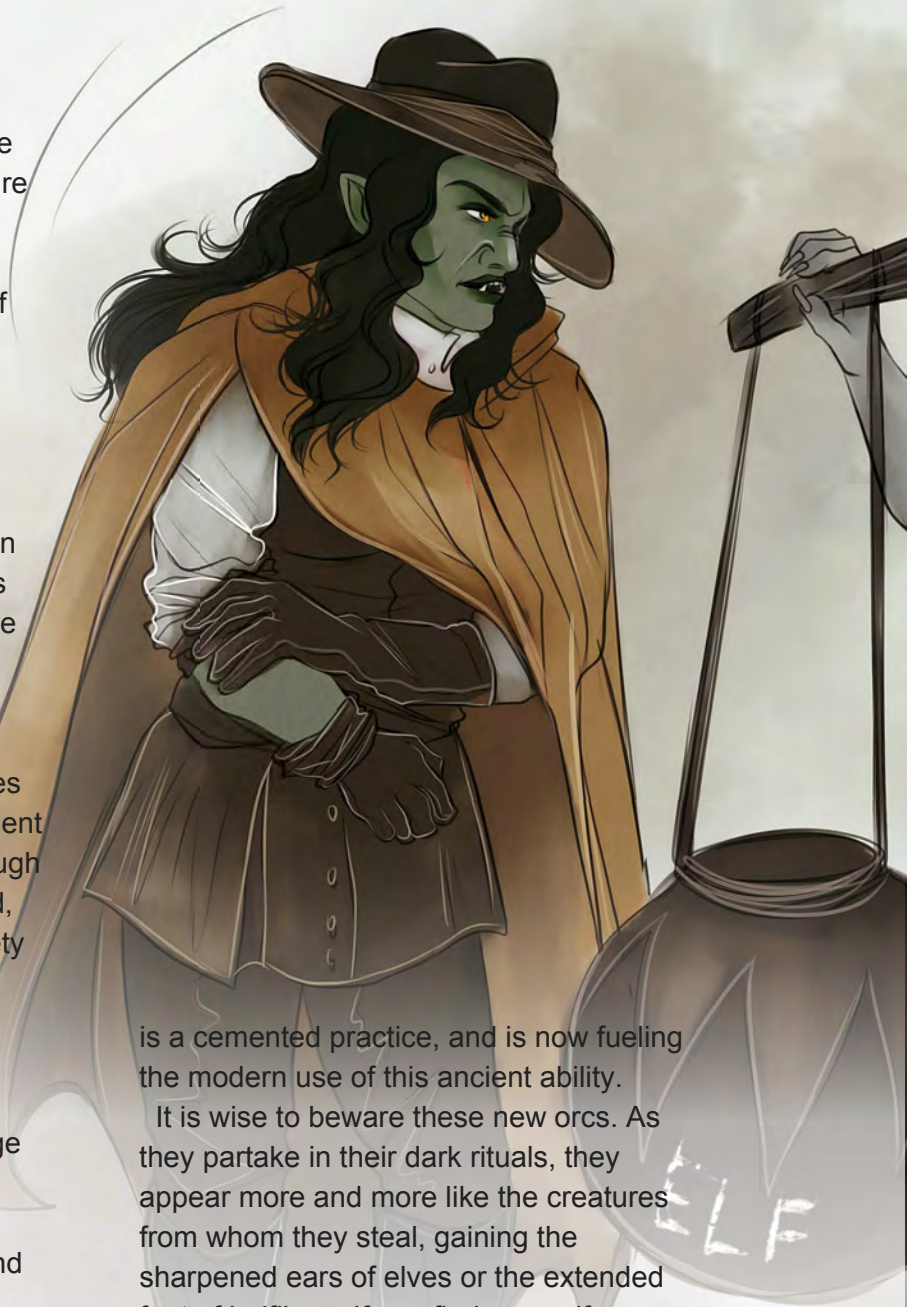
The ferocity and barbarism of the orcish race are famous and their ancestry of savagery makes them especially deadly in melee skirmishes. It is unknown what has caused their recent movement into a more civilized caste. Some theorize that the warrior gene has died out and been replaced with only breeders, while the theologians suspect that the entire species has now become chosen for the endowment of souls. Regardless of the reason, although still headstrong, blunt, and easily agitated, orcs are functioning as members of society to a degree far surpassing any time in recent memory.

New Orcs: Rituals in Blood

The new orcs from the west have strange rituals in blood. Rumors of orcs stealing people from their beds have been confirmed, leaving behind ghost towns and tubs stained with blood.

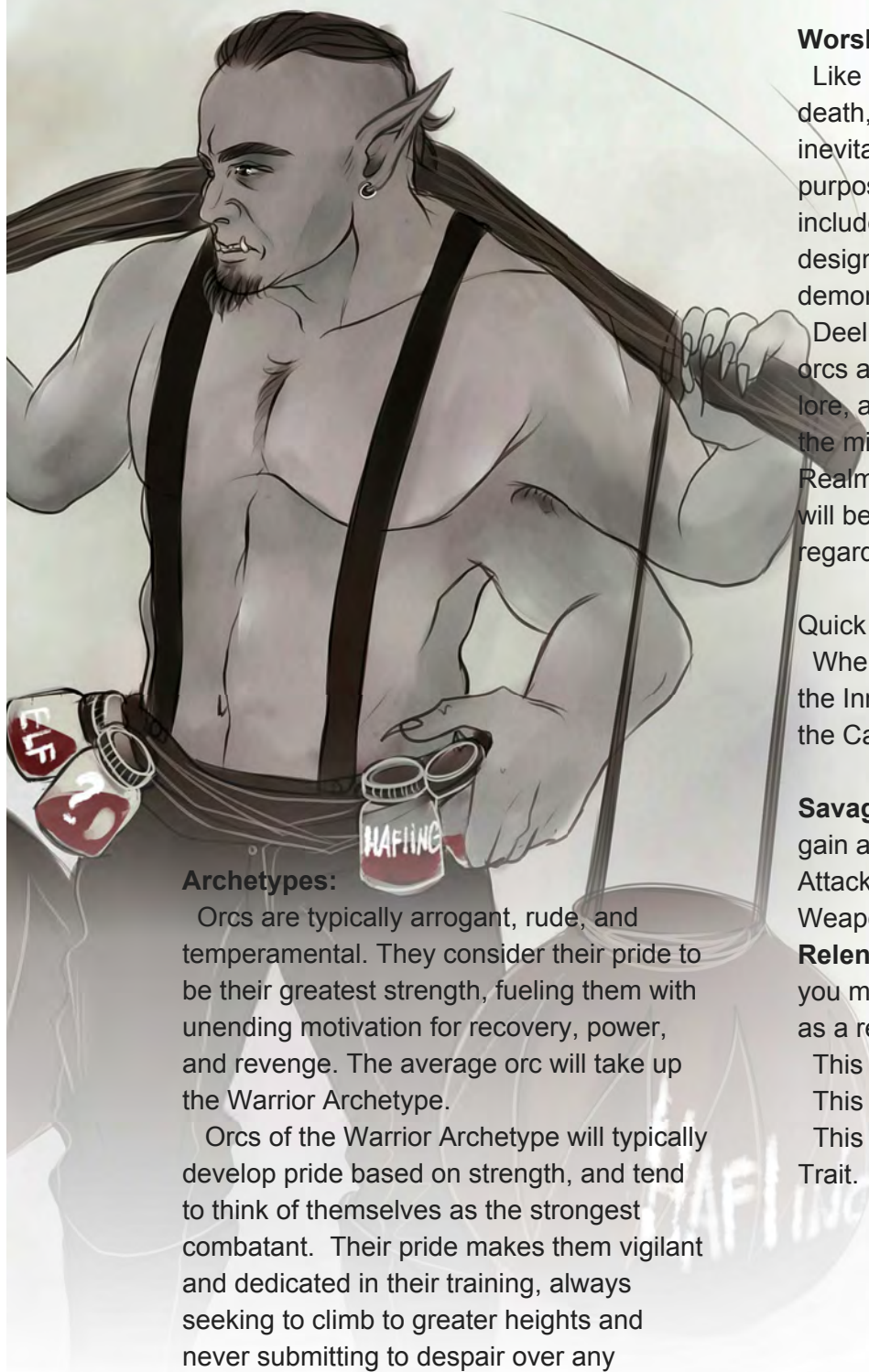
It has been discovered that they have ability to steal features from other races through their blood, and that these new orcs are doing this en mass to adapt and evolve to the oncoming foreign hordes.

Some of the eastern orcs have picked up on this ability too. Though the method of stealing people in droves is hardly tolerated by the more enlightened eastern cities, the extraction of blood for alchemical purposes



is a cemented practice, and is now fueling the modern use of this ancient ability.

It is wise to beware these new orcs. As they partake in their dark rituals, they appear more and more like the creatures from whom they steal, gaining the sharpened ears of elves or the extended feet of halflings. If you find yourself speaking to one that reminds you more of a human than an orc, remind yourself that they have bathed in the blood of hundreds to become that way. Modern orcs, like so many others, find themselves as assembly line workers or soldiers in foreign wars. The more entrepreneurial orcs are able to harness their aggression and survival skills to become self-made businessmen, mercenaries, and frontiersman.



Archetypes:

Orcs are typically arrogant, rude, and temperamental. They consider their pride to be their greatest strength, fueling them with unending motivation for recovery, power, and revenge. The average orc will take up the Warrior Archetype.

Orcs of the Warrior Archetype will typically develop pride based on strength, and tend to think of themselves as the strongest combatant. Their pride makes them vigilant and dedicated in their training, always seeking to climb to greater heights and never submitting to despair over any hardship. These orcs are likely to challenge powerful individuals to duels and single combat, but will rarely kill such a foe when their victory is due to a surprise attack or required the assistance or intervention of their allies.

Worship:

Like goblins, orcs are obsessed with death, but deny rather than accept its inevitability. Defeating death is the primary purpose of orc worship. Celebrations often include trials of combat, and donning masks designed to scare away shadows and demons.

Deelug, the god of death, is often seen by orcs as the god of the final challenge. In orc lore, after an orc dies they are assaulted by the minions of Deelug in the Shadow Realm. If an orc can hold them off then they will be able to return to their world regardless of how damaged their body is.

Quick Character Build:

When you take the orc breed, take either the Innocent or Ruler Archetype, and take the Calm and Gatherer Traits.

Savage Tradition: After each full rest you gain a Hold'em, and may apply it to Savage Attacks. You are proficient in Savage Weapons.

Relentless: When you become wounded, you may immediately take an attack action as a reaction.

This breed has Black Sight up to 60ft.

This breed has a 30ft movement speed.

This breed gains ♠Grit and 1 ♦Fortitude Trait.





Brutal

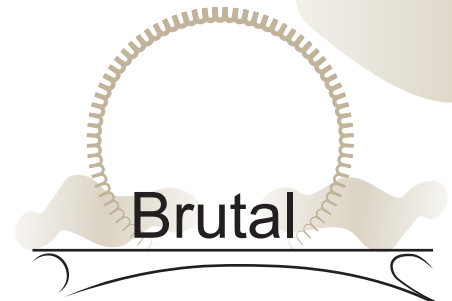
Quarrelsome: You are proficient in Arcanic Implements, Savage Weapons, Musical Implements, and Dust Implements.

Bloodthirsty: After making an attack that causes an enemy to go unconscious, you may make another attack as a part action.

Roughhouse: You are proficient in unarmed and improvised weapons.

Rebuke: If you take damage, you may immediately take a reaction to make a Savage Attack against the enemy who damaged you.

Hold Off: If you do not have Fortitude as a source suit, you can now use Withstand as if you did. If you do have Fortitude as a source suit, when you use the Withstand ability, ignore double the incoming damage per card.



Quarrelsome
I

Bloodthirsty
II

Roughhouse
III

Rebuke
IV

Hold Off
V



Blood

Blood

Steal Blood (level 1): As a ritual, you can steal the level 1 breed power of another breed. You require a drop of their blood and one hour to perform this ritual. You permanently gain the level 1 ability of your choice from the target regardless of the target's actual level or if they have chosen a different breed ability at that level. The blood is consumed during this ritual, and you can only perform this ritual once to gain a level 1 ability.

Steal Blood (level 2): As above, you can permanently steal the breed power of another breed. You instead steal a level 2 ability, but require a pint of their blood to perform this ritual.

Steal Blood (level 3): As above, you can permanently steal the breed power of another breed. You instead steal a level 3 ability, but require a gallon of their blood and one hour to perform this ritual.

Steal Blood (level 4): As above, you can permanently steal the breed power of another breed. You instead steal a level 4 ability, but require 10 gallons of their blood and one hour to perform this ritual.

Steal Blood (level 5): As above, you can permanently steal the breed power of another breed. You instead steal a level 5 ability, but require 100 gallons of their blood and one hour to perform this ritual.





Blood rituals by classification

Orcs can take the blood from more than their sentient counterparts, and are capable of stealing from beast, the undead, and even demons.

These rituals are often more accessible and less bothersome to the other citizens of the west than performing the rituals on the common and friendly breeds.

When extracting blood from a non-humanoid creature of the west, their exotic nature condenses the entire family of creatures into a single set of features.

When stealing from a creature from a non-humanoid classification, you can use the charts below to determine the acquired feature.

Beast:

*Level 1: **Navigate Terrain:*** Deft and nimble in the field, you let little slow your course. Your movement speed is no longer reduced by difficult terrain.

*Level 2: **Sharp Hearing:*** Your ears are keen enough to keep you out of trouble. You gain an echolocation sense of up to 30ft.

*Level 3: **Fur:*** You are adaptable to your environment, growing delicate hair for warmth and protection. After one week in a new environment, your skin develops a protective coating that negates local environmental hazards, such as the cold, the sun, or rain.

*Level 4: **Ferocious:*** At the beginning of the day, draw a Hold'em and apply it to all of your Savage Attacks.

*Level 5: **Versatile:*** A swift reply to danger is its surest deterrent. You gain a second reaction per turn.

Undead

*Level 1: **Blight:*** You have advantage on Mettle checks to resist poison.

*Level 2: **Dark Hunger:*** Your hunger for flesh guides you as much as your vision. You gain an Gut Vision sense of up to 30ft.

*Level 3: **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.

*Level 4: **Death's Door:*** While you are wounded, you only discard 5c at the beginning of your turn instead 10c.

*Level 5: **Corruption:*** When you cause a creature to become wounded with an unarmed melee attack, that creature becomes a zombie cohort of the same species. This creature follows you and will try to attack any creature that you attack. The original creature can use these cohorts to attack as a horde.

Demon

*Level 1: **Magic Initiate:*** The amount of mana you can draw per Full Rest increases by 1. The type of mana drawn this way must be a Heart.

*Level 2: **Elemental Resistance:*** Hellish skin protects from the elements. You gain a sensory complication from elemental Damage.

*Level 3: **Horns/Teeth/Claws:*** You become overgrown with natural weapons, and your body becomes a savage weapon of which you are proficient in.

*Level 4: **Tough:*** You gain an additional Base Foundation.

*Level 5: **Eternal:*** You can no longer be killed, either from old age or wounds. You can become wounded and exhausted, but can never die unless you are beheaded or erased.



Human

Of all the goodly folk that inhabit the west, the humans are the most common. They are one of the most prosperous peoples, whether because of their wanderlust or their prolific nature, but many believe it is because they are instinctively diplomatic and uncommonly adaptive, especially compared to the immortal races. Humans are common in almost all biomes, from highest mountain to deepest cave. They are so widely spread that their language, Caelian, has become known as “Common,” and is the universal language of commerce within Cael.

Diplomatic

Humans persistence in the realm is largely due to their natural diplomacy. They are as furtive as they are coercive, and capable of negotiating through political landmines long set between races. Humans are short-lived, with a short memory, and there is such variance within the race that it is impossible to judge a human based on their kin's actions.



Adaptable

One of the humans' most admirable traits is their ability to adapt and adopt cultures. They are not shy about becoming part of an orcish warband, or sitting on an elvish council. They are flexible and versatile, and will either excel in the social body as an ordinary member or by finding an unexplored niche to fill.

Quick Character Build:

When you take the human breed, take either the Lover or Explorer Archetype, and take the Cityslicker and Calm Traits.

Adaptable: You have two traits of any suit. Half-Breeds with at least one parent who has this ability can take this in place of the traits they would normally gain from their breed..

Linguist: You learn one additional Language.

This breed has a 30ft movement speed.





Adaptable

Malleable: When drawing to resist magic, you may draw two cards instead of one.

Flexible: As a reaction, you can draw a random card and add it to your Foundation. If it is not sequential, it is discarded instead.

Curious: You have advantage on Knowledge checks.

Diligent: During the first draw of combat, your hand is one card larger.

Versatile: A swift reply to danger is it's surest deterrent. You gain a second reaction per turn.



Adaptable

Malleable

I

Flexible

II

Curious

III

Diligent

IV

Versatile

V



Diplomatic

Leadership

I

Industrious

II

Mediator

III

Talkative

IV

Imitate

V

Diplomatic

Leadership: Organisation is the keystone to any military victory. One of your cohorts loses the Uncoordinated trait when within 20ft of you.

Industrious: Hard work and devotion pays off. You learn a Craft, such as tinkering, blacksmithing or runing.

Mediator: You can allow your allies who can sense you to perform social checks as if they had your social traits.

Talkative: You have advantage on social checks, and all cards that normally would be discarded are sent to the Recycling pile instead.

Imitate: While you can see or hear a creature, you can use their known Archetype abilities as if you had them as well.





Gnome

At the base of woodland trees you will occasionally find a small door that leads to a cozy underground cottage, complete with a hearth, workshop, and small creature with a multichromatic hairdo. Gnomes are a small, joyful, and naturally magical people with blood ties that go all the way back to the Wyld. They are renowned craftsmen in both diamond cutting and tinkering and have adapted the use of Dust to both fields.

Tricksters

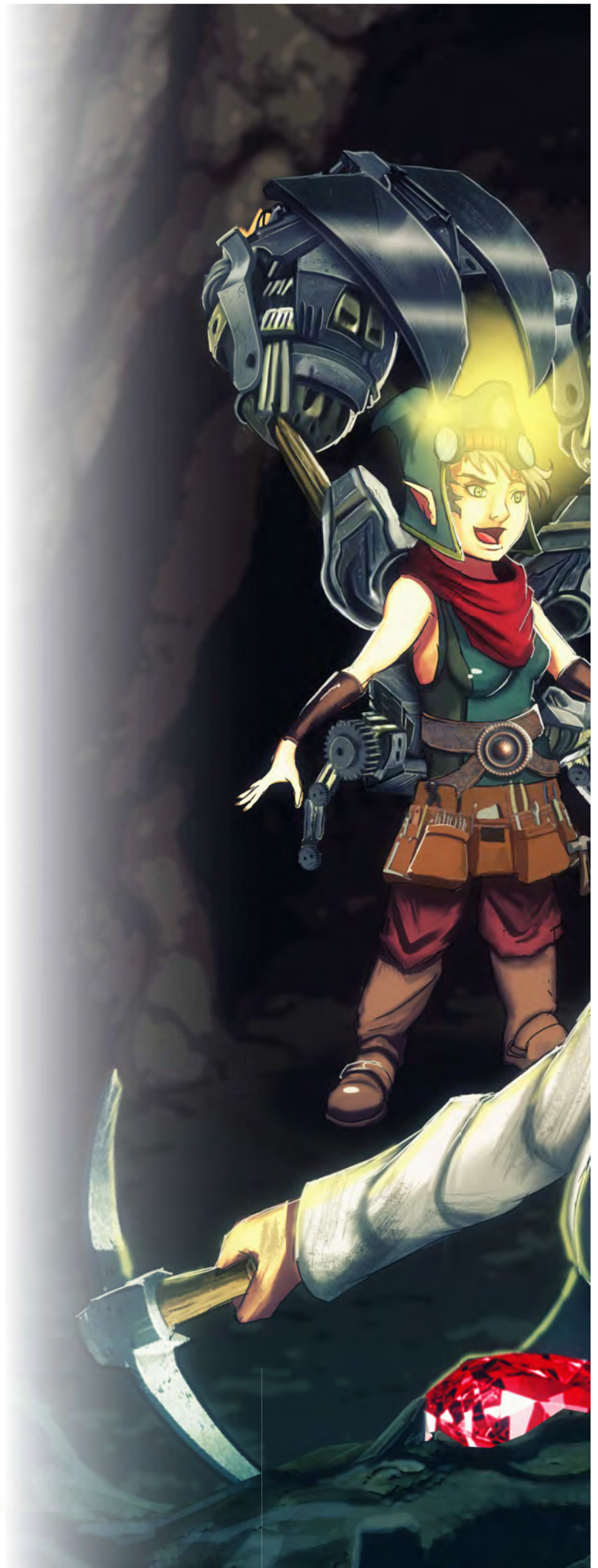
Gnomes are in a constant state of flux between their desire for consistency and risk. Its no surprise that many turn to illusory antics and arcane hijinks to satiate a lust for danger while remaining in a sphere of comfort.

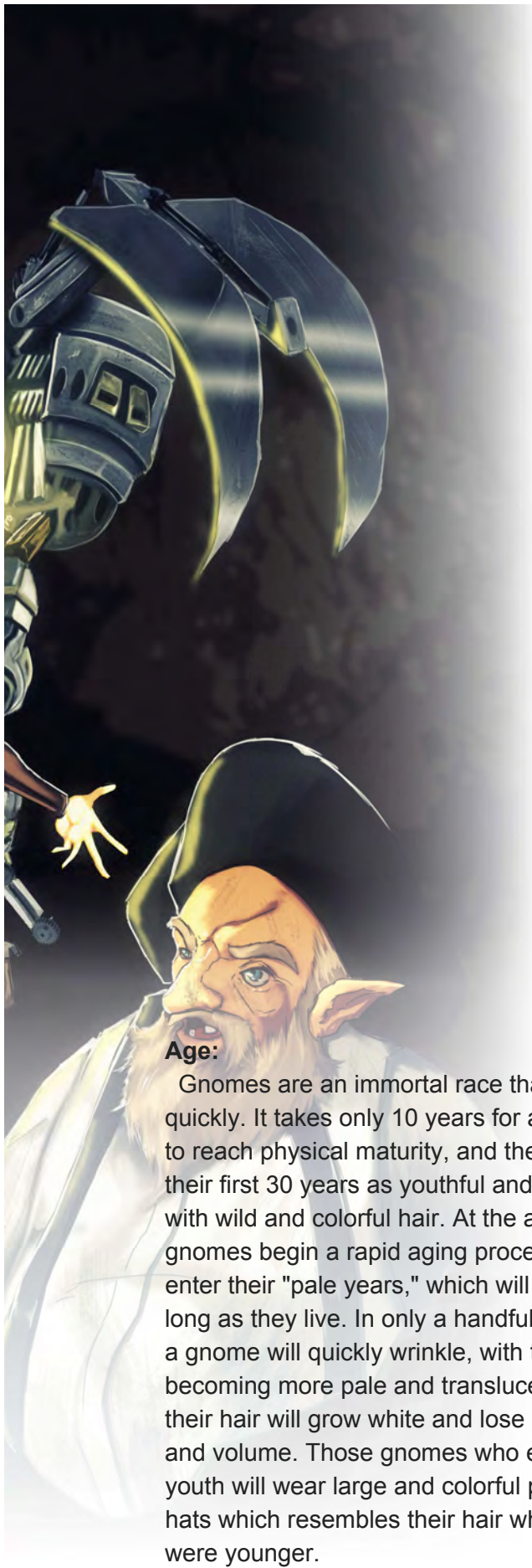
Gnomes are naturally mischievous, and often have low impulse control when making jokes or causing shenanigans. Lighthearted breeds will often welcome the gnome's comedic stylings, but the high strung and stodgy breeds may return the jokes with enmity.

Tinkers and Gemcutters

When seeking comfort and familiarity, gnomes often enjoy work that is slow and meticulous. Gnomes are patient with their crafts, and are able to derive years of enjoyment from a single task, such as cutting a diamond flawlessly or drafting a perfectly tinkered design.

Intelligence and patience make gnomes perfectly suited for not only these vocations, but other careers as well. There are legendary gnome assassins who, through fastidious planning, have slain kings, demons, and dragons.





Age:

Gnomes are an immortal race that matures quickly. It takes only 10 years for a gnome to reach physical maturity, and they exist for their first 30 years as youthful and plucky with wild and colorful hair. At the age of 40, gnomes begin a rapid aging process as they enter their "pale years," which will last as long as they live. In only a handful of years, a gnome will quickly wrinkle, with their skin becoming more pale and translucent, and their hair will grow white and lose its size and volume. Those gnomes who envy their youth will wear large and colorful pointed hats which resembles their hair when they were younger.

Worship:

Gnomes are known to worship more than the trinity of gods of Cael. There are seven divine earth elementals that are worshiped by Gnomes. These divine creatures are often slow in the disbursement of their blessings, and some must be passed to the relatives of the requester. However, the gifts that these elementals bestow upon their followers are long-lasting and powerful. Below is a list of some of the gods of the earthen elemental ring.

Aurum, Elemental of gold and plenty.

Adamas, Elemental of diamonds and protection.

Latum, Elemental of clay and construction.

Borallus, Elemental of porcelain and art.

Ferrum, Elemental of iron and combat.

Llapis, Elemental of stone and stamina.

Harena, Elemental of sand and stealth.

Quick Character Build:

When you take the gnome breed, take either the Explorer or Creator Archetype, and take the Pack Mule and Tinkering Traits.

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

Intuitive: You may add one mana to your mana pool. This mana must be of the Tradition suit. You are proficient in Arcanic Implements.

This Breed has a 25ft movement speed.

This breed gains 1 ♠Fortitude and 1 ♥Tradition Trait.

This breed has Black Sight up to 60ft.





Diamond

Trickster: You've become adept with illusory magic. You are able to cast spells as if you were wielding the Illusory Rod. You do not need to expend mana to use these abilities.

Dense Skull: Your skull is composed of diamond-like crystal. You are able to use your skull as a savage weapon. You are proficient in using your skull as a weapon, and your skull has the Keen feature.

Thinker: Cards discarded from checks made to remember knowledge are instead Recycled.

Chip Away: Savage attacks cause the target to become vulnerable.

Facet Armor: You are able to craft diamond armor studded to protect against bullets. You learn how to use Blacksmithing Tools to give an existing set of armor the Diamond Facet property. Weapons that have the Piercing property are unable to ignore the Armor Complication of armor with the Diamond Facet property. This requires 1lb of small diamonds and eight hours of work for every pound of iron in the set.



Trickster
I

Dense Skull
II

Thinker
III

Chip Away
IV

Facet Armor
V



Tinker

Method Tinker

I

Innate Spellcaster

II

Sabotage

III

Quick Repair

IV

Grease Monkey

V

Tinker

Method Tinker: You are proficient in using Tinkering equipment for repairs. When determining random properties for tinker designs, draw for two and apply one of your choice. You can only do this once per design.

Innate Spellcaster: When drawing magic cards, all cards discarded in this way are Recycled. In addition, the Magic Card added to your pool by your Intuitive trait can be of any suit.

Sabotage: If you deal damage to a target, you can cause a Tinkered item on their person that has the Sensitive trait to break.

Quick Repair: All tinkered items you create have the “Quick Repair” feature. The Quick Repair feature allows tinkered items that are broken by the “Sensitive” trait to be repaired by an single action without cost.

Grease Monkey: You are able to create an item instantly without drafting it. To do this you require one hour, tinker’s tools, and 20 silver dollars worth of miscellaneous parts. Choose a small mundane item and one augmentation, and randomly draw for one powersource, trigger, and fault. The item is created after one hour and uses all the miscellaneous parts.

The item can be taken apart and the miscellaneous parts can be reclaimed and reused. However, the item has no draft and cannot be replicated.





Archetypes

A fugitive presses his outstretched finger into the deputy's back, telling him to 'drop his shootin' iron and mosey on.'

The outlaw looks at the crook and lowers his gun. 'Maybe you are more useful alive than dead.'

The surrounded gunslinger looks up with surprise as the sheriff offers her hand. He would have surrendered to none other.

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, the player, can roleplay, as well as the character's moral compass and social abilities.

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 available abilities.

Unlike Breeds or Sorts, there is no order in which you acquire archetype bonuses. Archetype bonuses 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. Leveling up your Archetype will grant you generic bonuses based off entire character level, such as daily mana allotment.

Archetype Abilities

The abilities you gain from your Archetype are uniquely social. They will not grant you a numerical or combative bonus, but instead an intangible ability to influence non-player characters by role-playing your player character.

Each ability offers a suggestion of how to play your character, and when you conform to this suggestion the non-player characters will react accordingly. Aggressive characters will appear more alarming, pitiful characters would evoke more empathy, and the intelligent will sound more rational.

Archetype abilities rely on a social contract between the players and the Game Master: if the player is role-playing their character, the world will conduct itself accordingly. Each ability states the circumstance in which it takes effect, but it is the player's responsibility to ensure the Game Master knows that they have it, and it is up to the Game Master's discretion if the ability is appropriate for the circumstances.

Changing Archetypes

Characters are capable of evolving out of their archetypes and into different ones. The Innocent hardly remains innocent forever, and a player character 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 made lightly, and should always 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.





The Innocent

Caring and empathetic, despite a lack of experience, the Innocent acts on what they feel is right, but is often unable to define or articulate their opinion. Often a gentle idealist, the 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 the sake of acquiring power, but revel in fighting 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.

Pity

"There's no honor in killing an already wretched 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 harmless intent. This works well on strangers, but poorly on the suspicious and the alert.

Establish Character

"We are Westbounders, heroes for hire."

You are better able to establish your character and individual aspect. You are able to establish motivations and abilities in a single meeting, regardless if this is your true character. This works well at first meetings, but poorly as people get to know you better.

Appeal to Emotion

"Won't you think of the children?"

You can better instill an emotional response to become more convincing. This works well with the easily riled, but works poorly with drifters and the apathetic.

Appeal to Paradise

"If we don't find heaven, we'll just build it here."

You can better make an appeal for a utopian vision. This can be to either get to a better place or to make the current world better. This works well with hopeful people, but less so on the cynics or the despairing.

Mercy

"To fight takes courage, but to surrender takes trust."

You are better able to get others to submit to you, trusting in your sincere mercy. This works well for the frightened, but poorly against the prideful and the distrustful.

Confidence

"This conversation won't leave this room."

People are more willing to trust you with secrets or sensitive information. This works well for those you've established a relationship with, but poorly for those who are distrustful or see you as a gossip.

The Orphan

Easy-going and practical, the Orphan is sociable and friendly. They are comfortable and relaxed, possessing a familiarity that puts others at ease. They rarely stand out from the crowd and are easily overlooked by authorities.

Orphans are often egalitarians, believing that the lowliest beggar and highest king should be treated with the same respect. They are inherently democratic and diplomatic, and weigh the interests of others alongside their own.

Orphans believe in sharing workloads, responsibilities, and rights. They don't believe in exceptionalism or flights of fantasy.

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 be able to use your words and actions to represent the group. This works well with followers, but poor with renegades and leaders.

Slippery

"I've never seen that man before in my life!"

You know how to be unremarkable and interact with people without distinguishing yourself. You are better able to converse with others without being remembered or recognized. This works well with the unobservant, but poorly when you are distinct in appearance, in action, or in your topic of conversation.

Appeal to Connection

"Together, we are strong."

You can better make the appeal for interconnectivity between people. This can be used to add members to an organization, to allow refugees into a city, or have two or more teams start working together. This works well with the cooperative, but poorly with the antagonistic or rebellious.

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.

Invoke Belonging

"We can't leave him here, he's a Westbounder just like us."

You are better able to establish others as members of a group or organization. You are able to reassure others that someone is a part of your group, but this works poorly if they've set themselves apart from you or the group.

Appeal to Authority

"Gods, kings, or councils, everyone bows to something."

You are better able to influence people by appealing to an authority or commanding organization. This works well with the lawful, but very poorly with criminals or the uncivilized.

Skeptic

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

You are better at making people question things and become more skeptical. This works well on cynics, but poorly on the hopeful and optimistic.





The Warrior

Honorable and powerful, Warriors are champions. Warriors are filled with determination in whatever they do. They like to take on tasks as they come and complete them before starting a new task. Warriors are achievers and motivators, men and women of action who believe in immediate responses 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. Their power is aggressive and emotional, and most often in response to their endangered or distressed loved ones. They believe in self sacrifice, always empowering others but often refusing to let others assist them.

Warriors are honorable, and do not like striking a foe while they are down. Warriors often live by a code, such as defending the innocent and refusing to kill women 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.

Appeal to Legacy

"Long after we're gone, this will still be here."

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

Quicken

"Let's 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.

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.

Establish Independence

"I don't know these people."

You can establish yourself as independent from a group, or as an outlier to society. You are better able to free yourself from the reputation of a larger group, but this works poorly if you've situated yourself amongst them.

Protector

"People tend to see a walking shield when they look at you."

People are more likely to believe you are there to help them, and that you have their safety in mind. This works well for the weak and vulnerable, but poorly for the strong and fearful.

Control Social Energy

"Let's go! who's with me?"

You can better manipulate and sway an already-present social energy. People who are already excited, angry, or hysterical are more likely to be convinced by you. This works well in an angry mob, but very poorly within the quiet chambers of a council.

The Saint

Trustworthy and patient, and 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 of how they could benefit, or even 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 is emotional and makes arguments based on these emotions. They are especially sensitive to the suffering of others, regardless of whether they are friends, strangers, or even enemies.

The Saint believes in trust, and does not believe in cynicism. They believe in second chances, and that no one is beyond redemption.

Amnesty

"I promise this will never happen again, and that we'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.

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 having ambiguous talents.

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

"One people with one quest."

You can better make an appeal to create social order, to establish leaders and designate tasks. This works well with organized people, but poorly on the lazy or disorganized.

Mercy

"To fight takes courage, but to surrender takes trust."

You are better able to get others to submit to you, trusting in your sincere mercy. This works well for the frightened, but poorly against the prideful and the distrustful.

Invoke Belonging

"We can't leave him here, he's a Westbounder just like us."

You are better able to establish others as members of a group or organization. You are able to reassure others that someone is a part of your group, but this works poorly if they've set themselves apart from you or the group.

Appeal to Authority

"Gods, kings, or councils, everyone bows to something."

You are better able to influence people by appealing to an authority or commanding organization. This works well with the lawful, but very poorly with criminals or the uncivilized.





The Explorer

Experienced, determined, and seeking adventure on new horizons, Explorers are independent and self-directed. They are motivators of 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 prevent. They are men and women of action who enjoy uncertainty in the wild, but not among their allies.

Explorers will "collect" allies and friends, either because they are useful, because they will bolster their reputation, or just because they enjoy having them around.

The Explorer believes in perseverance, preparedness, and dedication. The Explorer does not believe in excuses or idleness.

Control Social Energy

"Let's go! who's with me?"

You can better manipulate and sway an already-present social energy. People who are already excited, angry, or hysterical are more likely to be convinced by you. This works well in an angry mob, but very poorly within the quiet chambers of a council.

Establish Independence

"I don't know these people."

You can establish yourself as independent from a group, or as an outlier to society. You are better able to free yourself from the reputation of a larger group, but this works poorly if you've established yourself amongst them.

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.

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.

Experienced

"When you speak of dragons, listeners can feel the heat of the dragon's breath."

You are better able to speak from experience, and people are more likely to heed the message of your narratives. This works well on inexperienced people, but poorly on skeptics and people with similar experiences.

Pioneering

"Fortune favors the bold."

You are better at convincing people of the benefits of being first, pioneering, and being a trailblazer. This works well with the expeditious, but poorly with the passive and the cautious.

Appeal to Paradise

"If we don't find heaven, we'll just build it here."

You can better make an appeal for a utopian vision. This can be used to either get to a better place or to make the current world better. This works well with hopeful people, but less so on the cynics or the despairing.

The Rebel

Restless and unruly, Rebels are free spirited, bold and adaptable. The Rebel is an agent of change. They are constantly dissatisfied with their current situation and are always seeking to dismantle the status quo. Rebels understand that each rule in a society is a social construct, and always questions who is benefiting and who is being taken advantage of.

Rebels tend to be very emotional, and they are often hot-headed. They like to make arguments based on emotion, regularly using sadness and anger as justification for action.

Often nihilistic, skeptical, and suspicious, Rebels will do great and terrible things, but 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 brought them into the 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.

Escalate

"I think we need to speak to your manager."

You are able to escalate the conversation and demand a higher authority. This works well on underlings, but poorly on the confident and the indifferent.

Passionate

"Every word incites an eagerness in those around you."

You are better able to rile people up into fits of passion, like anger or excitement. This works well on the hotheaded, but poorly on those with calm hearts and collected minds.

Invoke Group Reputation

"This is elven craftsmanship, and you know what they say about elves..."

You are better able to invoke the reputation of a group, culture, or breed. This works well for those who know of the group or of the deeds of the group, but poorly for those who are unaware of them.

Appeal to Emotion

"Won't you think of the children?"

You can better instill an emotional response to become more convincing. This works well with the easily riled, but works poorly with drifters and the apathetic.

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

"Long after we're gone, this will still be here."

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





The Lover

Friendly and familiar, Lovers seek 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 instead of doing greater goods for strangers. Lovers are less likely to think in terms of universal ideas 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, like justice or the rule of law, but instead in contextualized situations and relationships, where the scales of justice are tipped by their relationship to the person.

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.

Confidence

"This conversation won't leave this room."

People are more willing to trust you with secrets or sensitive information. This works well for those you've established a relationship with, but poorly for those who are distrustful or see you as a gossip.

Passionate

"Every word incites an eagerness in those around you."

You are better able to rile people up into fits of passion, like anger or excitement. This works well on the hotheaded, but poorly on those with calm hearts and collected minds.

Invoke Belonging

"We can't leave him here, he's a Westbounder just like us."

You are better able to establish others as members of a group or organization. You are able to reassure others that someone is a part of your group, but this works poorly if they've set themselves apart from you or the group.

Appeal to Emotion

"Won't you think of the children?"

You can better inspire an emotional response to become more convincing. This works well with the easily riled, but works poorly with drifters and the apathetic.

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 Connection

"Together, we are strong."

You can better make the appeal for interconnectivity between people. This can be used to add members to an organization, to allow refugees into a city, or have two or more teams start working together. This works well with the cooperative, but poorly with the antagonistic or rebellious.

The Creator

Brilliant and clever, the Creators are the masters of creative solutions. They are often learned, either self taught or schooled, and have a deep craving for knowledge. They enjoy efficiency, and will experiment until they have a set routine both 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 during their day.

Creators are pragmatists, believing that if something is useful or has a purpose, it is worthy of their attention. They will often view people in regards to how useful they can be, labeling them as advantageous or not.

Creators are detail oriented, having plans and backup plans. A Creator would prefer to spend a lot of time planning for the perfect solution, and precisely execute 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. This works well with the intelligent, but poorly on the inattentive or dimwitted.

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 having ambiguous talents.

Confound

"We'll have to be proactive to interrupt the paradigm shift before it escalates."

You can easily confuse people with jargon. This works well on the unintelligent, but poorly on the informed and the attentive.

Clever

"I offered you a beautiful ring, so allow me to ring this bell for you."

People are more likely to honor the deals made by you that have alternate interpretations or applications. This is likely to work well on the lawful, but not on pragmatic or dishonest.

Appeal to Reason

"If you want to save her, you'll need to defeat the sheriff, and if you don't want to go at him alone, you'll need to help me first."

You can make an appeal to reason, facts and logic. By laying out a logical path or outcome, people are more likely to agree with you. This works well on intelligent and rational people, and very poorly with the uneducated or insane.

Establish Character

"We are Westbounders, heroes for hire."

You are better able to establish your character and individual personality. You are able to establish motivations and abilities in a single meeting. This works well at first meetings, but poorly as people get to know you better.

Appeal to Structure

"One people with one quest."

You can better make an appeal to create social order, to establish leaders and designate tasks. This works well with organized people, but poorly 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 truths 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 simply 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.

Appeal to Connection

"Together, we are strong."

You can better make the appeal for interconnectivity between people. This can be used to add members to an organization, to allow refugees into a city, or have two or more teams start working together. This works well with the cooperative, but poorly with the antagonistic or rebellious.

Clever

"I offered you a beautiful ring, so allow me to ring this bell for you."

People are more likely to honor the deals made by you that have alternate interpretations or applications. This is likely to work well on the lawful, but not on the pragmatic or dishonest.

Warning

"Your theater troupe entertained the king triumphantly, and the guards will be doubled tonight."

People will be more likely to heed the warnings in your words. This works well on the suspicious, but poorly on the dim and compliant.

Invoke Group Reputation

"This is elven craftsmanship, and you know what they say about elves..."

You are better able to invoke the reputation of a group, culture, or breed. This works well for those who know of the group or of the deeds of the group, but poorly for those who are unaware of them.

Control Social Energy

"Let's go, who's with me!"

You can better manipulate and sway an already-present social energy. People who are already excited, angry, or hysterical are more likely to be convinced by you. This works well in an angry mob, but very poorly within the quiet chambers of a council.

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 harmless intentions. This works well on strangers, but poorly on the suspicious and the alert.

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.

The Sage

The Sage attempts to understand the truth about the world, others, 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.

Often very old, Sages have resolved their personal quest, either through victory or defeat, and now seeks to assist others with their collected experience. Sages want to create a better world, and will act as a mentor and guide to others so that they may follow in the Sage's footsteps, or so that they do not make the same mistakes.

One should not assume that the Sage is frail, as they often possess years of training, cunning, and a deceptive strength. They are often also more aware of other's exploitable weaknesses, and in using the undisciplined motions of their opponents to their advantage.

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 Reason

"If you want to save her, you'll need to defeat the sheriff, and if you don't want to go at him alone, you'll need to help me first."

You can make an appeal to reason, facts and logic. By laying out a logical path or outcome, people are more likely to agree with you. This works well on intelligent and rational people, and very poorly with the uneducated or insane.

Warning

"Your theater troupe entertained the king triumphantly, and the guards will be doubled tonight."

People will be more likely to heed the warnings in your words. This works well on the suspicious, but poorly on the dim and compliant.

Experienced

"When you speak of dragons, listeners can feel the heat of the dragon's breath."

You are better able to speak from experience, and people are more likely to heed the message of your narratives. This works well on inexperienced people, but poorly on skeptics and people with similar experiences.

Mentor

"First you must watch and learn."

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.

Invoke Group Reputation

"This is elf craftsmanship, and you know what they say about elves..."

You are better able to invoke the reputation of a group, culture, or breed. This works well for those who know of the group or of the deeds of the group, but poorly for those who are unaware of them.

Appeal to Paradise

"If we don't find heaven, we'll just build it here."

You can better make an appeal for a utopian vision. This can be to either get to a better place or to make the current world better. This works well with hopeful people, but less so on the cynics or the despairing.





The Visionary

Curious and mysterious, Visionaries search for meaning in the universe. They seek not only answers, but for the reasons behind the answers. Through study, they will find 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 immensely interested in the unique experience of each individual and discovering why they are who they are. Visionaries tend to be stealthy and secretive to not affect the people they are studying.

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

Appeal to Reason

"If you want to save her, you'll need to defeat the sheriff, and if you don't want to go at him alone, you'll need to help me first."

You can make an appeal to reason, facts and logic. By laying out a logical path or outcome, people are more likely to agree with you. This works well on intelligent and rational people, and very poorly with the uneducated or insane.

Appeal to Legacy

"Long after we're gone, this will still be here."

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

Slippery

"I've never seen that man before in my life!"

You know how to be unremarkable and interact with people without distinguishing yourself. You are better able to converse with others without being remembered or recognized. This works well with the unobservant, but poorly when you are distinct in appearance, action, or topic of conversation.

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.

Confound

"We'll have to be proactive to interrupt the paradigm shift before it escalates."

You can easily confuse people with jargon. This works well on the unintelligent, but poorly on the informed and the attentive.

Establish Independence

"I don't know these people."

You can establish yourself as independent from a group, or as an outlier in society. You are better able to free yourself from the reputation of a larger group, but this works poorly if you've situated yourself amongst them.

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 loyal.

The Ruler

Rulers have to live by two sets of morality: a personal, private 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 laws, but do not need to live by them. To a Ruler, laws apply to certain people in certain situations, and they generally don't abide by any they don't set themselves. A Ruler would say it is immoral to murder, and then later hang a thief.

Rulers are natural leaders, and will always choose the most competent companions; The Ruler will find uses for those who are incompetent. They prefer to do everything themselves if they can, or know that the best person is handling the situation, such as having the strong man lift the boulder and the bard do the research. They are excellent delegators, and make it their duty to make sure everyone has a purpose. They are always concerned about the future, but prefer to act quickly and boldly rather 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 undesirable people and organizations. This works well on the open-minded, but poorly on the pompous and bigoted.

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.

Protector

"People tend to see a walking shield when they look at you."

People are more likely to believe you are there to help them, and that you have their safety in mind. This works well for the weak and vulnerable, but poorly for the strong and fearful.

Establish Character

"We are Westbounders, heroes for hire."

You are better able to establish your character and individual aspect. You are able to establish motivations and abilities in a single meeting. This works well at first meetings, but poorly as people get to know you better.

Appeal to Authority

"Gods, kings, or councils, everyone bows to something."

You are better able to influence people by appealing to an authority or commanding organization. This works well with the lawful, but very poorly with criminals or the uncivilized.

Appeal to Structure

"One people with one quest."

You can better make an appeal to create social order, to establish leaders and designate tasks. This works well with organized people, but poorly on the lazy or disorganized.





Traits

Traits are defining abilities of a character, and include 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 a Trait ability or skillset based on its suit.

Triple Bonus

When you have 3 traits of the same suit, you get a “Triple Bonus” from that suit. A triple bonus provides a passive upgrade to the character based on the suit.

You can get a Triple Bonus multiple times from the same suit, and they will give increasing bonuses.

Fortitude Triple Bonus: Your vitality booms. For every Fortitude Bonus, your Base Foundation increases by one permanently.

Grit Triple Bonus: Your strikes become more deadly. Your attacks ignore one tier of the target’s complication, as if they had the Keen feature. For every Grit Triple Bonus, this targets complication is reduced by another tier.

Luck Triple Bonus: Fortune favors you. You gain a Simple complication. For every Luck Triple Bonus after the first, the Complication increases by one tier.

Tradition Triple Bonus: You abound in magic. For every Tradition Triple Bonus, your mana pool permanently increases by one. This mana can be of any suit.

♦Fortitude Traits

♦**Mettle:** Your body and mind are accustomed to danger and stress. You are proficient in withstanding poisons, illnesses, and prolonged external forces such as extreme weather.

♦**Observant:** You 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 creatures.

♦**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. You cannot lay down Foundation in this state until you regain a Base Foundation.

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

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

♦**Hunter:** You are a champion of surviving in the wild by killing game. You are proficient in hunting, tracking, and trapping animals. You are knowledgeable about beasts, and proficient in harvesting and preserving parts from creatures.

◊**Gatherer**: You are a survivor who lives off the soil. You are proficient in cartography, gathering food and supplies from nature, and you become knowledgeable about flora.

◊**Wrangler**: You are a bronco who is a friend and protector of animals. You are proficient in making friends with and training beasts, which includes riding, training, and fighting on and alongside beasts. You do not suffer a complication for being mounted on a trained beast.

◊**Pharmaceutics**: You are trained in non-magical healing and surgery. When you take an action to stabilize a creature who has been reduced to 0 Foundation, the check automatically succeeds. After a short rest, you can discard 10c to assist yourself and others in recovering health. Creatures restore twice the foundation for the same amount of cards discarded.

◊**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, the beast's attacks are sent to the recycling pile. In addition, the beast only requires verbal commands to perform a basic task and loses the Uncoordinated trait.

◊**Parry**: Knock your enemy off balance with a preemptive strike. When you use the Withstand ability while in melee with the attacker, you ignore all damage from the attack.

◊**Carve**: With a simple knife, you can create makeshift weapons from wood. You can craft Savage weapons as if you were a Weaponsmith with a Master Forge. All weapons crafted this way lose their requirement for Iron, but wood and stone must be plentiful in your surroundings. Because they are made of simple wood, the weapons made this way have the Sensitive property, and break if dropped or mishandled.

◊**Chase**: You run down anything that tries to get away. As a reaction, when a creature ends its movement further away from you, you can immediately move up to your full movement speed, ending adjacent to the target. You cannot use the ability again until you have ended a round and not used any movement.

◊**Conquered Lycanthropy**: Using your Gut Magic ability, you are transformed into a beast of your choice as if the Change spell had been successfully cast upon you. This effect lasts for the next six hours, and at the end you are returned to your humanoid form. If you die while in the lycanthropic form, you return to life as your body reforms into your humanoid form at the end of the six hours.

◊**Pack Mule**: You have a strong back that supports extra gear. You are able to wear two backpacks instead of one. This second backpack does not decrease your speed.

◊**Early Riser**: If any effects or abilities caused you to discard cards after a full rest, then after the full rest you can choose five of the cards that were discarded and shuffle them back into your deck.





♠Grit Traits

♠**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, as well as discerning lies.

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

♠**Rally:** You are a leader. You are proficient in inspiring, leading, and organizing others. If you have two or more cohorts, during a short rest you are able to Inspire your cohorts with a rallying speech. Discard 10 cards after the speech is over. During a combat, as long as you have two or more unwounded cohorts who witnessed your speech, you are able to rally your forces. When your forces are being rallied, remove half the cards in your discard pile from the game, and shuffle the other half into your deck. You cannot use this ability again until you take a full rest.

♠**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 skilled in combat. You have advantage with combat maneuvers, including disarm, shove, grapple.

♠**Dust Implement Training:** You are proficient in using 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, their attacks suffer a sensory complication. When an opponent moves while within your melee attack range, if you have the Quickdraw ability, you can use it to make a melee attack on the enemy.

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

♠**Demolisher:** There no problems you can't solve by breaking them. 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 as part of an attack, the damage is reduced by one. If you have the Quickdraw ability, you can use it to throw the object as part of the reaction, making an attack against a target with the weapon.

♠**Ruminate:** Your head gets cluttered if you don't take the time to clear it. After a long rest, you may look through your deck and remove any and all cards of your choosing from the game. After the cards are removed, shuffle your deck.

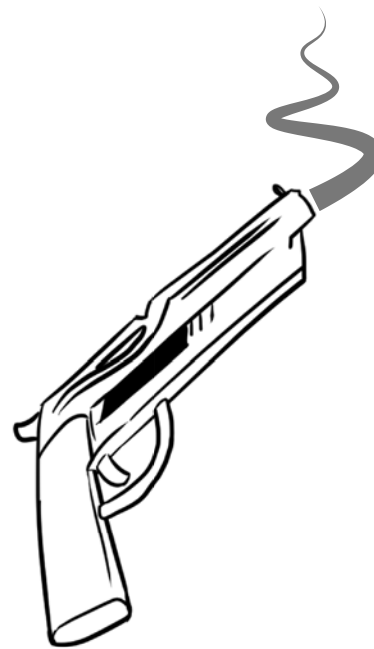
♠**Armament:** A little maintenance goes a long way. During a short rest, you can clean, sharpen, and restring your weapons and your allies weapons. After the short rest, discard 10c. When you or anyone who was present during the short rest redraws, the cards discarded from the redraw go to the recycling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

♠ **Mage Slayer:** The best defence against the dark arts is abrupt steel. When a creature you can sense casts a spell, if you have the Quickdraw ability you can use it to make an attack against them. If this causes the creature to become wounded, the spell has no effect.

♠**Blacksmithing:** You learn the Blacksmithing craft, and know how to create a basic forge, foundry, and anvil.

♠**Arcane Rebuke:** Sorcery with a hair trigger. When you use your Quickdraw ability, you can cast a spell instead of making an attack.

♠**Growth:** Using your Gut Magic ability, your form doubles in size as if the Giant Growth spell was cast on you, except your non-magical clothes and equipment stay on you and increase in size with you. At the end of the hour, you and your clothes return to their normal size.



Synchronizing Traits

Although all Traits are useful in their own right, some are able to work together to become especially powerful. The Vigor and Manuever Master Traits can be combined to become especially adept with maneuvers. Similarly, the Dive and Force Jam Traits can be used in conjunction to both jam an enemy weapon and dive 10ft every time you use the Cheat Death ability.

There are also abilities that work poorly together. Although the Early Riser Trait can be used effectively with the Planned Takedown, Rally, or Wary Traits as they allow you to recycle cards regardless of the ability, it is also limited, so having more than one of these Traits together will negate the bonuses. It is also important to remember that you only have one reaction per round, so instead of getting one Trait for your Withstand, Quickshot, and Cheat Death abilities, you can opt for the one you plan to use most often.

All crafts are useful as individual abilities and when they collaborate. Furthermore, they can be effectively combined by teams of people, and two characters with the same craft often make a good pair.





♣Luck Traits

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

♣**Furtive:** You are sly and shifty, with illegal methods. You are proficient in hiding, sleight of hand, picking locks, general thievery, skullduggery and up to no-do-goodery.

♣**Blandish:** Embellishment is an artform. You are proficient in manipulation through charm, flattery, and non-aggressive coaxing.

♣**Coachman:** More like a chauffeur of destruction. You are proficient in maintaining and operating carts, trains and other vehicles. In addition to proficiency with all vehicles, steering is now done as a bonus action.

♣**Musical Weapons Training:** You are proficient in Musical Implements.

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

♣**Force Jam:** Some people are just luckier than others. When using your Cheat Death ability to reduce damage from a Dust Implement, the attacker's firearm jams if you reduce the damage to nothing.


♣**Cityslicker:** You know how to survive in cities and can intuitively navigate them. You are proficient in communicating with locals,

finding information, sowing rumors, and navigating within a city.

♣**Crouch:** You know how to make yourself a hard target. You are considered small and attackers suffer a simple complication against you 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:** Surviving means being a hard target. When using your Cheat Death ability, you can immediately move up to 10ft.



♣**Wary:** You can keep your allies on their toes, so you don't have to be. During a short rest, you can stir up suspicion among your allies. After the short rest, each ally you target discards 10c. When your affected allies are surprised in combat, they may still add cards to their foundation during the first phase. This effect lasts until they take a Breather.

♣**Performer:** You have an authentic acting talent. You are proficient in performing, acting, impersonation, throwing your voice, and assembling costumes.

♣**Consume:** Using your Gut Magic ability, as an action you can 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 this 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.

♣**Superstitious Ritual:** They laugh, but it works. At the end of a Full Rest, draw a card and make note of its suit and value, and shuffle it back into your deck. The first time you draw this card today it is considered a wild card and can be any value or suit of your choosing.



♥Tradition Traits

♥**Schooling:** You are educated and know much about the natural world. You are proficient in Geography, History, Zoology, Mathematics and rudimentary Arcanics. You also learn one additional language.

♥**Eldritch Lore:** They don't teach this stuff in school. You are proficient in knowledge checks relating to other planes of existence, monstrous creatures, gods and demons. You also learn one additional language.

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

♥**Gut Vision:** 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.

♥**Magic Resistance:** You are especially good at resisting magical effects. When a spell is cast on you, you can discard any suit with a value higher than the spell to ignore the spell's effects.

♥**Cognizant:** You gain the ability to end magic spells that you have cast early. You can end the effects of any spell you have cast as part of an action. You cannot use this to end your highest tier of spells early.

♥**Reclaim Legacy:** When leveling up a Breed, Half-Breeds can choose to gain the abilities of one of their ancestors instead of their own.

♥**Arcanics:** You are proficient in manipulating magical energies, using magic devices, and using Arcanic Implements.

♥**Familiar:** You gain the allegiance of a spiritual entity, who is either a ghost or otherworldly being who will assist you in your journey. As an 8 hour ritual, the entity can be placed into the body of a small beast or object. While in this form they have motor control over the creature or object and retain their intelligence. They are able to speak if provided with a mouth. When the creature dies or the object becomes sufficiently damaged, the spirit is released and must be placed into a new body, or else stay in its spirit form. The familiar can also choose to return to its spirit form. 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 10 minute ritual, you can discard a mana and mark a creature you can touch.

As an action, you can discard one mana and instantly teleport a creature you've marked to within 5ft of you.

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

♥**Intuition:** You have the ability to understand things immediately through feelings instead of conscious reasoning. As an action, you can see how you feel about a person or situation. The Game Master will tell you that the situation is good, bad, or neutral. Using this ability more than once before a Full Rest may lead to false readings at the Game Master's discretion.

♥**Planned Takedown:** You can prepare for particularly tough enemies. After a short rest, you and any participating allies can discard 10 cards. At the end of the rest, choose a creature type, such as humanoid or undead. Until your next breather, the first enemy of this creature type is vulnerable to all attacks made by you and your participating allies.

♥**Tinkering:** You learn the Tinkering Craft. You can draft designs and craft items with tinker's tools.

♥**Spell Scribe:** You learn the Runing Craft. You learn two runes and are able to learn more as you find them.

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





Equipment and Arms

In the world of Westbound there are four weapons that are common: *Savage weapons*, which use a mix of brutality and skill to rend, pierce, or crush a foe, *Arcane Implements* which allow the caster to cast various minor spells and charms, *Musical implements* which exhaust their targets, and *Dust Implements* which pierce targets from long range. 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 utility spells. Arcane implements must be activated before they can be used, which is done by a magic user inserting a single 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 reloading, and are so loud that anyone within 5 miles will hear the shot. Most Dust Implements prefer reliable breech-loading or bolt-action to unreliable tinker repeaters.

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.

Ranged weapons have difficulty firing outside their prime range. While targeting a creature that is closer than the Prime Start or farther than the Prime Reach, attacks against it will have a sensory complication.

Weapons come in this format

Name: Weapon Type: Max ammunition capacity: Weapon Size: Cost: Weight Minimum Distance - **Prime Start** - **Prime Reach** - Half life*
Special Features: Feature Description

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.

Weapons List:

Dust Implements

Tinkspark Trivolver: Dust Implement: 3:
Small: 200 Silver Dollars: 8lbs

OI' Faithful Pistol: Dust Implement: 1:
Small: 65 Silver Dollars: 12lbs

Demagogue Pistol: Dust Implement: 6:
Small: 200 Silver Dollars: 15lbs

Witchbane Fan Cannon: Dust Implement:
9: Medium: 400 Silver Dollars: 25lbs

Marksmans Rifle: Dust Implement: 1:
Large: 90 Silver Dollars: 22lbs

Quiet Rain: Dust Implement: 1: Huge: 180 Silver Dollars: 40lbs

Beehive Grenade: Dust Implement: 1: Small: 60 Silver Dollars: 5lbs

Arcane Implements

Orb of the Arcane Assault: Arcane Implement: Small: *Uncommon*: 4lbs

Staff of the Fire Warden: Arcane Implement: Medium: *Common*: 12lbs

Frostbrand Wand: Arcane Implement: Small: *Common*: 2lbs

Rod of the Thunder Cracker: Arcane Implement: Small: *Common*: 14lbs

Illusory Scepter: Arcane Implement: Medium: *Uncommon*: 12lbs

Scepter of Glorious Lights: Arcane Implement: Medium: *Uncommon*: 4lbs

Branch of Wondrous Motion: Arcane Implement: Large: *Common*: 32lbs

Gnarled Paw of Animation: Arcane Implement: Small: *Rare*: 4lbs

Magic Carpet: Arcane Implement: Huge: *Rare*: 50lbs

Orb of Seeing: Arcane Implement: Small: *Uncommon*: 4lbs

Forge Fire Rod: Arcane Implement: Medium: *Rare*: 13lbs

Animated Rope: Arcane Implement: Large: *Uncommon*: 35lbs

Mirror Shield: Arcane Implement: Large: *Very Rare*: 60lbs

Shattering Candle: Arcane Implement: Tiny: *Rare*: 1lbs

Peddler's Shiny Penny: Arcane Implement: Tiny: *Very Rare*: 1lbs

Savage Weapons

Sword of Striking: Savage Weapon: Medium: Cost 450 Silver Dollars: 30lbs

Bloodthirsty Battle-axe: Savage Weapon: Medium 80 Silver Dollars: 50lbs

Alchemical Lance: Savage Weapon: Medium: Cost 10 Gold Bullion: 32lbs

Sacrificial Dagger: Savage Weapon: Small: Cost: 40 Silver Dollars: 8lbs

Flail: Savage Weapon: Large: Cost 65 Silver Dollars: 65lbs

Long Spear: Savage Weapon: Medium: Cost 48 Silver Dollars: 35lbs

Short Stabber: Savage Weapon: Small: Cost 7 Silver Dollars: 10lbs

Throwing Dagger: Savage Weapon: Small: Cost 9 Silver Dollars: 3lbs

Bow of Breaking: Savage Weapon: Large: Cost 5 Gold Bullion: 42lbs

Traditional Bow: Savage Weapon: Large: Cost 100 Silver Dollars: 30lbs

Leather Baton: Savage Weapon: Medium: Cost 15 Silver Coins: 29lbs

Dourwood War Staff: Savage Weapon: Medium: Cost 4 Gold Bullion Notes: 20lbs

Halo Blade: Savage Weapon: Small: Cost 10 Silver Dollars: 10lbs

Alchemist's Claw: Savage Weapon: Medium: Cost 50 Silver Dollars: 15lbs

Musical Implements

Sound Wave: Musical Implement: Small: 5lbs

Harmony: Musical Implement: Medium: 60 Silver Dollars: 30lbs

Trident: Musical Implement: Medium: 40 Silver Dollars: 28lbs

Clapper: Musical Implement: Small: 20 Silver Dollars: 6lbs

Steel Drum: Musical Implement: Large: 40 Silver Dollars: 40lbs

Clenched Locomotive: Musical Implement: Large: 50 Silver Dollars: 39lbs

Pipe of Animal Glamor: Musical Implement: Small: 50 Silver Dollars: 7lbs

Whistle of Stone Summoning: Musical Implement: Tiny: 25 Silver Dollars: 1lbs



Ammunition

Bullet: Firearm Ammunition: 2 Silver Dollars per Fistful: 2lbs

Arrow: Bow Ammunition: Cost 2 Silver Dollars per Fistful: 5lbs

Corked Arrow: Bow Ammunition: Cost 2 Silver Dollar per arrow: ¼ lbs

Whistling Nightmare: Bow Ammunition: Cost 20 Silver Dollars per arrow: ¼ lbs

Other Weapons

The Bonechewer: Tinkered Atrocity: 100: Large: 4 Gold Bullion Notes: 60lbs

Rocket Blade: Ancient Firearm: Medium: 4 Gold Bullion Notes: 30lbs



Dust Implements

Tinkspark Trivolver: Dust Implement: 3:
Small: 200 Silver Dollars
5ft - **30ft** - **90ft** - 20ft*

Sensitive: This item can break easily. If you are wounded in battle while holding this weapon or drop it, the Trivolver breaks.

Piercing: Ignores Armor Complications.

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

Single Fire: You can choose to only fire one bullet at a time with this weapon.

Repeater: This weapon can have a Multiattack equal to its remaining ammunition, but this uses all the remaining bullets in the weapon.

A gnomish design, the Trivolver is the first in a line of famous repeaters, capable of firing three shots in the blink of an eye, but handle with care if you don't know a tinker.

OI' Faithful Pistol: Dust Implement: 1:
Small: 65 Silver Dollars
5ft - **30ft** - **90ft** - 20ft*

Piercing: Ignores Armor Complications.

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

Easy to handle, maintain, and manufacture, the OI' Faithful is the gold standard for simple reliability.

Demagogue Pistol: Dust Implement: 6: Small:
200 Silver Dollars
5ft - **10ft** - **45ft** - 20ft*

All Cylinders 6: This firearm will fire 6 bullets at once, which will ignore a target's sensory complications while within Prime Range.

Piercing: Ignores Armor Complications.

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

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

The Demagogue originates with orcish raiders who wanted an all-in-one weapon that could be used with just one hand. With six breech loaded barrels, an axe hilt, and a spreading alternate fire, the Demagogue is the perfect companion to a magic blade.

Witchbane Fan Cannon: Dust Implement: 9:
Medium: 400 Silver Dollars
5ft - **30ft** - **90ft** - 20ft

Shotgun: Always fires All Cylinders, and cannot fire single rounds.

Piercing: Ignores Armor Complications.

All Cylinders 3: This firearm will fire 3 bullets at once, which will ignore a target's sensory complications while within Prime Range.

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

Originally developed in Transth to aid conscripts in fighting the undead, the Witchbane design fires three bullets simultaneously to reduce the reliance on aim. It has since been picked up by professional hunters for combating unseen or unusual prey.

Marksman's Rifle: Dust Implement: 1: Large: 90
Silver Dollars
15ft - **30ft** - **105ft** - 40ft

Piercing: Ignores Armor Complications.

Loud: This weapon makes a loud sound when used: 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 Armor Complications.

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 part of the attack action.

This design has single-handedly shored up the defences of the elvish cities, allowing a single soldier to incite massive panic and attrition in an enemy platoon.

Beehive Grenade: Dust Implement: 18: Small:
60 Silver Dollars

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

Explosion 5: This weapon deals 5c damage, with sets divided between all creatures in a 10ft blast radius.

Shrapnel: This weapon deals Physical damage.

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

Another gnomish solution, bullets are placed in a reusable spiral casing and thrown, the bullets firing in every direction upon impact. Originally designed to overcome entrenched enemies, the Beehive has been widely used by goblins for their effectiveness at shock & awe tactics.





Arcane Implements

Magically Charged Weapons

Unlike other weapons that have magical qualities, Arcane Implements require Mana to be implanted into them to activate their powers. This can be done as an action by discarding a mana while holding the item. Once activated, the Implement remains active for 24 hours. The mana's suit and value has no effect on the implements abilities. Creatures can use Arcane Implements that have been activated by other creatures.

Arcane Implements Rarity

It is time consuming and costly procedure to create an arcane implement. 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 arcane implements may have been built in mass for a wizard's army, while more rare implements may have been created as gifts to nobles. Regardless, the lineage of most arcane implements can be traced back at least a thousand years to a wizard's spire.

The price of an item is based on its rarity, as well as 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.

Arcanic Implement Prices

- 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, its abilities are unknown until first activated. By activating the implement, the creature that activated it learns any of the implements abilities that are not hidden.



Arcane Implements List

Orb of the Arcane Assault: Arcane

Implement: Small: *Uncommon*

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

Barrage: This weapon fires off many rounds per second, and has a multiattack.

Magic: This weapon deals Magic Damage.

Curve: When making an attack, choose an area you can sense within range, and your attacks will hit the target as if they came from that position. You do not see as if you are from that area, so you must still sense your enemy from your current position.

Transform: As an action, you can transform the weapon. Once transformed, the weapon is now a siege weapon, has multiattack 3, and cannot be moved. As an action, the weapon can transform back to its original form.

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, you 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: Targets hit have their movement reduced by half until the end of their next turn.

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: Deals Elemental Damage.

Attacks with this weapon ignores Armor Class if attacking enemy when Metal armor.

Shocking: Target cannot make reactions in the same round they take damage from this weapon.

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 this weapon reduces cards from the target's hand or next draw. If the target is affected

by multiple effects like this, only the largest takes effect, and all additional cards are discarded from their deck.

Reverb: All attacks with this weapon are recycled instead of discarded.

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, but 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 this weapon reduces cards from the target's hand or next draw. If the target is affected by multiple effects like this, only the largest takes effect, and all additional cards are discarded from their deck.

Reverb: All attacks with this weapon are recycled instead of discarded..

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 part of an 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 severe complication.

Branch of Wondrous Motion: Arcane Implement: Large: *Common*

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

Gnarled Paw of Animation: Arcane Implement: Small: *Rare*

Melee Only

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

Raise Dead: Target corpse is raised as a zombie cohort. After 24 hours, the zombie becomes hostile to all creatures. After using this ability, the Gnarled Paw deactivates and must be activated again to use its powers.

Magic Carpet: Arcane Implement: Huge: *Rare*

Living: The magic carpet becomes a cohort upon activation. The magic carpet has 1 Base Foundation. If the magic carpet becomes wounded or exhausted, it deactivates 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 smaller creature, and 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, and has advantage on the check. 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, providing up to 30ft of bright light.

Far Sight: At any time after activating the orb, you can choose to see from the perspective of the orb. You keep all of your original senses, and you can see through the orb as though it were a mundane eye.

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

Flame Blade: A jet of flame springs out of the top of the rod. This item can be used as a savage melee weapon that deals elemental damage and has the Keen feature.

Melt: Over one minute, the fire rod 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. 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 is not the animated rope until the grapple is broken.

Mirror Shield: Arcane Implement: Large:
Very Rare

Shield (Inert): Provides a severe Armor Complication towards the last enemies you attacked. This ability does not require the item to be activated to be used.

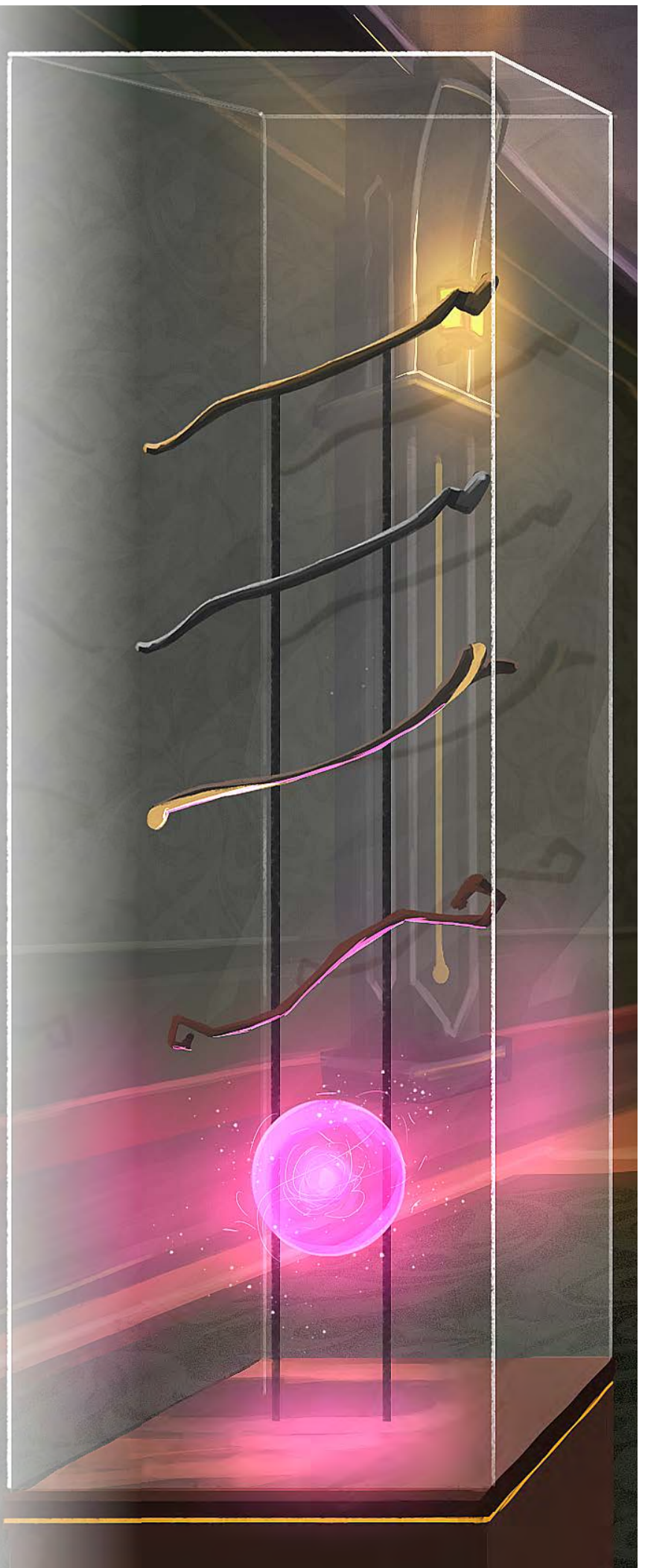
Mirror Magic: As a reaction to a ranged magical attack or a spell that targets you that you can sense, you can have that spell or attack target the spellcaster instead.

Shattering Candle: Arcane Implement:
infinite: Tiny: *Rare*

Twin: This candle splits into two upon activation, and each candle is connected 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

Kingslayer: While using this weapon, the wielder can play sets as though they had a King of Spades in their Hold'em.

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 bleeding character exhausts their hand, that character takes 1 damage. The character stops bleeding when they end their turn with cards in their hand.

Alchemical Lance: Savage Weapon:
Medium 10 Gold Bullion
Melee - Thrown 30ft*

Alchemical: This weapon deals elemental damage.

Lengthy: Your melee range is 10ft 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 bleeding character exhausts their hand, that character takes 1 damage. The character stops bleeding when they end 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 Hold'em. 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 Hold'em. 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 scatters if it is thrown past its prime reach, and cannot be thrown past its half life,

Bow of Breaking: Savage Weapon: Large:

Cost 5 Gold Bullion

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

Magic: This weapon deals magic 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 Base Foundation, the target will not die from the attack.

Dourwood War Staff: Savage Weapon:

Medium: Cost 4 Gold Bullion Notes

Melee Only:

Non-Lethal: If reduced to zero Base Foundation, the target will not die from the attack.

Lengthy: Your melee range is 10ft 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.





Musical Implements

Sound Wave: Musical Implement: Small
Melee - **10ft - 60ft - 20ft***

Ring: Attacks with these weapons do no damage, and instead reduce cards from the target's hand or next 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 instead.

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

Shudder: If the target you hit has cards in their recycling, those cards are discarded.

This handheld device has a deceptively simple design, appearing as a tuning fork with a handle. Each pull of the trigger strikes the fork and sends punishing shockwaves down the line.

Harmony: Musical Implement: Medium: 60
Silver Dollars
Melee - **30ft - 100ft - 20ft***

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

Ring: Attacks with these weapons do no damage, and instead reduce cards from the target's hand or next 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 instead.

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

Shudder: If the target you hit has cards in their recycling, those cards are discarded.

The Harmony is based on the traditional harp design, with beautiful curves that bend and sway, and ten strings that all play the same note.

Trident: 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 or next 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 instead.

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

Shudder: If the target you hit has cards in their recycling, those cards are discarded.

Unlike typical swords, this tuning fork was designed to tire out opponents in a fray just by clashing swords.

Clapper: 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 do no damage, and instead reduce cards from the target's hand or next 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 instead.

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

Shudder: If the target you hit has cards in their recycling, those cards are discarded.

This item looks like a bell with a hair trigger. Unlike other implements that create controlled blasts, the Clapper's ring affects a small area.

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 or next 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 instead.

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

Shudder: If the target you hit has cards in their recycling, those cards are discarded.

Clenched Locomotive: Musical Implement: Large: 50 Silver Dollars

Melee Only

Steel: This attack deals physical damage.

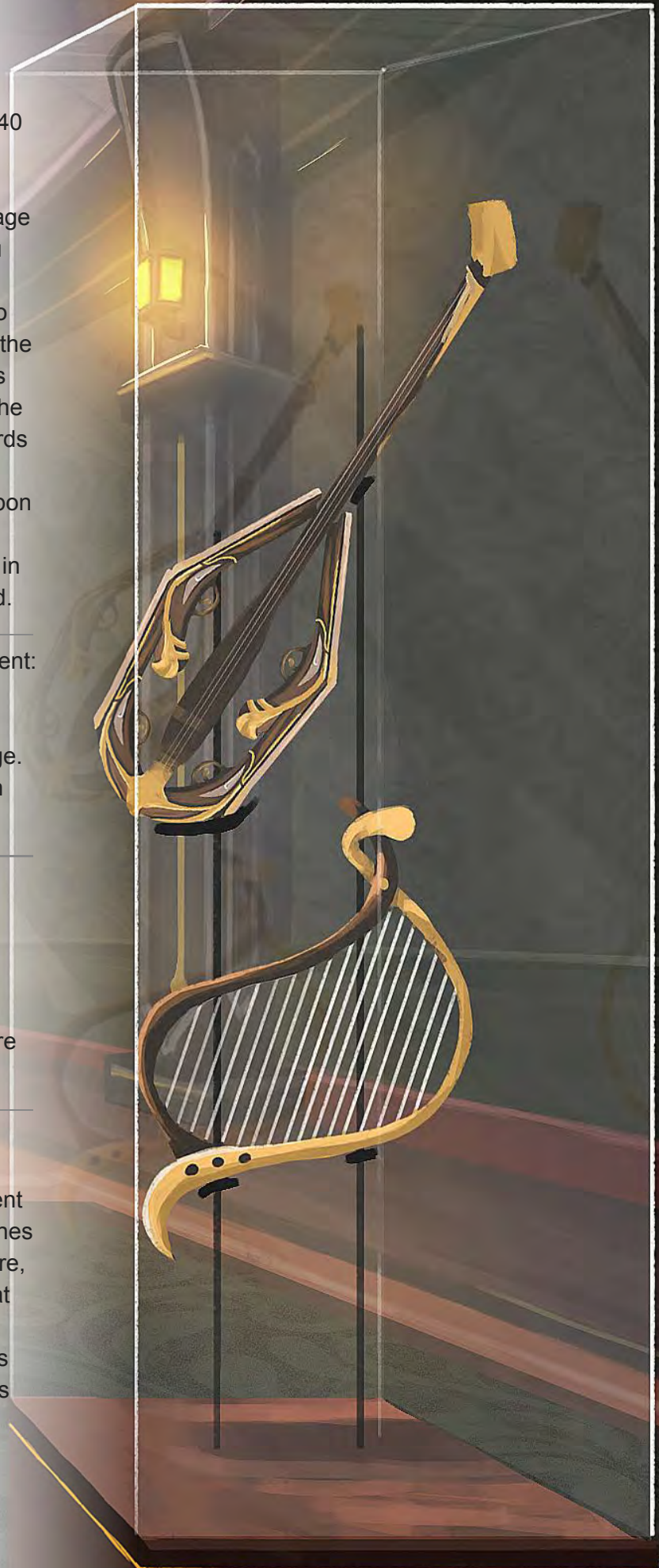
Whistler: Attacks with this weapon push the target back 5ft.

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 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. These rocks arrive from the elemental plane of stone, and exist in this plane permanently after summoning. This ability functions as a normal attack.





Ammunition

Bullet: Firearm Ammunition: 2 Silver Dollars per Fistful: 2lbs
Simple: No bonus abilities.

Arrow: Bow Ammunition: Cost 2 Silver Dollars per Fistful: 5lbs
Simple: No bonus abilities.

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: 60lbs
5ft - **10ft** - **50ft** - 25ft*

Instinctive: This weapon does not require proficiency to be used.

Sensitive: This item can break easily. If you become wounded 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 18 times.

Multishot 3: This weapon fires off many rounds per second, and has multiattack 3.

Rocket Blade: Ancient Firearm: Medium: 4 Gold Bullion Notes: 30lbs
Melee Only

Savage: This blade can be used as a savage weapon.

Rocket Slash: The Rocket Blade can be loaded with three standard bullets. As part of an attack action, a bullet can be fired to drastically increase the moment of the blade, giving the attack piercing.

Armor

The Purpose of Armor

Armor is able to decrease the chance of being hit by non-piercing weapons, deflecting savage, magical, and magical attacks. Armor also affects the speed of the user, however, as it is often 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 conjunction 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: : 30lbs

Padded Leather that's light protection and offers maximum mobility. Gives a Simple Armor Complication to the wearer.

Gambeson: Large: 20 Silver Dollars: 40lbs

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: 40lbs

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: 60lbs

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: 25lbs

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: 45lbs

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:
32lbs

Small and light, with solid protection. Gives a Severe Armor Complication to the Wearer towards enemies they are attacking.

Thick Shield: Large: 15 Silver Dollars:
55lbs

More like a spiked slab of iron than a traditional shield. Gives a 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: 90 Silver Dollars:
85lbs

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: 30lbs

This shield spins and whirls, exploding from a tightly packed space. Gives a 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, 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, 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 ax, spade, hatchet, rope, signal whistle, pot, hammer, nails, lantern, oil can, matches, backpack and harness.

Wizard's Pack: Ink, quill, paper, magnifying glass, scale, brass weights, song sheet, 10 candles, backpack and harness.

Gamblers Pack: Dice, cards, whiskey bottle, fake gold bullion notes, two sets of nice clothes, backpack and harness.

Light

Lantern: 10 Silver Dollars: 3lbs
Torch: 2 Silver Dollars: 2lbs
Oil Can: 1 Silver Dollar: 3lbs
Matches (100 Box): 10 Steel Coins: 1lbs

Travel

Rope (60ft): 1 Silver Dollar: 30lbs
Grappling Hook: 3 Silver Dollars: 8lbs
Climbing Piton: 40 Steel Cents: 1lbs

Camping Supplies

Food: 1 Steel Cent: Small: 1lbs
Waterskin: 1 Silver Dollar: Small: 2lbs
Fishing Tackle: 20 Silver Dollars: Large: 11lbs
Tent: 10 Silver Dollars: Large: 50lbs
Bedroll: 3 Silver Dollars: Large: 20lbs
Pot: 80 Steel Cents: Large: 8lbs
Utensils: 5 Steel Cents: Tiny: 1lbs
Food Can: 25 Steel Cents: Small: 1lbs
Can Opener: 20 Steel Cents: Small: 8lbs
Cigarettes (Pack): 30 Steel Cents: Small: 1lbs
Whiskey (Bottle): 30 Steel Cents: Small: 8lbs
Flint and Steel: 15 Steel Cents: Small: 2lbs

General Tools

Spade: 1 Silver Dollars: Small: 8lbs
Shovel: 4 Silver Dollars: Large: 18lbs
Hammer: 3 Silver Dollars: Small: 8lbs
Sledgehammer: 5 Silver Dollars: Large: 20lbs
Pick Ax: 8 Silver Dollars: Medium: 22lbs
File: 1 Silver Dollars: Small: 1lbs
Bell: 5 Steel Cents: Tiny: $\frac{1}{8}$ lbs
Crowbar: 4 Silver Dollars: Medium: 14lbs
Lockpicks: 15 Silver Dollars: Small: 1lbs
Shackles: 10 Silver Dollars: Large: 20lbs

Instrument

Harmonica: 50 Steel Cents: Tiny: $\frac{1}{4}$ lbs
Cornet: 1 Gold Bullion Notes: Small: 8lbs
Drums: 5 Silver Dollars: Medium: 14lbs
Guitar: 15 Silver Dollars: Large: 22lbs
Grand Piano: 4 Gold Bullion Notes: Huge: 500lbs

Miscellaneous

Small mirror: 5 Silver Dollars: Small: $\frac{1}{4}$ lbs
Ink well: 1 Silver Dollar: Tiny: $\frac{1}{4}$ lbs
Quill: 15 Steel Cents: Tiny: $\frac{1}{8}$ lbs
Parchment: 1 Steel cent: Tiny: $\frac{1}{8}$ lbs
Parchment Case: 2 Silver Dollars: Medium: 3lbs
Sparkling Chalk: 1 Gold Bullion Note: Tiny: $\frac{1}{4}$ lbs
Scale and Weights: 12 Gold Bullion Note: Large: 12lbs
Dice: 3 Steel Cents: Tiny: $\frac{1}{8}$ lbs
Cards: 10 Steel Cents: Tiny: $\frac{1}{4}$ lbs

Clothing

Poor Clothes: 90 Steel Cent: Large: 8lbs
Work Cloths: 4 Silver Dollars: Large: 12lbs
Nice Cloths: 20 Silver Dollars: Large: 6lbs
Fancy Cloths: 1 Gold Bullion Notes: Large: 15lbs

Holsters and packs

Backpack: 2 Silver Dollars: Large: 10lbs
Harness: 2 Silver Dollars: Large: 10lbs
Bandolier: 5 Silver Dollars: Small: 3lbs
Holsters: 19 Silver Dollars: Small: 3lbs
Slings: 15 Silver Dollars: Small: 2lbs
Speed Loader: 10 Silver Dollars: Small: $\frac{1}{8}$ lbs





Bottled

Holy Water: 10 Silver Dollars: Small: $\frac{1}{8}$ lbs

Shadow's Grasp: 10 Silver Dollars: Small:
 $\frac{1}{8}$ lbs

Alchemist's Fire: 10 Silver Dollars: Small:
 $\frac{1}{8}$ lbs

Alchemist's Torch: 10 Silver Dollars: Small:
 $\frac{1}{8}$ lbs

Healing Drop: 10 Silver Dollars: Small:
 $\frac{1}{8}$ lbs

Horse: 7 Gold Bullion Notes

Saddle: 10 Silver Dollars: Large: 11lbs

Saddlebags: 25 Silver Dollars: Large:
10lbs

Cart: 25 Silver Dollars: 180lbs

Carriage: 5 Gold Bullion Notes: 220lbs

Tinkered Wind-Up Cart: 1 Bar Gold Bullion
Note: 400lbs

Train: 3 Bar Gold Bullion Notes: 20 tonnes

Trackless Train-Car: 5 Bar Gold Bullion
Note: 2 tonnes

Blacksmithing Kit: 25 Silver Dollars: Large:
15lbs

Basic Anvil, Foundry, or Forge: 4000 Steel
Cents: Huge: 80lbs

Master Anvil, Foundry, or Forge: 400 Silver
Dollars: Huge: 80lbs

Arcane Anvil, Foundry, or Forge: 40 Gold
Bullion Notes: Huge: 80lbs

Alchemist's Kit: 40 Silver Dollars: Large:
15lbs

Tinker's Kit: 25 Silver Dollars: Large: 15lbs

Spell Scribe's Kit: 15 Silver Dollars: Large:
15lbs

Sentry's Kit: 10 Silver Dollars: Large: 15lbs

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. The lantern 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 part 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 may 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.

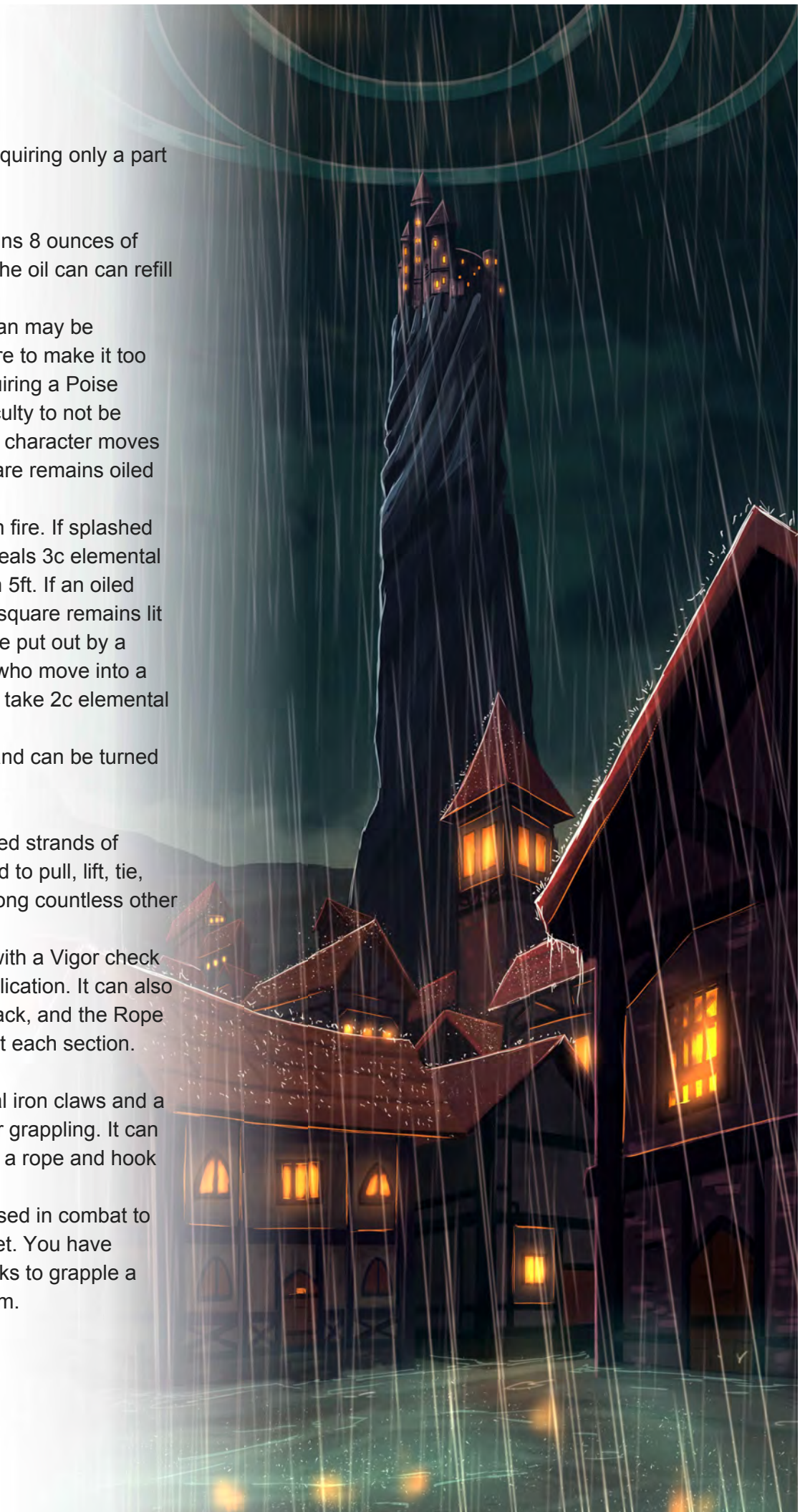
The can is good steel, and can be turned in for ten steel coins.

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 Base Foundation at each section.

Grappling Hook: Several iron claws and a loop, this hook is ideal for grappling. It 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: Life 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 with a simple complication to consume, which increases to a tough complication after three days, and a severe complication three days after that. 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, this canned food can be cooked in campfires or eaten raw at any meal. Useful for long journeys when food becomes scarce.

The can is good steel, and can be turned in for ten steel coins.

Canteen: An enclosed watertight steel container, Canteens hold 12 ounces of liquid.

Tent: Sheets of folded canvas 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 a flammable object.

Timber: Logs of simple wood. A single large 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 forcing open doors, chests, and 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 colour that it is near. This chalk is often used by Rune Scribes to create fake outlines and patterns that would confuse 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 part 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, and the damage is recycled instead of discarded. If applied to a weapon or ammunition, that weapon will deal Magic damage to undead and demons until it dries 10 minutes later.

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 dissolves 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. Each kit requires mundane tools.

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. and 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 one of the closest ties to the old world you will find, having little intrinsic value in itself. 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 "Deposit" 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 printed on the bill itself. A 5 Gold Bullion Note has 5 gold bullion inside, while a Bar Gold Bullion Note has a 5lb bar of gold inside, worth 250 gold bullion.

Selling Equipment

Westbounders who are short on cash or laden with loot will often seek to sell their extra supplies. Pawn shops and general stores have their own goods, but will generally purchase anything at 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.

Crafts

The west is filled with more than just scalpers and snake oil salesmen. There are legitimate craftsmen with ancient and modern techniques who are preparing their skills to tame the wild frontier!

In a world defined by fantastic and terrifying magic, crafts give the world stability and consistency.

Crafts allow characters to create and invent items to help them on their path, from blacksmiths crafting protective armor to tinkers inventing whirling axes.

A character can gain a craft skill from a number of places including their Traits and Sorts.

Getting Creative

Players are encouraged to mix their craft creations together to create spectacular items. Alchemists and Blacksmiths can create poisonous weapons made of Swamp Feed, Tinkers and Runers can create devices that fold up to have perfect control over a rune, and you can combine Alchemy, Blacksmithing and Runing together to make Foe-Seeking Bullets filled with Alchemist's Fire.

Alchemy

Alchemists make impossible potions by extracting and boiling down the spectacular features of existing creatures.

- *Create potions, salves, and metals.*
- *Collect common and fantastic ingredients.*
- *Find more recipes as you travel.*

Blacksmithing

Blacksmiths create custom tools for all the hard jobs in the west, crafting supplies, armor, and all types of weapons.

- *Craft any mundane item.*
- *Create your own weapons and firearms.*
- *Develop skills with time.*

Tinkering

Tinkers redesign items to make them more useful, transforming ancient tools into incredible new inventions.

- *Draft and design augmentations for tools.*
- *Transform mundane tools into machines.*
- *All features accessible from the start.*

Runing

Runers use ancient symbols to bestow arcane properties to normally mundane items.

- *Quickly create permanent runes.*
- *Stack multiple runes for different effects.*
- *Find more symbols as you travel.*





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 filters them through extraordinary and often difficult to acquire phenomenon to create potions, salves, and mixtures that resemble bottled magic.

All alchemical recipes require Consumables and Keystones. Consumables are easily acquired materials, such as burnable material or blood. Typically, consumables can be easily found, bought, or coerced out of people within a city or town. The consumable 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 or by watering down the mixture. After being created, harvested from a body, 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 produce 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 two vials of the mixture with the watered down property. If the mixture can be watered down multiple times, the amount of vials created always doubles.

When you find an alchemical mixture that you do not know how to produce, you can attempt to discern its chemical makeup and learn 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 recipe 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.

Alchemical recipes do not require specific ingredients, but instead need ingredients that meet specific conditions. A Keystone that requires the lungs of a fire breathing creature can be gathered from a red dragon, or a hellhound, or simply a fire breathing goat. Any object that meets the conditions of the recipe can be used as its Keystone. Consumables act in the same way as Keystones in that the substance has 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.

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.

Healing Drop:

The liquid is plain water with a glowing red bead that swims in the vial. 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: The creature that consumes the drop discards 10c if they can.

Fresh Keystone: Create an additional vial.

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.





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 single hard stone or crystal that weighs 10lbs.

Effect: Upon exposure to soft objects such as wood or skin, the mixture 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 if watered down, 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.

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 you cast, and use the new combination as a spell. This can create a spell of a higher tier than the spellcaster can normally cast.

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

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

Plump Potion:

This liquid appears to have several layers of increasingly thick fat, 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.

Watered 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 up to 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)

Keystone: An animate undead creature.

Consumable: 100lbs of armor and metals from an undead creature.

Effect: Used to hold and distill undead creature parts.

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.

Sick Resistance Potion:

This crimson red potion smells and tastes of rotten flesh, and it sits poorly in the gut.

Keystone: Misery Jar

Consumable: Undead 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 taken by the drinker.

Watered Down: Non-undead creatures will perceive you as undead, as your body pales and your speech slurs, and blood constantly oozes 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 of 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.

Dreamcatcher:

An interwoven 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 a 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, memories become as vivid as dreams to the user. These memories are experienced while they breath the fumes, and they overcome their senses. 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 to be more appropriate 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 brewed under the light of the full moon.

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 one focuses on it.

Keystone: Moon Altar

Consumable: 10 lbs of Fragrant Flowers

Requirements: Must be brewed under the light of the full moon.

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 moonlight. It is as light as wood but as strong as steel.

Keystone: Moon Altar

Consumable: 1lb of Bark

Requirements: Must be brewed under the light of the full moon.

Effect: The bark becomes Dour Wood.

Fresh Keystone: The Dour Wood is weak and pliable for 24 hours before it becomes strong as iron.

Alchemical Bag of Holding

The bag is deeper than it appears, although reaching through the goo is unpleasant.

Keystone: Moon Altar

Consumable: Misery Jar

Consumable: 20lbs of material from an ooze
Requirements: Must be brewed under the light of the full moon.

Effect: The Misery Jar becomes an Alchemical Bag of Holding.

Fresh Keystone: The Misery Jar is not consumed.



**Alchemist's Stone:**

Inside this gem is a flicker of light that seems like it's up to something.

Alchemical Tool: (Small)

Keystone: A flawless diamond.

Consumable: A willing soul.

Effect: Used to break the elements apart and put them back in any order.

Arges Hammer:

This hammer hums with power, and each strike rings out in thunder.

Keystone: Alchemist's Stone:

Consumable: The eye of a monocular creature.

Effect: Steel items crafted with this hammer become Alchemical Iron. This hammer turns to ash after one week.

Fresh keystone: This hammer turns to ash after one Month.

Ooze Compound:

This dark green liquid bubbles, and seems to be burning through its container.

Keystone: Alchemist's Stone

Consumable: 50lbs of organic material

Effect: This compound erodes organic materials, and deals to deal 4c Physical damage to a single target.

Elixir of Life:

A light red liquid that glows slightly, but doesn't move much. Deceptively simple.

Keystone: 100 mana cast into the Alchemist's stone

Consumable: Alchemist's Stone

Effect: This drink grants the drinker immortality. The drinker no longer ages and cannot die. They can still be wounded and exhausted, and will regenerate lost body parts at the end of a Full Rest.

Rust Fumes:

The fumes in this vial settle into a orange ooze, but quickly evaporate when shaken.

Keystone: Alchemist's Stone

Consumable: The stomach of a creature that eats metal.

Effect: When exposed to air, this mixture creates a pale orange gas that covers a 5ft radius for one minute. Non-magical Metals that are in the radius or enter into the radius are weakened, and gain the sensitive trait until reforged. Armor made from metal degrades in quality, and the AC they provide is reduced by one tier.

Black Purifier:

This bead resembles a black diamond, but it stings to touch.

Alchemical Tool: (Tiny)

Keystone: An uncut gemstone

Consumable: The Fangs or Claws of a poisonous Creature

Effect: Used to intensify poisons and clarify toxins.

Life's Irk:

This bottle is completely black, but something green rubs across the bottom when shaken.

Keystone: The tongue of a poison-spitting creature.

Consumable: Black Purifier

Effect: This gas is pressurized to spread upon release, creating a 10ft by 10ft square black cloud which obscures sight. Creatures within the square must make a Severe mettle check or become poisoned.

The cloud lasts for one minute, or until disbursed by the wind.

Fresh Keystone: The cloud becomes thick and cannot be dispersed by wind.

Watered Down: The poison has a simple complication.

Death Powder:

This red powder seems to occasionally shift while in your peripherals.

Keystone: The skin of a creature that excretes contact poison.

Consumable: Black Purifier

Effect: This powder is quickly absorbed by the skin. The target must make a Severe mettle check when they touch this powder or become poisoned.

Watered Down: The poison has a simple complication.

Green Rile:

This slippery oil is purple and sticks to the sides of the container, and smells sickeningly sweet.

Keystone: A vial of poison produced by a humanoid.

Consumable: Black Purifier

Effect: This liquid can be applied to a physical object and will dissolve in the bloodstream, with no effect otherwise. This liquid evaporates into the air after an hour.

The target must make a Severe mettle check when this liquid enters their bloodstream or become poisoned.

Watered Down: The poison has a simple complication.

Shadow Goop

This gelatin seems to slowly crawl around the sides of the vial.

Keystone: The brain of an undead creature.

Consumable: Black Purifier

Effect: This goop dissolves in air and poisons anyone within 10ft of it when opening, with no effect otherwise. Creatures within 10ft must make a Severe mettle check when they smell this powder or become poisoned.

Watered Down: The poison has a simple complication.

Blacksmithing

Blacksmiths are craftsmen and artisans, able to create items of utility and weapons of war. When a character takes the Blacksmith trait, they learn how to implant features into weapons, but must first master their implements of crafting. Blacksmiths learn to create and use the Anvil, Forge, and Foundry. By crafting one of these implements, you learn how to properly use them, and with time and proper materials can craft even great implements of creation. As they progress in their trade, blacksmiths master not only steel but rare and unearthly metals as well.

Metal Shapers use Anvils to shape armor and equipment for themselves and their allies. Weaponsmiths use Forges to 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 steel 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 first created one.

When using different materials, such as dragon scale or mythril, 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 item's 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. The time involved in creating an item from mythical materials is multiplied by 10.

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 steel cents of materials, and additional properties can be crafted into the weapon for additional time and materials.

Non-Lethal: If reduced to zero foundation, the struck creature will not die from the attack. This increases the weapon size by one, increases the creation time by 3 hours and adds 100 steel cents of materials to the crafting requirements.

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 adds 500 steel cents of materials.

Keen: When attacked with this weapon, the enemy's highest Complication is considered one tier lower. This 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. As an action, you can add a set of cards to your Hold'em. These cards are discarded at the End of your next turn. Increases item's 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: The 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.

Magical Weaponsmithing:

A weaponsmith knows they have mastered their craft when they create an Arcane Forge. Built on bricks of brimstone and studded with diamonds, the arcane forge is able to imbue magic properties into mundane steel and create weapons with mythical materials. Up to three properties can be given to a weapon built by an Arcane Forge.

All weapons produced from an Arcane forge must have the Magic property, although this does not count towards the total number of properties the weapon can have.

Magic: This weapon deals magic damage. Requires 50 hours of work, and 2 Gold Bullion in Diamonds.

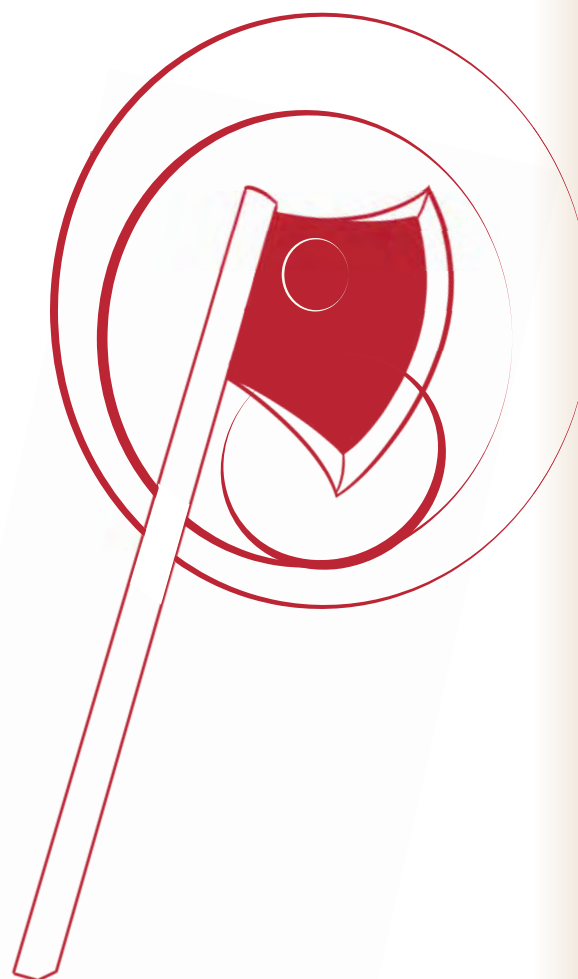
Kingslayer: While wielding this weapon, the wielder may play sets as if they had the King of Spades as a Hold'em. Requires 10 Gold Bullion in Diamonds, and 200 hours of work.

Queen's Stride: While this weapon's wielder has a Queen in their hand, the wielder can teleport up to 30ft as a part of an attack action with the weapon. They must teleport to a location they can see or are familiar with and can choose to teleport before or after the attack is made. Requires 10 Gold Bullion in Diamonds, and 200 hours of work.

Jack Knife: When making an attack with this weapon, Jacks are wild and can substitute as any cards. Requires 10 Gold Bullion in Diamonds, and 200 hours of work.

Enmity: This weapon staggers enemies on a successful hit, but it is only effective against one type of creature. Requires 10 Gold Bullion in Diamonds, 200 hours of work, and the blood of the creature type this weapon is affecting.

Guide: This weapon detects one type of object or creature, and at the time of creation you can choose to let this weapon glow, sing, or shake while they are within 120ft. Requires 10 Gold Bullion in Diamonds, and 200 hours of work, and a small piece of the creature or object type that this weapon is detecting.





Gunsmithing

You can make custom guns and bullets. 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 which qualities you give it.

Gunsmithing requires the blacksmith to decide the Triggers, Barrels, and Stock of the firearm, which will adjust its range, ammunition, construction cost, and the time it takes to create the weapon.

Tinkers have created spinning cylinders that can fire several bullets quickly through a single barrel, but at the cost of the weapons durability, making them fragile in combat. Until they get the kinks out, all firearms are bolt action, many with multiple barrels.

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. Requires 12 Hours and 50 Steel Cents.

Single Trigger: Add a single trigger to the weapon to fire a single barrel. Requires 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. Requires six hours and 100 Steel Cents. This weapon is considered one size smaller.

Standard Barrel: Prime Range is 30ft, Prime Reach is 90ft. Requires ten hours and 200 Steel Cents. This weapon does not change in size.

Long Barrel: Prime Range is 60ft, Prime Reach is 150ft. Requires 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 with a master foundry 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 to a firearm. Master Gunsmiths can also make firearms with rare materials.

Grip: Prime Reach is 15ft Higher. Requires fourteen hours and 400 Steel Cents.

Suppressor: This barrel loses the Loud Property. Requires twenty hours and 200 Steel Cents.

Bayonet: Attach a small weapon. Requires ten hours and 200 Steel Cents.

Bipod: This weapon can be set onto a surface and used as if mounted. Requires ten hours, 300 Steel Cents.

Creating Bullets

Creating custom bullets requires an Arcane Foundry, which dispels the curse that keeps bullets sealed. Creating bullets requires dust and steel, which can be recycled from other bullets.

All crafted bullets can have only one property, and each bullet requires a custom barrel designed specifically for this type of bullet. Arcane Foundries can make firearms and bullets with mythical materials.

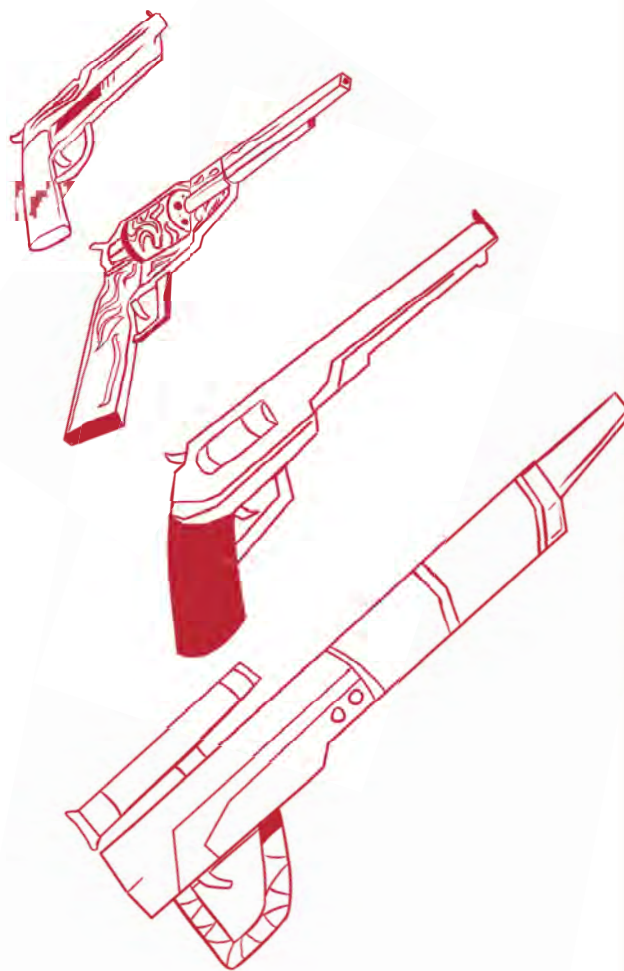
Thick Bullet: This thick slug bullet requires the dust from two standard bullets. Attacks made with this bullet gain a Hold'em, which is drawn when the Firearm is drawn, and recycled when holstered.

Thin Bullet: This economical bullet can be made in pairs from the dust of one standard bullet. The prime range of this bullet is halved.

Long Bullet: This bullet can be made from two standard bullets. The prime range of this bullet is doubled.

Hollow: This bullet can be made from two standard bullets. This bullet can be filled with a liquid.

Enclosed Atmosphere: This bullet can be made from two standard bullets. This bullet can be used in an environment that is not conducive to dust, such as underwater.





Rare Materials

Crafting with rare and magical materials is the mark of a master craftsman. Blacksmiths can craft guns, bullets, armor, equipment 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 pliable 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 purposes 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 in question. Targets who are cut by Swamp feed or who have the material in contact with their skin for more than an hour 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.

Alicorn

Gathered from the bones of fey creatures, alicorn is imbued with the power of the Feywild where magic is life itself. Items made from Alicorn have persistent magic which cannot be dispelled. Items crafted from alicorn cannot lose their magical properties due to anti-magical effects. Spells can be cast through Alicorn items, and those spells cast through Alicorn items are not affected by anti-magical effects.

Passion Cairns

Cut from large stones said to be left by the gods, Passion Cairns appear as simple stone, but imbue their holder with zeal and health. They are often used for their energizing properties, as well as for healing.

Items crafted from Passion Cairns will increase the movement speed of the holder by 5ft. Additionally, anyone touching a Passion Cairn when they are wounded is automatically stabilized.

Mythic Materials:

Working with mythical materials requires more than fire and elbow grease. An Arcane Forge, Foundry or Anvil are required to craft with mythic materials, as it is their ability to temporarily bend or break the laws of nature with their magic that makes them so valuable.

Mithril

Also known as “Sky-Steel” due to its discovery in the plane of Air, Mithril is a lightweight metal that is impossibly strong. The speed reduction of armor made from Mithril is reduced by 15ft. Items made from Mithril are considered two sizes smaller, for the purposes of what can be held in a hand.

Adamantine

Originating in the most dense regions in the plane of Earth, adamantine is the heavy metal that is famed for its invincibility. Any armor made from adamantine has an Armor Complication that applies to Piercing weapons as well. Weapons made from Adamantine have the Piercing feature.

Lunarite

This magical metal is named for its resemblance to the moon, and is only ever found in fallen stars. Glowing in a white clarity, items made from Lunarite create a bright light up to 60ft. Lunarite is a natural conduit for magic, and spells can be cast through Lunarite items. Cards discarded while being used in a spell cast through a Lunarite item are recycled instead. If the target of a spell is wearing lunarite armor, and the spell can target multiple creatures, the spell caster can target one additional target.

Dragon Scale and Bone

The remains of dragons are used for their strength and flexibility, as well as their natural resistance to the elements. The most prized feature of dragon scale and bone is how all magic that affects it becomes permanent.

When crafted into a defensive item, such as armor or shields, dragon scale and bone will help the wearer resist elemental damage, giving them a sensory complication from elemental attacks.

When a spell is cast on an item made from dragon remains, if the spell has a duration, the spell’s duration will instead be “Until Dispelled.” If multiple spells with the same name are cast on the item, only one applies.





Runeing

A Spell Scribe, also known as a Runer, is able to write symbols of power which cause amazing magical effects. With a simple drawing of an emblem in ink or chalk, the Runer is able to create stable, permanent magical effects. These symbols are tremendously intricate, but it's the Runer's art to draw them quickly and accurately.

The symbols drawn by Spell Scribes are similar to those of a brand or trademark in that they are extremely rare, but lose their power when imitated. Symbols of power are most effective when they are the only one of their kind, and the more words of power of the same kind within a small vicinity will result in less powerful effects.

Most words of power function best when 120ft or more away from each other. When within 120ft another word of power of the same kind, the item's secondary effects activate instead. Many runes have different abilities for an increasing number of other runes in the area.

When there are more runes drawn than there are effect options for the rune, then the all runes have the final effect of that rune. For some runes, this means that all of these runes will have no effect, for others, it means that hundreds of runes can be made to glow or create warmth.

Printing and Defacing

Writing a small symbol down generally takes one minute. The size of the symbol doesn't matter, and it will affect the same size area regardless. You can also permanently inscribe a rune into metal or stone, which generally takes one hour and tools to chisel. A word of power can be destroyed by simple defacement: Being scratched, erased, washed away, or distorted.

Many Spell Scribes use the rune's frailty to their advantage, printing multiple sets of a rune on something fragile so that they can destroy the duplicates when they want to instantly activate the primary power of the rune.

Learning a Rune

When you take Runeing as a Trait, you learn two Runes of your choice from the list provided. You are also proficient in any check relating to Runeing.

Spell Scribes are able to learn new runes if they find one while travelling. Learning a new Rune requires one hour of practice with the rune. If the original rune is protected by other marking designed to disguise it, they must first pass a Schooling or Furtive check with a Hopeless complication. If the check is successful, the character learns how to create the rune. If during this check, the character gets a Severe complication or lower, they accidentally distort the original beyond repairing, and require a new original rune.

Foeseeker: This rune points towards its possessor's closest enemy that within 1,000ft of them, and will direct the momentum of the object it is inscribed on towards that target.

Prime: Automatically attempts to point towards nearest enemy to the holder, and removes an enemy's Sensory Complications if placed on a projectile.

Secondary: No effect.

Shadowjack: This rune creates darkness where there should be none.

Primary: Creates an area of darkness, distorting all creatures and objects within 15ft into black silhouettes. All creatures and objects within this field give a sensory complication to attackers who rely on vision.

Secondary: The runed object is shrouded in darkness, which affects up to 5ft of connected material. In order to find it by sight, without looking for it specifically, the target must get a Crown on a Observance check.

Tertiary: No effect.

Quiet: This rune will reduce any noise to silence.

Primary: This object does not emit noise, and if the runed object is struck, neither it nor the object striking it will emit any noise connected with the impact

Secondary: This object does not emit noise.

Tertiary: No Effect.

Stillness: This rune adjusts the weight of an object.

Primary: The object remains fixed in space, and requires at least 10,000lbs of pressure to move.

Secondary: The object is weightless, and it is easily manipulated by any pressure.

Tertiary: The object is up to half its weight lighter.

Quaternary: No effect.

Heat metal: This runes turns metal red hot, but leaves other materials alone.

Prime: The metal is so hot that white flames jet around it. If this rune is on a weapon, the weapon deals Elemental Damage. Touching the metal while in this state deals 2c elemental damage per round.

Secondary: The metal is burning hot, and weapons with the rune deal elemental damage.

Tertiary: The metal is warm and glows slightly. Touching the metal while in this state may stave off non-magical cold effects.

The Ram: This rune amplifies force.

Primary: All pressure applied by an object creates instead 500lbs of pressure, knocking back a creature large or smaller 10ft on a hit.

Secondary: No effect.

Returning: This rune will always try to return to its owner.

Primary: This item will move towards its owner at least 30ft per round while within 1,000ft. It will take the straightest path, and can move up to 5lbs of weight out of the way.

Secondary: No effect.





Radiance: This rune glows with the radiant light of the sun.

Primary: This item produces 120ft of bright light, and deals 2c Magic damage to all creatures within 15ft every round.

Secondary: This item produces 60ft of bright light, and weapons with this rune deal magical damage.

Tertiary: This item produce 30ft of bright light.

Cement: This rune makes anything into an adhesive.

Primary: Non-organic objects stick to this item and require 100lbs of force to remove. All items stuck to this item gain the Cement secondary property.

Secondary: Non-organic objects stick to this item and require 100lbs of force to remove.

Tertiary: Non-organic objects which already have the Cement tertiary property stick to this item and require 100lbs of force to remove.

Tremble: This rune shakes relentlessly.

Primary: This item shakes so much that it breaks apart. The object takes 1c damage per turn.

Secondary: This item vibrates too wildly to hold well. Attacks made with the item have a sensory complication.

Tertiary: No effect.

Focus: This rune draws the attention of those around it.

Primary: People's eyes are naturally drawn to this object, as if the Beguiling spell has been cast upon them. This effects people within 30ft of the rune itself, and they do not need to sense the rune to be distracted by it.

Secondary: No effect.

Water: This rune imbues its objects with water.

Primary: This object is perpetually drowned, leaking one pint of pure water every hour. The object becomes slick, creatures attempting to grab or hold the object do so with disadvantage, and the object has a simple complication to grab or hold. The object reflects light, and creatures have advantage on observance checks to see it.

Secondary: This object is perpetually soaked, and is wet and slippery. The object becomes slick, and creatures attempting to grab or hold the object do so with disadvantage, and the object has a simple complication to grab or hold. The object reflects light, and creatures have advantage on observance checks to see it.

Tertiary: No Effect.

Bubble: This rune is encased on a protective magic bubble.

Primary: This rune creates a magical barrier, covering a 5ft square from all sides centered around the object. This barrier will stop people, objects, and attacks from entering, and provides cover. This rune will not stop water or air from entering or leaving. The barrier has one Base Foundation, and counts as a cohort. Once the Base Foundation is gone, the rune deactivates for one minute.

Secondary: This rune creates a magical barrier covering 5ft square from all sides centered around the object, and stops water and air from entering or leaving.

Tertiary: No effect



Deposit: This rune is a storehouse for lots of small items.

Primary: The rune itself becomes an intangible hole which leads to a space within the Shattered Span. The space is thin and narrow, about 1ft by 1ft, but is infinitely deep, and can fit small to large objects within. The walls of the hole are weak, and if punctured, will cause the rune to be destroyed. If the Rune is destroyed, all objects within the rune are returned to the material plane at the rune's last location.

Secondary: No effect, but objects already inside remain inside.

Drowsy: This rune makes people tired.

Primary: While within 30ft of this object, creatures lose 1 Foundation every six seconds, but never Base Foundation. Creatures who fall asleep near this rune will wake up in eight hours after a Full Rest, unless shaken awake. Creatures have disadvantage on observance checks while affected by this rune.

When a creature has only Base Foundation, they discard 1c from the top of their deck at the start of every round. If a creature becomes exhausted while within 30ft of this rune, they fall asleep.

Secondary: While within 30ft of this object, creatures lose 1 Foundation every six seconds, but never Base Foundation. Creatures who fall asleep near this rune will wake up in eight hours after a full rest, unless shaken awake. They have disadvantage on observance checks while in this state.

Tertiary: Creatures who fall asleep while within 30ft of this rune will wake up in eight hours after a full rest, unless shaken awake. They have disadvantage on observance checks while in this state.

Quaternary: No Effect.

Eyes: This object of interest is easily viewed by others.

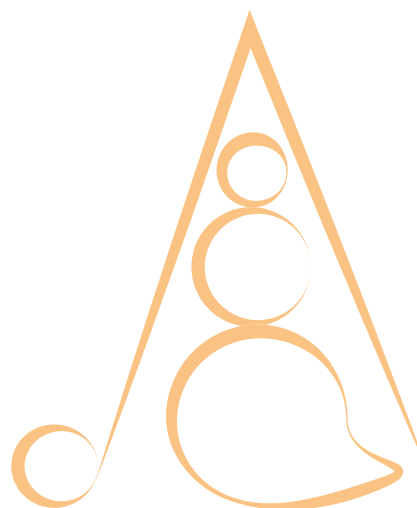
Primary: By concentrating your thoughts on the object, you can see through the rune as if it were an eye. Anyone who is aware of the rune can do this. The vision appears as though it were the person's imagination.

Secondary: All creatures within 60ft are aware of this object. They know its location but not what it is. This telepathic message comes in as intuition.

Suspension: This rune traps magic within.

Primary: After a spell is cast within 120ft of this rune, the spell is instead suspended, and the Rune is Primed and begins to glow. This effect cannot be used again while the Rune is Primed. When the Primed Rune is destroyed or a second Suspension Rune causes it to have no effect, the spell is released and functions as the Caster defined at the time of casting, targeting the same creatures or area.

Secondary: No effect.





Tinkering

Tinkers are practical problem solvers who can augment simple tools and make them more useful. They not only add complexity to the items capabilities, but also to the handling of the item, often adding triggers, power sources, and faults.

When tinkering, you may choose an item and an augmentation. Draw randomly to determine a power source and the trigger. The item gains those properties, as well as the "Sensitive" Fault.

A tinker can decide to choose more augmentations, or to choose which power source or trigger the new device gains. For each extra augmentation or chosen trigger/power source, the item gains a fault. Draw randomly to determine the new fault and apply its properties to the schematic for the device.

Creating the schematic for a device requires a week of drafting and experimenting, including 2 silver dollars of materials for each Augment, powersource, trigger, and fault in the schematic.

Using a schematic, a device can be created. This device has all the properties of the schematic, and requires custom materials that must be created by a blacksmith. The cost in materials is the same as the original item, but the time to smith the gears requires one hour per augmentation per pound of the original item. Once the materials are created, it takes one hour to put them together to create the item.

Augments:

This is the main attraction of Tinkering. You can give an item additional properties to make them more useful, and describe your design for your Game Master's approval.

Rotating: This item spins wildly and violently. With spinning barrels and blades, this augment can give a weapon multi-attack, or it can be used to swap items in a clip.

Injector: This item can now inject liquids into objects, and weapons augmented with injectors can inject liquids directly into enemies. They can also be used to administer potions, or to spray liquids at a target up to 10ft away.

Folding: This item folds to save space, to increase concealment, or to change the appearance of the object. The item is considered one size smaller while folded, but is unusable while in that form. For example, this can make folding shields, or collapsing runes.

Quick Spring: This item springs into action, and can be used as a part action or independently without supervision.

This could be used to make self-launching grappling hooks, switch activated lanterns on or off, or a pistol booby-trap.

Mounted: This item is mounted on an object or creature and can be easily used even if over-sized.

Powersource

Whenever an Augmentation on an item is used, such as a gun rotating or a shield unfolding, the powersource is expended to make the action possible.

When you are drawing randomly for a power source as part of your design, the Suit of the card drawn correlates to the randomly chosen Power source.

(Spade) **Force**: This item requires a controlled explosion to activate. A single bullet will suffice. This item gains the Loud Fault.

(Diamond) **Wind-Up**: This item requires the winding of rubber bands and springs to activate. The item takes 10 minutes of winding for every use.

(Heart) **Boiler**: This item is powered by heat and steam. An ounce of oil and water will suffice.

(None) **Pressure**: This item is powered by intense air pressure. Alchemical air will suffice.

(Club) **Choice**: Draw two cards and choose the card of your choice as the power source.

Triggers

Every item has a trigger to activate it, which allows the item to be used in specific circumstances.

When drawing randomly for triggers, the Value of the card correlates to the randomly chosen Trigger.

(1-2) **Switch**: This item is activated by a small lever.

(3-4) **Pressure Pad**: This item is activated by a button.

(5-6) **Pull-Pin**: This item is activated by removing a pin from the device.

(7-8) **Clock**: This item is activated by a timer, either set to a specific time of day or on a countdown.

(9-10) **Air Pressure**: This item is activated by a quick change in air pressure, usually from being thrown too high or falling into water. Gentle changes in external pressure will allow the trigger to adjust and will not activate the device.

(Jack-Queen) **Shock Tumbler**: This item is activated by intense shaking, like crashing into a wall or tumbling down a hill.

(King) **Choice**: Draw two more cards and choose one. The device gains that trigger.





Design Faults

When a design becomes too complicated, it's bound to have faults. A fault is a negative and unintended consequence or a flaw in a design that could not be resolved. All designs are sensitive by nature, but more faults are acquired where the designer refused to compromise.

When drawing randomly for Faults, the Value of the card correlates to the randomly chosen Fault.

(Necessary) Sensitive: This item breaks if it is dropped or handled poorly, including if the item is being carried by a character who becomes wounded. If the item breaks, it must be repaired by a tinker, and takes an hour to repair. This comes with an associated cost equal to 1/5th the items cost for replacement parts.

(1) *Second Trigger*: Randomly choose a second trigger. Both triggers must be used for the device to function.

(2) *Second Power Source*: Randomly choose another Power Source. This design requires both power sources to function.

(3) *Unwieldy*: Item is unbalanced and hard to use. Attacks with Savage Weapons are at disadvantage and Ranged Weapons cannot fire past their Prime Reach.

(4) *Full Loading*: Requires an action to reload device, in order to use the Augmented feature again

(5) *Slippery*: Due to the oil use in the mechanism, this Item often slips out of characters' hands when used. The item requires a Poise check with a tough complication to hold onto after using the Augmented feature. Oil must be wiped off during a breather.

(6) *Expensive Parts*: The items parts and labor costs double for creation. Repairs now cost half the total manufacturing cost.

(7) *Bulky*: This item doubles in weight and size, and is one size larger than normal.

(8) *Complicated*: This item often baffles its users, and requires a Schooling check with a Tough Complication for each use of the augmented feature.

(9) *Hot*: This item can get so warm it burns to the touch. After using the Augmented feature, the item deals 3c elemental damage to anyone touching it directly.

(10) *Guzzler*: This item requires twice the amount of fuel used by the power source.

(Any Crown) *Choice*: Draw 2 more cards and choose one; the device gains that fault.



Prestige Classes

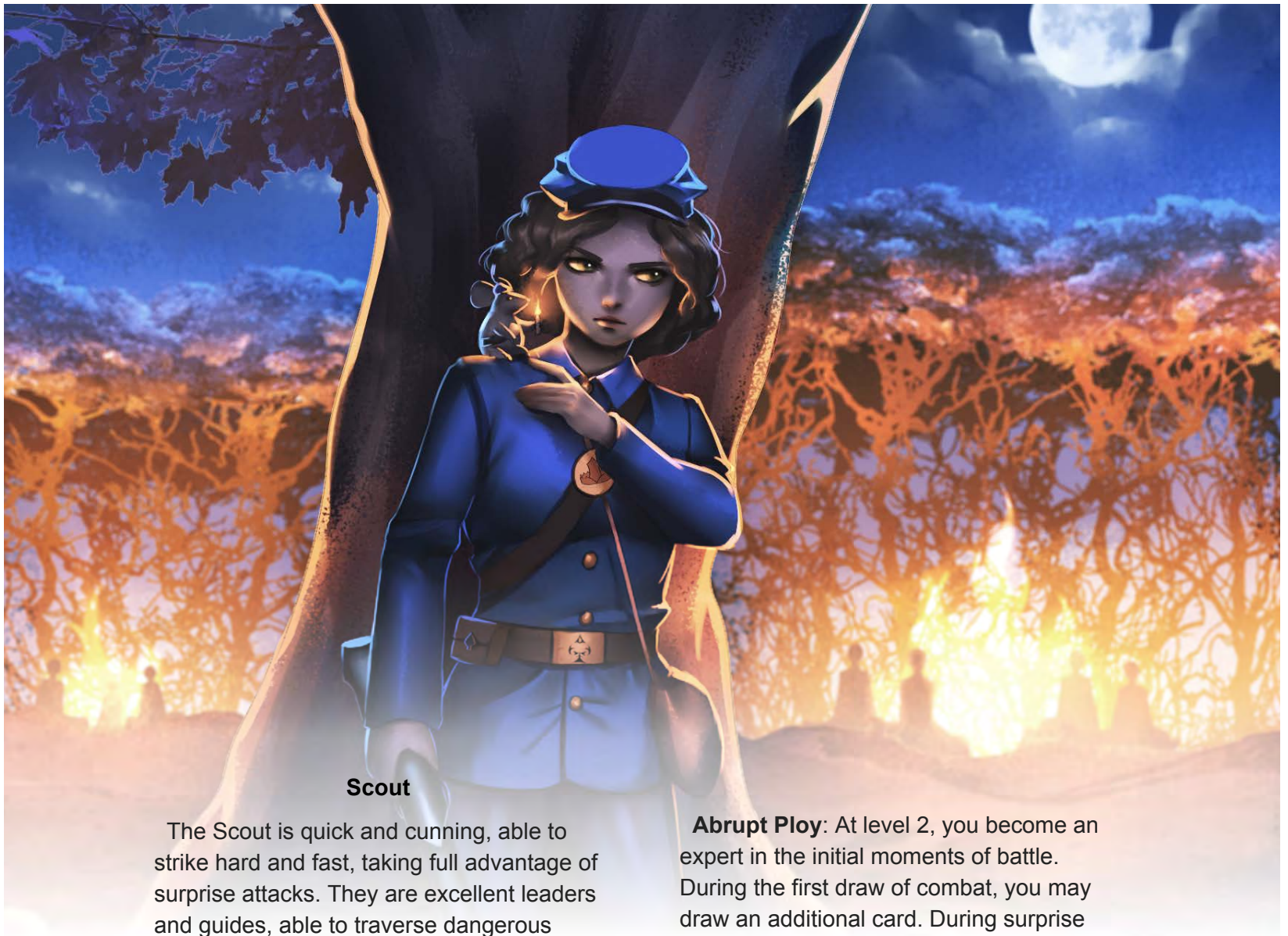
Rather than choosing a Subclass at level 2 of your Sort, you can instead choose a Prestige Class. Any Sort can take any prestige class in place of any subclass.

Prestige classes allow for additional customization and optimization for characters. They offer new abilities, skills and proficiencies, as well as adding to your source suits.

For magic users, additional source suits will allow you to add mana of that type to your mana pool instead of being discarded.

Prestige classes may also come with a negative: any new source suit will reduce your hand permanently.

Similar to a Subclass, when you reach level 7 in your Sort, you will gain an ability from your Prestige Class.



Scout

The Scout is quick and cunning, able to strike hard and fast, taking full advantage 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.

Sorcerer

If Wizards have abandoned control in pursuit of magic power, then Sorcerers have surely abandoned sense. Sorcerers conjure spells directly from the aether, lobbing a constant barrage of arcane fury with control over only the target and power of their spell.

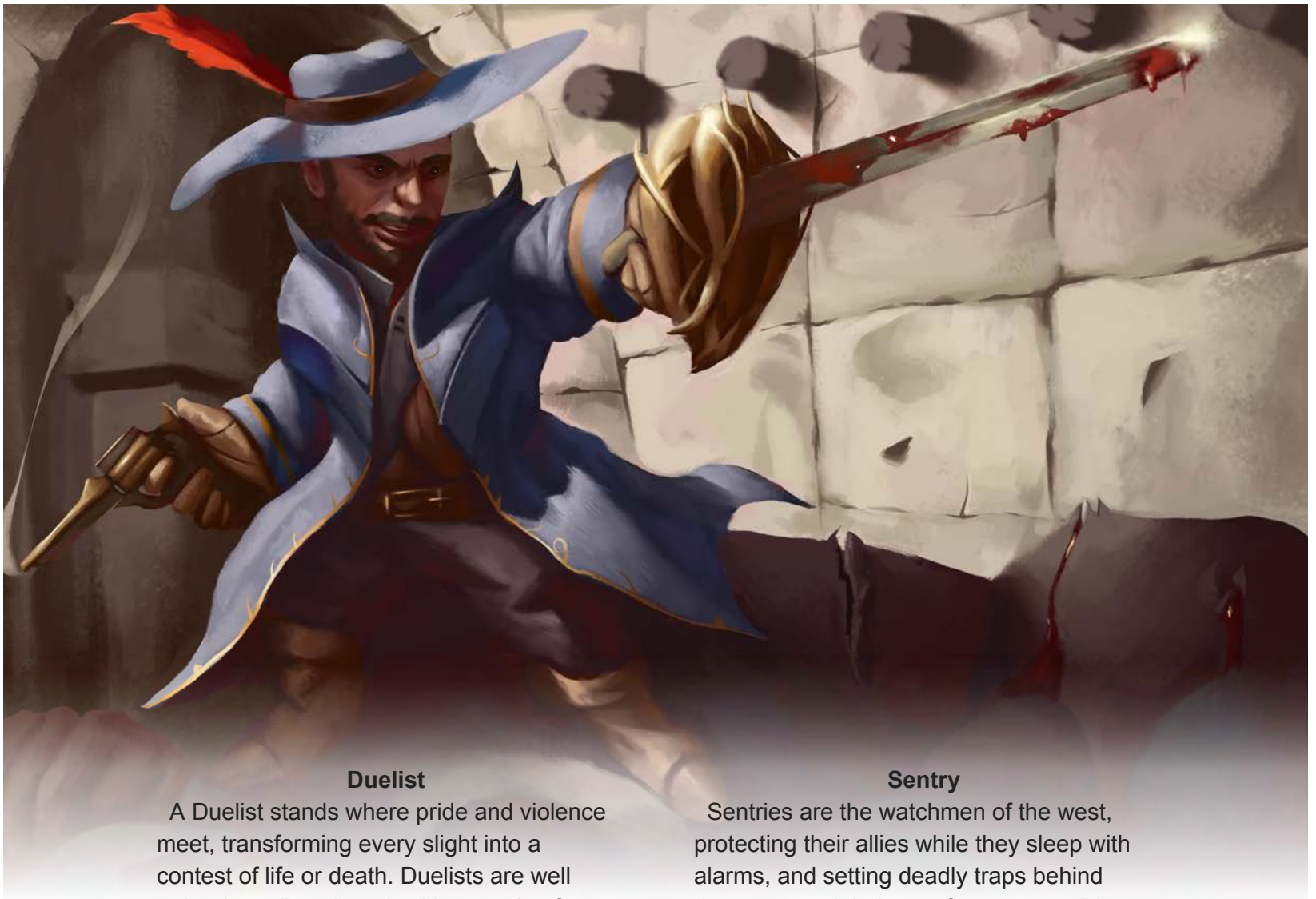
When you take the Sorcerer prestige class at level 2, you learn how to use arcanic implements.

You gain the Tradition source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

Magic Vessel: Starting at level 2, the Sorcerer becomes a vessel for magic. As an action, the Sorcerer can cast a spell without expending mana, as the mana is instead randomly drawn from the deck. The Sorcerer determines what tier they are casting the spell as, and draws that many cards. The highest tier of spells the sorcerer can cast with this feature is the same as if they had the spellcasting feature. The Sorcerer may choose the target or target area after the mana is drawn.

Sway the Tempest: When using the Magic Vessel ability, you can discard one of the mana cards you draw, and then draw another card. You can only do this once per round.





Duelist

A Duelist stands where pride and violence meet, transforming every slight into a contest of life or death. Duelists are well trained, easily agitated, with a craving for bloodshed.

When you take the Duelist prestige class, you become proficient in Savage weapons and Dust Implements.

You gain the Luck source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

Riposte: Starting at level 2, when you make an attack with only one light melee weapon, that weapon now has a multiattack.

Gaffe: Starting at level 7, when you make an attack with only one light melee weapon, that weapon now has multiattack 2.

Sentry

Sentries are the watchmen of the west, protecting their allies while they sleep with alarms, and setting deadly traps behind them to guard their rear from encroaching enemies.

When you take the Sentry Prestige class, you become proficient in Savage weapons. You are also proficient in repairing and demolishing traps.

You gain the Fortitude source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Withstand ability, if you did not already have it.

Set Alarms: Starting at level 2, when you take a full rest, you can take an hour of that time to secure the base camp, setting up alarms and warnings. If someone approaches your base camp without being observant, without the poise to avoid the

triggers, or without the skill to disable the alarms, then you and your allies will be warned of their presence, ignoring the surprise and participating in the first round of combat. The equipment to perform this skill requires a space in your inventory, and includes bells, fishing wire, and other assortments. At the end of the Full Rest, discard 10 cards.

You can use this equipment to set up stationary alarms. This takes one minute and requires an entire set of equipment to set up this alarm. You can take another minute to disassemble this alarm back into your backpack. You can setup multiple alarms if you have multiple sets of equipment in your inventory.

Set Traps: Starting at level 7, when you take a Full Rest, you can take an hour of that time to secure the base camp with traps, setting up various pitfalls and deadweights. If someone approaches your base camp without being observant, without the poise to avoid the traps, or without the skill to disable the triggers, then a trap will attack them before they can reach you, as well as warning you of their presence. The equipment to perform this ability requires a large space in your inventory, and includes iron spikes, nets, and other assortments. If an enemy makes a movement while within 50ft of your base camp, you can use your reaction to have one of your traps make an attack against that creature, as if your traps were a cohort. At the end of the full rest, discard 10 cards.

You can also use the equipment to set up stationary traps. This takes one minute requires an entire set of equipment to set up this trap. You can take a minute to reassemble this trap back into your backpack. You can set up multiple traps if you have multiple sets of equipment in your inventory. If you are not present when the trap is set off, or the trap triggered while you were out of combat, it deals 3c damage to the target.





Duol Dragon

Duol Dragons are able to crack the material plane, creating a twin of themselves that both is, and is not, the original Duol Dragon. The ultimate tool of survival and the secret of the Duol Dragon, the user exploits the Shattered Span to create a double of themselves, allowing them the capabilities of a small team, while keeping the low upkeep of a single entity.

If either the original or the twin falls in battle, the remaining warrior - regardless of which one it is - becomes the true Duol Dragon. This technique has been used to accomplish impossible and suicidal tasks without incurring so much as a scratch.

The Duol Dragon's place within the Shattered Span is so unstable that any object that leaves either Duol Dragons' close presence is sent spiraling into the depths of the Shattered Span, and while in this form, even their own blood crystallizes and disappears as it spills from their body. Because of this, most who adopt the mark of the Duol Dragon become solely melee fighters.

When you take the Duol Dragon Prestige class, you become proficient in Savage weapons, if you are not already.

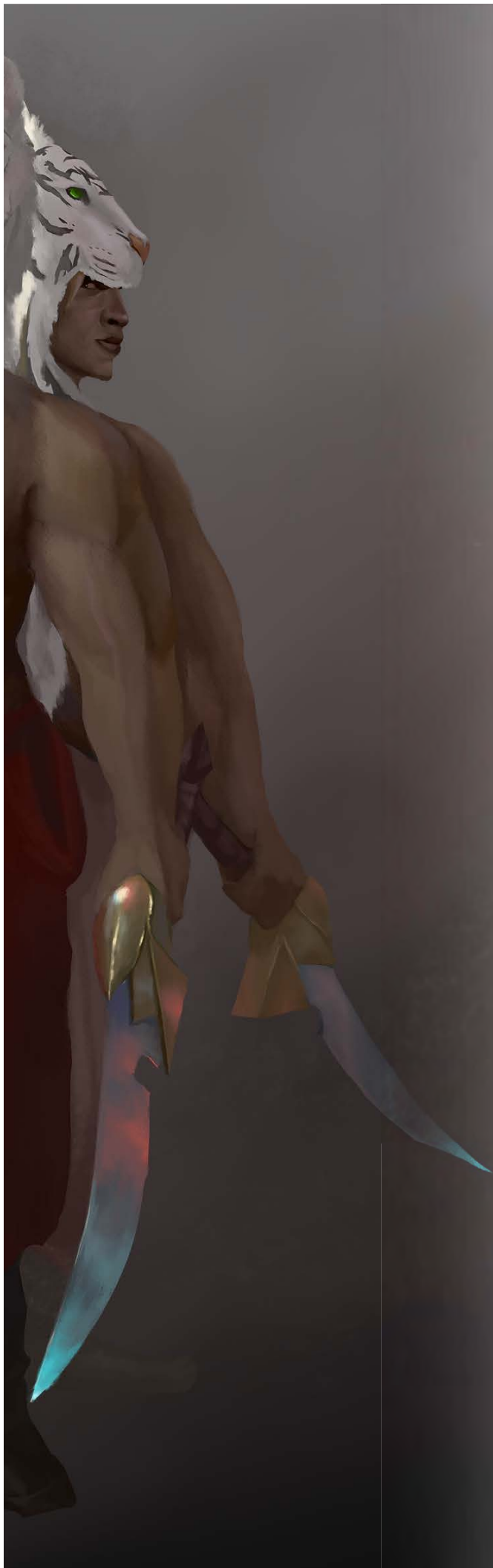
You gain the Luck source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Fortitude source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Withstand ability, if you did not already have it.

You gain the Cheat Death ability, if you did not already have it.



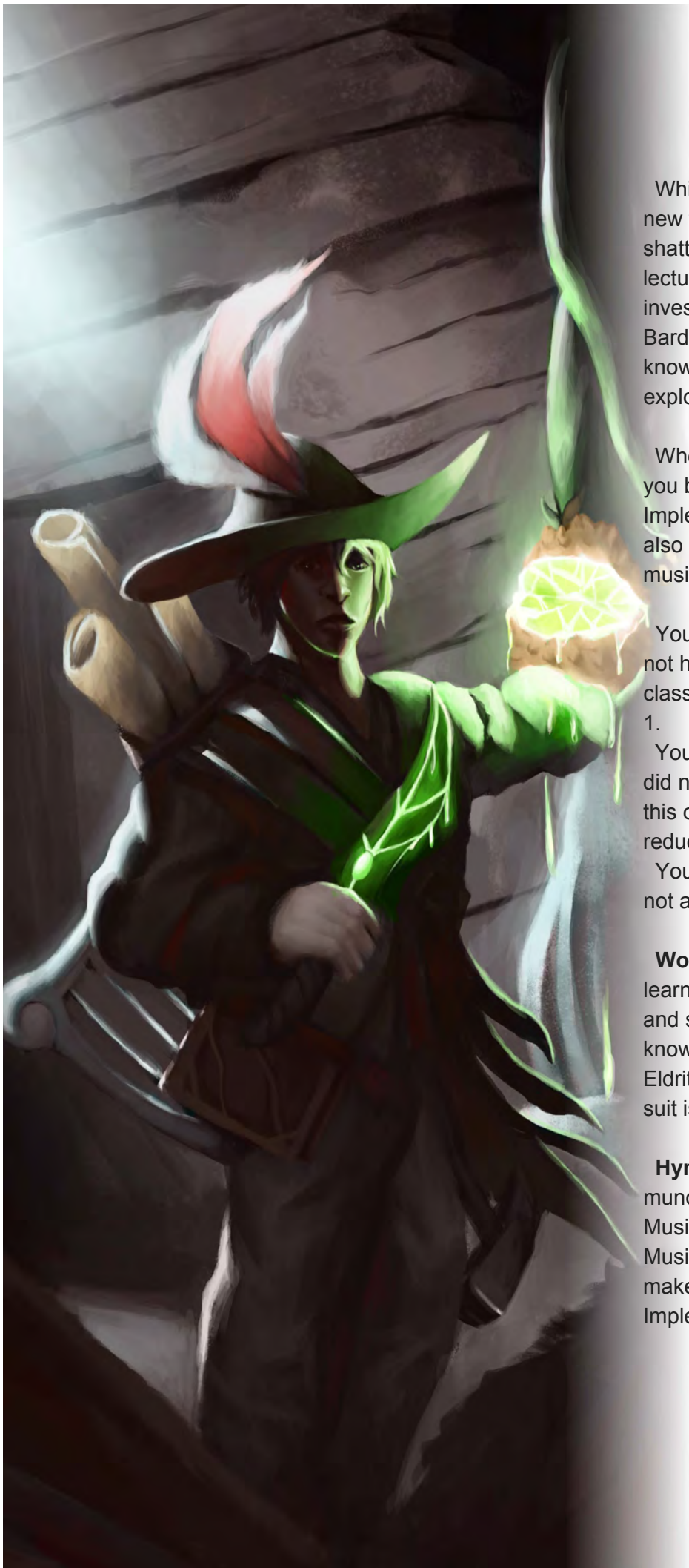


Fracture: Starting at level 2, as a part action, you can create a twin in an adjacent space. Your twin has all of your stats and equipment, gains a Base Foundation equal to your current Base Foundation, and acts as your cohort. Whenever an object leaves your grasp while the ability is active, it becomes fractured and is teleported into a random plane within the Shattered Span. The twin can cast spells if you can, and shares your mana pool if you have one. If you become wounded while this ability is active, you may choose to end the effects of the ability and become the twin.

At any time, you can choose to end the effects of the ability. When the ability ends, you can choose to become the twin, and the original body is fragmentized and transported into a random world within the Shattered Span, and any Base Foundation the character had is discarded.

Triumvirate: Starting at level 7, your Fracture ability can create a set of triplets instead of a twin. The ability functions in the same way, and at any time you can choose to end the ability and become one of the three triplets, sending the other two a random world within the Shattered Span.





Bard

While wizards dabble in towers developing new techniques to poison oceans and shatter continents, Bards are recording lectures, exploring ruins for mysteries, and investigating ghost towns. The goal of every Bard is to discover, preserve, and share knowledge, and in this way every Bard is an explorer, scribe, and storyteller.

When you take the Bard Prestige class, you become proficient in Musical Implements and Magical Implements. You also become proficient in all mundane musical instruments.

You gain the Luck source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Tradition source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Cheat Death ability, if you did not already have it.

Worldly: Starting at level 2, the Bard has learned much in the way of songs, secrets, and superstitions. When drawing for a knowledge check, such as Schooling or Eldritch Lore, any card drawn with the Heart suit is treated as a King of Hearts.

Hymns and Ballads: The Bard can use a mundane musical instrument as if it were a Musical Implement. They can mimic any Musical implement they have used, and make attacks as if they were using had that Implement.

Dust Knight

The Dust Knights were once the honor guard to the kings of Cael, wielding deadly blades propelled by dust. Modern Dust Knights are the descendants of those guards, well learned in the ways of their ancestors. The Dust Knights are schooled in destabilizing their enemy and destroying them with their devastating Rocket Blades.

When you take the Dust Knight Subclass at level 2, you learn how to use Dust Implements and how to use the Rocket Blade. You learn how to create a Rocket Blade with Blacksmithing and Tinkering tools, although you do not need to be proficient in either to create it. Creating a Rocket Blade requires 250 steel cents of materials and 6 hours.

You gain the Grit source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Tradition source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Quickdraw ability, if you did not already have it.

Compelled Curtsy: Starting at level 2, while in melee with an enemy, you can use an action to discard a heart card and stagger a target. The staggered target loses their Foundation, and is reduced to only their Base Foundation.

Sovereign Bow: Starting at level 7, you can use a card of any suit to use the Compelled Curtsy ability.





Chosen

The Chosen are prophets of the gods, blessed with gifts to better do their holy work.

The Chosen can use spellcasting as if they were a magic-user, although their power comes directly from their deity and not from the aether. They can perform prayers to invoke blessings from their gods, exchanging their spellcasting powers for exclusive miracles.

You gain the Tradition source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Spellcasting feature, if you did not already have it.

You gain the Fortitude source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Withstand ability, if you did not already have it.

Glory: When you take the Chosen prestige class at level 2, choose one of the three gods: Forjah the Hunter, Azurath the Ocean, or Deelug the Reaper.

When you take a Full Rest, you can use that time to invoke a blessing from your deity. At the end of the Full Rest, the blessing takes effect. You also lose the spellcasting feature, and you must discard 10c. The blessings last until you take another Full Rest, and you regain the spellcasting feature at the end of the rest.

Trinity: At level 7, you gain access to all of the blessings of Forjah, Azurath, and Deelug. You have your choice of any of their blessings at the end of a Full Rest.

Blessings of Forjah:

Forjah's Gaze of Enmity

As you finish the prayer, the color from your eyes is drawn out into the sky so that only two focused black dots remain.

As a part of an attack action, you can have one target you can sense encompass your entire view. All attacks against the creature ignore Sensory Complications and your weapons gain the Keen Feature, however, attacking any other creature is done with a Severe Complication and a Sensory Complication, as your focus is entirely on the target.

After one minute, or when your target is wounded, the effects of the gaze fade and you can choose to target a different creature with the gaze. At the end of your next full rest, your eyes return to normal.

Forjah's Halo of Retribution

As you finish your prayer, lightning strikes you from the sky and lays a golden Halo Blade into your hands. When you use this weapon to attack an enemy who attacked you in the last round, the weapon deals Magical damage to that enemy and has the Kingslayer property. When you are attacked by an enemy, until the end of your next turn you gain a flying speed of 50ft, but must end your movement closer to the enemy than when you started. At the end of your next full rest, the Halo evaporates into air.



Blessings of Deelug

Deelugs Forgotten Shroud

As your prayer finishes, your shadow climbs up your form to become your cowl. As a part of your movement, you may become encased in the shroud, and you gain a sensory complication which affects your enemies' ability to see or hear you. Creatures have disadvantage on checks to observe you. At the end of your next Full Rest, your shadow returns to your feet.

Deelug's Victory Bell

As your prayer finishes, the words take form and become a small solid bell. When a creature becomes wounded within 50ft of the bell, you may immediately draw a card. You may do this multiple times in a round. At the end of your next Full Rest, the bell cracks and breaks apart into nothing.

Blessings of Azurath

Azurath's Flowing Form

As you finish the prayer, your form becomes fluid like water. You are able to move and act as normal, but attacks against you have a sensory complication, you have a severe armor complication, and you are able to fit through spaces as small as a keyhole, although it takes you a minute to get your entire form through. At the end of your next Full Rest, your body returns to its solid state.

Azurath's Holy Tide

As you finish the prayer, you become as cold as ice, though this does not cause you concern. You are able to transform water into holy water. As an action, you can transform a pint of pure water you can sense into holy water or holy ice. By repeating this action on consecutive rounds, you can double the amount of water that is transformed per turn, potentially transforming entire lakes into holy water or ice.

Any holy ice melts after 24 hours. Salt water or poisoned water cannot be made into holy water.





Warden

Wardens are the overseers of the convicts and undesirables of the west. To capture, restrain, and confine are the Warden's tools against criminals and the corrupt, making the west safer for all.

You gain the Grit source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Fortitude source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Withstand ability, if you did not already have it.

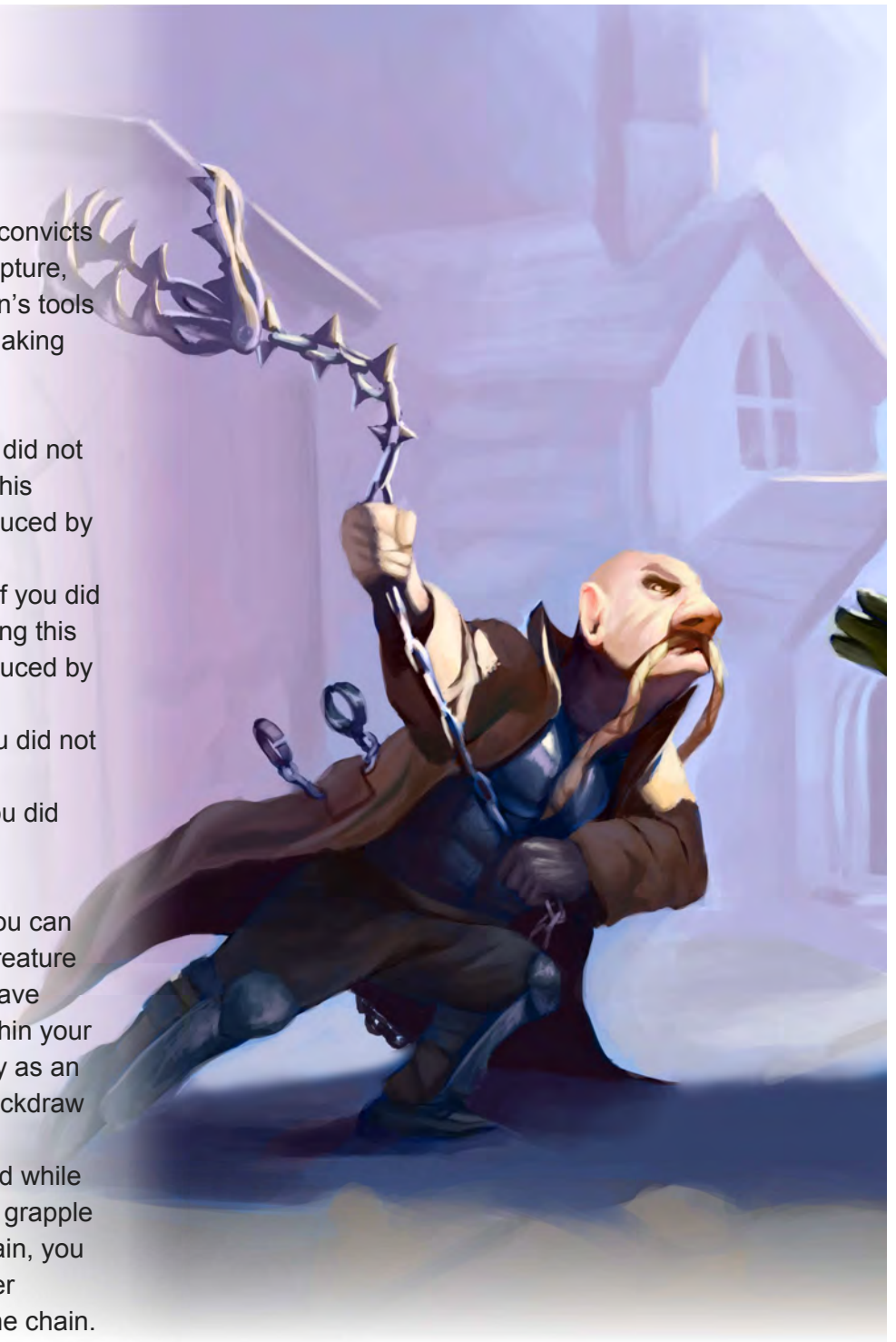
You gain the Quickdraw ability, if you did not already have it.

Chain Gang: Starting at level 2, you can clasp a chain around a humanoid creature to limit their movement. You must have shackles and the target must be within your melee range. You can use this ability as an action or as a reaction using the quickdraw ability.

The creature is considered grappled while at the limits of the chain, and if they grapple the chain while at the end of the chain, you are considered grappled by the other creature as long as you hold onto the chain.

You decide the amount of slack given to the chain, and can attach the end of one chain to another creature, and string several creatures together in chains. Grabbing the end of the chain while attached to the chain will consider them grappled with that other creature.

You can choose to attach the chain to an iron ball as an action, which will act as a substitute for a creature.



The chains are metal, and have a Severe armor complication. Any damage will destroy that section of the chain.

You are able to string the chain to as many individuals as you have locks and chains to bind them.

No Exceptions: When you reach level 7, you can use your Chain Gang ability on non-humanoid creatures.



Liberator

Freedom reigns where Liberators tread. Saviors of the oppressed and enslaved, Liberators refuse to be bound, and break the chains of those around them.

You gain the Grit source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Luck source suit. If you did not have this source suit before taking this class, your hand is permanently reduced by 1.

You gain the Cheat Death ability, if you did not already have it.

You gain the Quickdraw ability, if you did not already have it.

Breakout: Starting at level 2, when you are called to make a check to resist an effect caused by another creature, such as a spell or an ability, you can instead use your Cheat Death ability to automatically succeed the check.

Riot: Starting at level 7, when an ally within 30ft of you that you can sense makes a check to resist an effect caused by another creature, you can use your Quickdraw ability to allow them to automatically succeed the check.





Chapter 3

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 Foundation are discarded if there is no combat.

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.

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 picking 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 Severe (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 severe 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, as well as 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 the sensory complication. A standard sensory complication 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.

Temporary Foundation

Occasionally, a creature is granted Temporary Foundation. Temporary Foundation is a short lived protection which is discarded at the beginning of a creature's turn. When you gain Temporary Foundation, draw it from your deck and place it face-down in a stack on top of your Foundation. When you take damage, your Temporary Foundation will be removed first. Temporary Foundation does not prevent a creature from playing cards on their Foundation, but Foundation must always be played under the Temporary Foundation.

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. If there is a tie in this initial turn, the players can reveal their hands, and the strongest set with the highest value will go first.

During their turn, after the combat has started, a player can only add a single card to their Ante as part of their Movement.

When one character's Ante stack has more cards in it than another character's Ante, they can *overtake* them. A player must declare that they are overtaking the player or Game Master during 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.

There is only one Ante per deck. Game Masters and players with Cohorts have only one Ante for all creatures under their control.

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 can be done as part of a movement 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

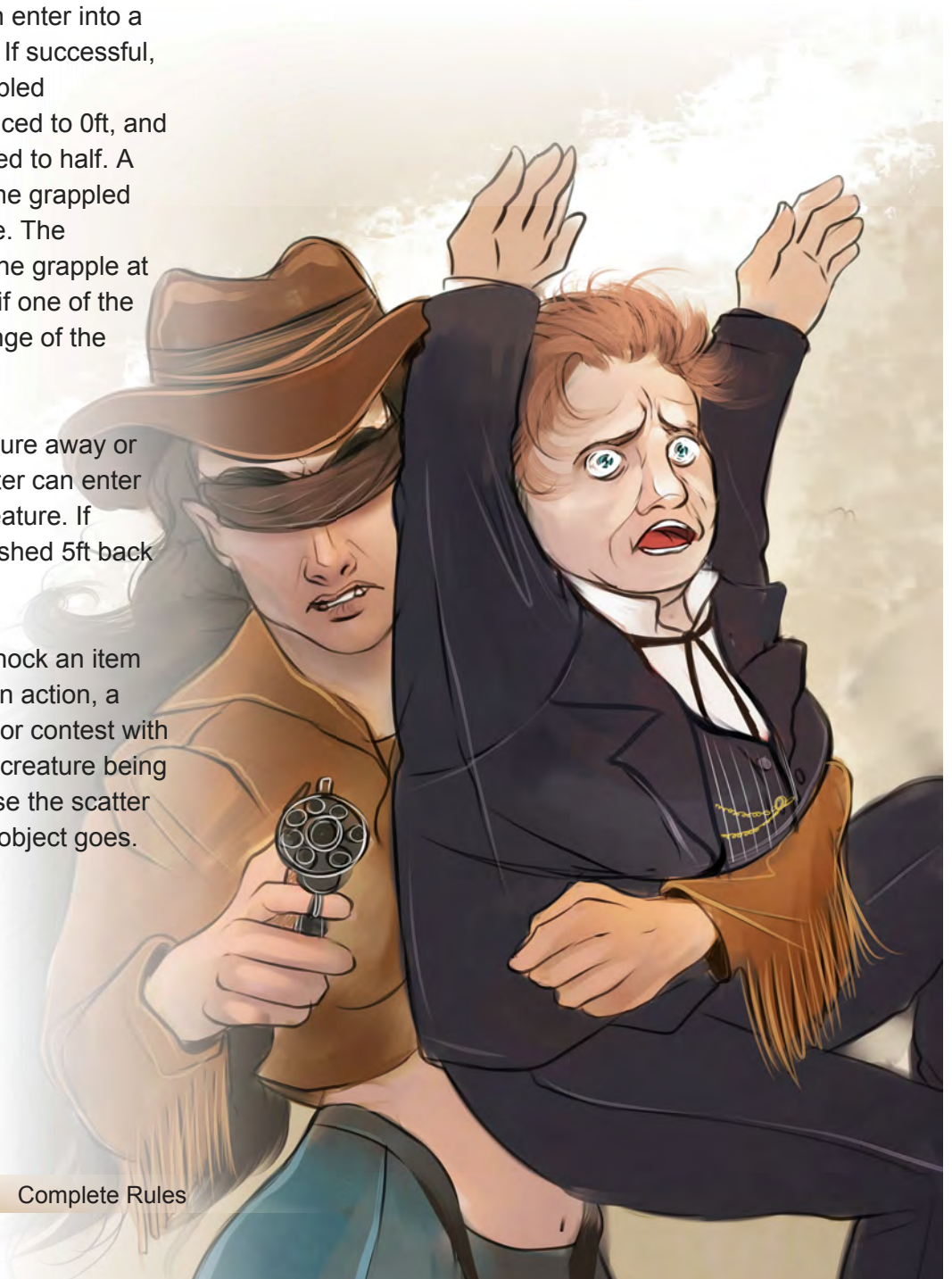
A character can push a creature away or down. As an action, a character can enter into a Vigor contest with a creature. If successful, the creature is pushed 5ft back or made prone.

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 object goes.

Human-Shields

While a creature is grappling with another, they are able to use them as a human-shield. While a creature is able to control the movement of another creature of the same size, they gain a Severe armor complication against the last creature they attacked.



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.

If a creature has multiple effects that give them multi-attack, only the largest multi-attack bonus takes effect.

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 an 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 a broken bottle, you are making an attack with an improvised weapon. An improvised weapon has a 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, 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 foliage; 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. Each character only has one reaction per round, but they will regain the use of their reactions at the start of their player's 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.

Retreat:

When an enemy ends their movement action, a character can use their reaction to move away from the enemy. The character who is taking the reaction cannot move closer to the enemy as they move. The character can only use as much movement as they have remaining from their previous turn.

Fastest Shot in the West: *Susan is playing a Ogre Cowboy named Drogg Grimmer. While walking through a ghost town, Susan gets suspicious and draws for combat, and just then is ambushed from the surrounding 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, Susan 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 part 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 is 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. Certain weapons, such as Musical Implements, will cause their target to discard their entire recycling pile.

When a character is proficient in a check, they may choose to only draw one card instead of two, and recycle the card used for the check instead of discarding it. This is due to their training that makes 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 a Severe Complication. A stabilized creature does not need to discard cards at the beginning of their turn, but they will have to take a short rest to gain back their 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 a Severe 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 a Severe 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 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 a 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 attack. 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.

Wild Cards

A wild card is a card that can substitute for any other card in the deck. When you play a wild card as part of a check, an attack, into your Foundation, or into your Hold'em, you

decide what its Value and Suit are as you play it. A wild card can be placed into a creature's mana pool, and can substitute as any suit or value as a spell is being cast.

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 or Base 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 cards 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.



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

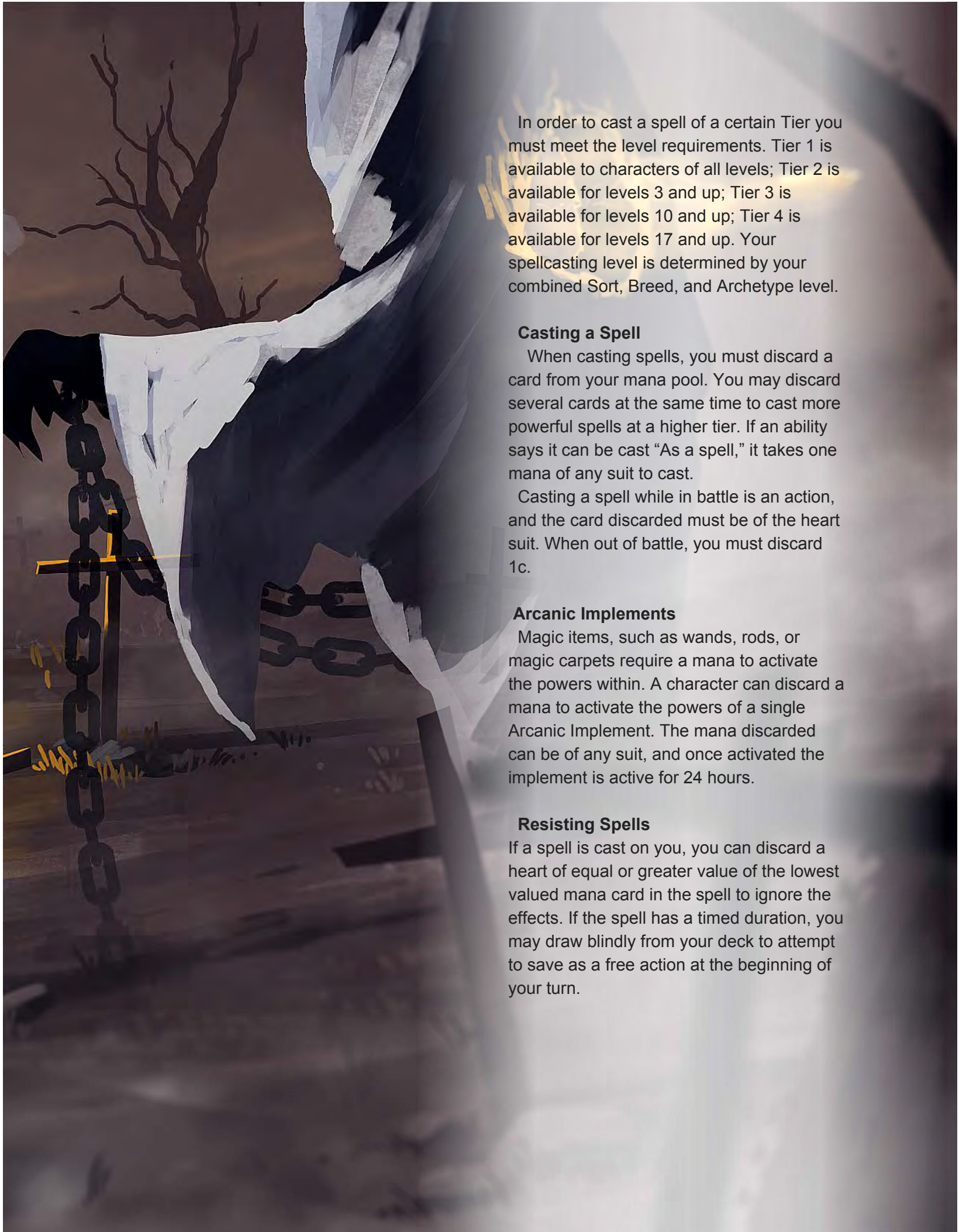
If you have the Spellcasting Feature, you can use an action to draw mana from the aether. After every full rest, you may draw a number of cards equal to your level +1. Draw directly from the deck, and when you draw a card of your source suit, add that card to your mana pool. Cards that are not from your 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, and they do not need the Spellcasting feature to cast spells at a higher tier.



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 activate the powers within. A character can discard a mana to activate the powers of a single Arcanic Implement. The mana discarded 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.



Adventuring

Resting

Rest and relaxation are integral to vitality of an adventuring party. Westbound has three types of rest: A Breather, which is the shortest rest and 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 alleviates their exhaustion.

Breather

A breather requires 5 minutes of limited activity; light traveling and exploration are fine, but extraneous actions should be avoided. 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 sent to the Out of Game Pile.

Short Rest

A Short Rest requires an hour of limited activity; some movement is fine, but creatures are unable to travel and should avoid extraneous actions. 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. Other forms of relaxation are acceptable if the character does not require sleep, such as visiting a saloon or bordello for an extended period. A Full 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 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 a 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 a card, or by playing a card from a player's hand. The player character's goal 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 and do not permit a group check.

Cumulative Checks allow the repeated effort of characters. This may include climbing a tall wall, or dismantling a 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 thieves' 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 the 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 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.



Gut Magic

Gut magic is a strange form of magic, even considering the strangeness of magic in general. It is the peculiar ability to transform the caloric energy from food, such as sugar, starch, and protein into magical energy that can be used to bend the laws of reality. These abilities are commonly found in the halfling and ogre breeds, which is said to explain their enormous appetites.

Gut magic is derived from the stomach, although these are no ordinary stomachs. They are able to process food at a much higher rate, burning calories almost instantly as soon as they reach the gullet. After enough food is digested, the stomach can perform magical abilities, such as belching acid or healing instantly.

A creature who can perform gut magic must first fill their stomach with enough food to prime their magic gullet. Creatures must eat 100lbs of food to prime their stomach for magic, after which their stomach can perform gut magic abilities. Once a stomach is full, it remains primed and a character can use their gut magic abilities. A stomach can

only be filled once, and eating more after completely filling their magic stomach may leave the creature with a tummy ache. After a creature uses their gut magic, their stomach, also sometimes called a "Gut Magic Reservoir," is emptied and the creature must refill their stomach again to gain another use of their gut magic abilities. Creatures must eat all of the food in one sitting, without giving the stomach time to rest, or else the calories will be lost.

Although 100lbs of food is the general rule, the amount of food required to activate a creature's Gut Magic varies slightly depending on the food being consumed and the metabolism of the individual. For most creatures, filling their gut reservoir requires eating a lot of food in a single sitting, but it can be difficult to find that much food in once place. Luckily, most creatures with gut magic are able to chew through bone, drink gourds of ale, eat raw flour, and digest grass.



Creature Sizes

Creatures of the west are of varying size, some very tiny, and other tremendously large. The size of the creature can affect how they move through a space or how they tackle a problem. In Westbound, there are generally six size classes:

- Meager**
- Small**
- Medium**
- Large**
- Enormous**
- Vast**

Most humanoids are Medium in size. They average 4-7ft in height, and typically take up a 5ft space on a grid.

Small creatures such as Halflings or Dogs are between 2-4ft in height, and similarly to Medium Sized creatures will take up a 5ft space on a grid, although they can slip through smaller areas much easier.

Meager creatures, such as pixies or beetles are between 1-24 inches in height. They can typically get through any tight space with ease, such as cracks in walls or keyholes. They typically exist in groups in 5ft spaces.

Large creatures such as ogres and giants are between 8-16ft tall. They tend to have an increased carrying capacity and are less affected by armor's speed reduction. They typically take up 10ft squares on a grid.

Enormous creatures such as trolls and hydras are typically between 17-30ft in height. They exist in 15ft squares and are easily able to crush terrain, such as houses.

Vast creatures are larger than 30ft tall and exist in 20ft squares or larger. They are so large they can be treated as terrain by most creatures.

Spell Sculpting

Spell Sculpting is the ability to take pure mana from the aether and transform it into reality-changing magic. Spell Sculpting requires the spellcaster to be able to both speak and manipulate at least one arm and hand, as it requires many arcane words and intricate hand signals to complete. It is important to remember that after the spell is cast that the spellcaster has very little control over it. You can cast a spell on anything you can sense, regardless of range, although you may not know what it is exactly you are directing magic at if it is too far.

All Spell Sculpting takes only a single action to complete, requiring the magic user to discard a Heart card as part of the spell, as well discarding mana cards. The suits of the discarded mana cards determine the spell that is cast, with different combinations of suits creating different spells. The amount of mana that can be added into a spell is limited by the character's total level. When not in combat, a card of any suit may be discarded to cast a spell.

Spells can be cast by any character with mana. Characters have no limit to how many spells they can cast per day, but are only limited by their daily mana pool.

Characters can add mana to their mana pool by drawing randomly from their deck up to their pools maximum size. Characters can increase their mana pool's size through their Sort, Breed, Traits, and by having the Spellcasting ability.

If a spell is to fail for any reason, the mana is still expended and the spell has no effect.

Spellcasting

Characters with the Spellcasting ability are able to draw mana into their pool equal to their total level +1. Although any creature can cast spells if they have mana, the Spellcasting ability gives characters much more mana to play with. A Spellcaster's total level includes their Sort, Breed, and Archetype levels.

Spellcasting allows characters to only draw mana of their source suit. Mana of other suits are discarded as they are drawn and do not count towards their mana allotment.

Mana

Each spell requires mana to cast. When you cast a spell, discard mana from your mana pool, taking note of the card with the lowest value. The combination of suits from the discarded mana cards will determine the spell that is cast. The card with the lowest value will determine the difficulty for creatures to resist the spell.

Spell Sculpting by Tier

Although anyone with mana can cast spells, most still find it difficult to mix mana together to create more powerful spells. The Tier in which a character can cast a spell is determined by their total level. A character of first level can cast *Tier one* spells, a character of level 3 or higher can cast *Tier two* spells. A character of level 10 or higher can cast *Tier three* spells, and a character of level 17 or higher can cast *Tier four* spells.

Target of Spell

Spells will often target a Creature or Object, a Square, or the Self. Targeting a Creature or Object only affects the one creature or object that is targeted. This can be used to target the spellcaster.





Targeting the Self will affect the spellcaster only.

Targeting a Square will affect all creatures within that square's perimeter. The spellcaster will decide the center of the square, which must be in their sensory range. The Square does not need the entire space to be cast, and the center of the square can be set on a wall or in a corner of the room.

Duration of Spell

A spell will either have a set time in which it lasts, last until dispelled, or will finish instantly.

If the spell has a time limit, it will cease functioning after its final round. Any creature can perform a check to resist the spell at the beginning of their turn.

If a spell lasts until dispelled, the magic of the spell is ongoing and will continue to function until it is forced to stop, either because a condition of the spell is met or antimagic forces the spell to stop. Creatures are not able to resist a spell that is ongoing after the initial casting, and must instead wait for it to be dispelled another way.

If a spell is instant, the spell immediately finishes after it is cast, and there are no ongoing effects. Any changes made by the spell are permanent, and must be reversed by the use of a different spell. Creatures can only resist this spell as it is being cast.

Spell Surge: Certain spells may be cast with a Spell Surge. When you cast a spell that has the Spell Surge option, you may add extra mana of any suit to the casting, discarding the extra mana, and add the benefit of the Spell Surge. Most Spell Surge options allow for more than one extra mana to be discarded, and grant a large increase in power for each mana discarded.

How to read a Spell:

Each tier in this section correlates to the amount of mana involved with the spell. Higher tiers will always have more mana, and 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.

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.*

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: One Round

◇ 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: Target Creature or Object: 1 Hour

♠ Grit

The target is marked with a large bullseye mark that glows and 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 envelop 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 a 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 in the spell is Recycled by the spellcaster.

Firing Squad: Target Area: Until Dispelled

♠ ♠ 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. When no spaces are affected by the spell, it is dispelled.

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 a Hold'em for all attacks made with the 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, or hum sweetly.

Sweeping Shadows: Target Self: Instant

♣ ♣ Luck Luck

You surround 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 its 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 the target, as they cannot sense it 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 they gain a 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 target 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 Square 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 100ft Square: 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. These zombies exist 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, and 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 form of the creature 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 drawn for the 7c are recycled.





Earthquake: Target Area: Instant

◇ ◇ ◇ Fortitude Fortitude Fortitude

You create a great rumble and fissure in the earth to unbalance people and buildings. This creates three fissures at the 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 at the caster's choosing. The second and third fissures are 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 of 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 from your hand and make any object you can sense come to life and act as a cohort. The card discarded for this part 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, deal 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

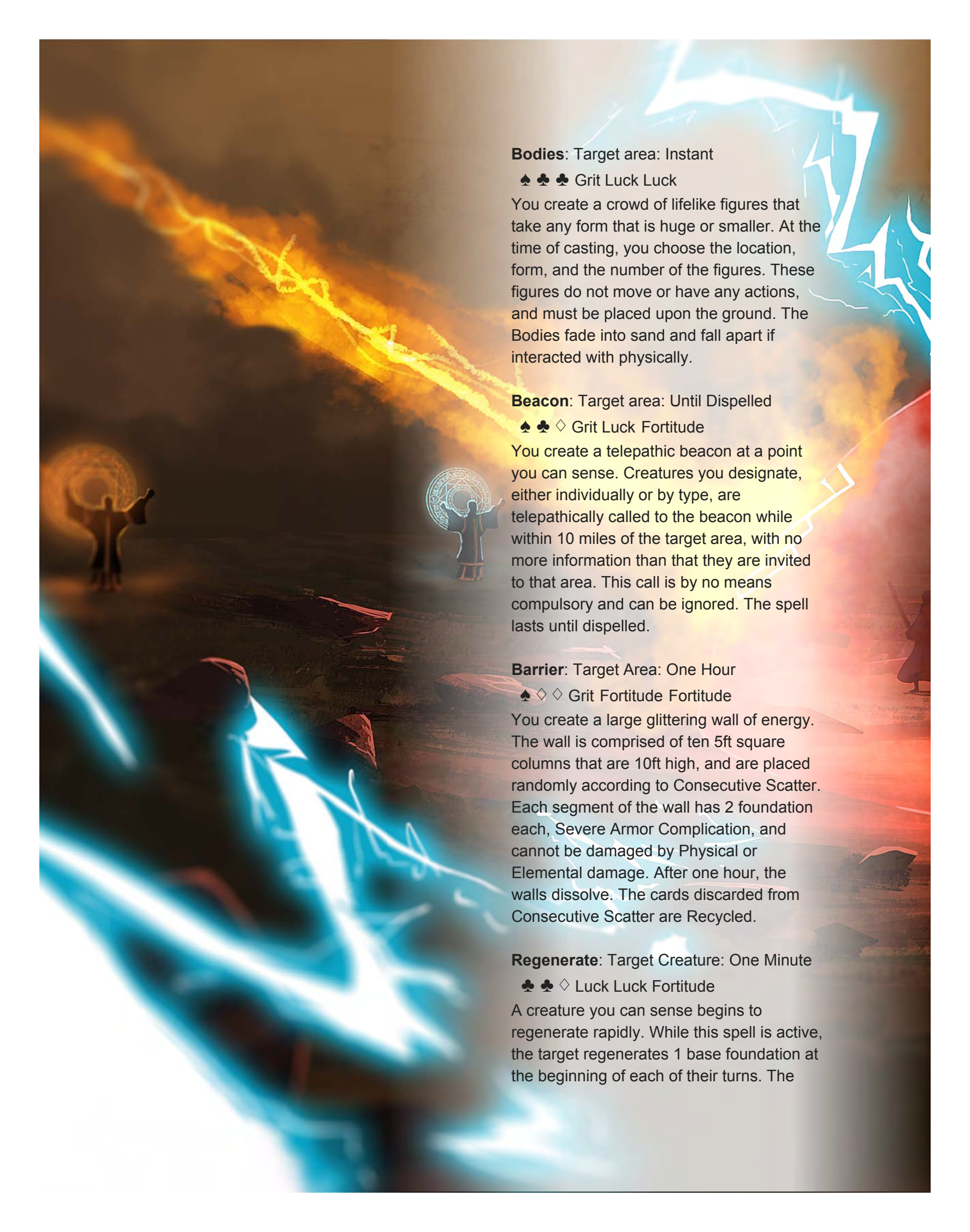
♠ ♠ ♣ Grit Grit Luck

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 the 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 are 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 of energy. The wall is comprised of ten 5ft square columns that are 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.

This spell can also be used to bind one object to another. It can bind two objects together, or bind an object to a person. It can also be used to bind an element to an object, such as air to a helmet to create a pocket of air that will travel even underwater.



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 and self awareness, if they have a mouth they can speak the common language of the area, and has 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.

Tier 4 Spells

Create Element: Target Area: Instant

♥♥♥♥Tradition Tradition Tradition Tradition

You harness the powers of creation, creating a pure element out of energy. You create a 5ft square of Fire, Stone, Water, or Air. This element moves and acts naturally after creation. If this spell creates Fire or Stone, anyone inside the target area will take 3c elemental damage.

Torture: 30ft Square: Instant

♥♥♥♣Tradition Tradition Tradition Luck

You force your enemies to suffer excruciating pain. You deal 7c magic damage to all creatures within 30ft square. You choose how the sets are distributed amongst the creatures.

Spell Surge: You can deal an additional 1c damage for every mana added.

Call: Target Self: Instant

♥♥♣♣Tradition Tradition Luck Luck

You can call a creature from a different realm to your side. When you cast this spell, say aloud a Name, Creature Type, or Description. The spell creates a short lived portal that forces the closest creature that meets that name, type, or description beside the caster.

Spell Surge: When you cast this spell, you can discard an additional 10 mana to give the target disadvantage on resisting the spell.

Glamour: Target Creature or Object:
Instant

♥♣♣♣Tradition Luck Luck Luck

You permanently change the appearance of a person or object. The target does not

physically change, but they will appear from the outside as something different when sensed, regardless of how it originally is looks, smells, sounds, or feels like. The target does not change, only how it is sensed by other creatures changes.

When you cast the spell, you can describe one feature about the target which will change. This can make a Halfling seem like a human, an orc sound completely silent, or a wizard's tower look like a smokestack.

Spell Surge: For every mana discarded as part of this spell, you can add another descriptor.

Extend Life: Target creature: Instant

♣♣♣♣Luck Luck Luck Luck

You can extend the life of a willing creature, allowing them to potentially live forever. When you cast this spell, decide if you are extending the creature's youth, transforming them into a child, or transforming them into a lich.

If you are extending a creature's life, the creature stops aging for one year, although this spell can only be cast on a creature once every lifetime. They will not suffer from any negative effects of aging during the year. This spell will not reverse the effects of aging. As a Spell Surge, for every 1 mana discarded as part of this spell, the creature will not age another year.

If you are transforming a person into a child, they instantly return to their state as a newborn, with no memories of their life or personality. As a Spell Surge, for every 5 mana discarded as part of this spell, the creature will remember a year of their old life, starting at the beginning.

If you are transforming the creature into a lich, the creature becomes classified as Undead and will no longer age. Their soul is





transferred into a jar, known as a phylactery. When the creature dies, they are resurrected within 10ft of their phylactery after 10 years. If the Phylactery is destroyed, the creature's body and soul are both permanently destroyed. As a spell Surge, for every 10 mana discarded as part of this spell, the lich will resurrect earlier. With an additional 10 mana, they will resurrect after 6 years, with another ten they will resurrect after 1 year, then after 6 months, then after 1 month, then 2 weeks, then 1 week, then 3 days, then 1 day, then 6 hours, then 1 hour, then 1 minute, and finally they will resurrect after 1 round if 120 mana is discarded as part of this spell.

Banish: Target Creature or Object: One Hour

♥♥♥♠ Tradition Tradition Tradition Grit:

You send the target hurtling into the Shattered Span. Target creature or object is sent to a correlating point within the Shattered Span, to a world of your choice. Their longitude and latitude in the new realm correlate with their relative position in the realm they were transported from.

Spell Surge: You can choose an additional target for every two mana added to the spell during the casting.

Discover Object: Target Self: Instant

♥♥♠♠ Tradition Tradition Grit Grit

When you cast this spell, say aloud a name, object or creature type, or a description of an object or creature. You immediately know the direction and distance of the closest creature or object with that name, type, or description. You also know its height relative to the ground, if it is underwater, and if it is broken or wounded.

Zone of Ignorance: Target 60ft Square: Until Dispelled

♥♠♠♠ Tradition Grit Grit Grit:

You create a zone of sensory emptiness. While in this zone, creatures lose all of their senses. All external stimuli are replaced with a numbness while within this zone. This spell does not affect internal senses, such as balance or direction. Creatures are able to sense through the zone, but lose their senses as they enter.

Spell Surge: You can choose a sense that is not affected by the zone for every two mana added to the spell during the casting.

Ruin Magic: Target 10ft square: Instant

♠♠♠♠ Grit Grit Grit Grit

When you cast this spell, all magic within the field is instantly and permanently destroyed. Magical objects and arcane implements that are completely in this zone when the spell is cast are made mundane, and any spells affecting a creature or object within the zone are dispelled. Creatures within the zone must discard all mana currently drawn.

Spell Surge: The dimensions of this spell increase by 10ft for every mana added to the spell during its casting.

Flight: Target Creature: 24 Hours

♥♥♥♦ Tradition Tradition Tradition Fortitude

A target you can sense gains a fly speed of 60ft, which lasts for 24 hours. The creature has complete control over their own movements, and are able to use their action to double their speed.

Spell Surge: You can choose an additional target for every mana added during its casting.

Quicken: Target Creature: 1 Hour

♥♥♥♥ Tradition Tradition Fortitude Fortitude

The target becomes deft of hand and light of foot. The target's movement speed increases by 20ft, and they have a severe armor complication in any round they make a movement. The target's Savage attacks gain a Multiattack, and they are able to reload two bullets as a single part action.

Spell Surge: You can choose an additional target for every mana added.

Commune with Sol: Target Sol: Instant

♥♥♥♥ Tradition Fortitude Fortitude

Fortitude

You can send brief messages to the sun, Sol, and ask for aid. The sun can be asked to quickly set, to quickly rise, to stand still, to become hotter or cooler, or for another type of aid. Sol is a powerful elemental, but has a love for all goodly creatures of Cael and beyond. Sol will refuse commands, but may assist those that are worthy or have a worthy cause. Occasionally, Sol has been known to drop from the sky to help those in truly dire circumstances, although this is incredibly rare.

Violent Growth: Target 60ft square: Instant

◆◆◆◆ Fortitude Fortitude Fortitude

Fortitude:

You can cause the flora in an area to rapidly grow and become hostile. All non-sentient plant life in the square become an intertwined creature, combining their roots underground and growing long spiked tendrils. Areas with no trees, grass, shrubs, or other plant life are unaffected.

This new creature acts a cohort for the spellcaster for one minute, but becomes hostile to all living creatures after.

This creature is not able to move, but each square of plant life that has been transformed can attack independently as a horde, and deals physical damage. Each square of plant life has its own Base Foundation, which does not need to be drawn by the caster, and is vulnerable to elemental damage. This creature exists until killed or dispelled.

Spell Surge: The Violent Growth remains loyal to you for another 24 hours for every mana added during casting.



Untethered Teleport: Target Creature or Object: Instant

♥♥♣♠Tradition Tradition Luck Grit:

Target willing or restrained creature or object that is not being carried is teleported anywhere on the plane, aether, or elemental ring. 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.

Spell Surge: You can choose an additional target for every mana added.

Mana Jar: Target 30ft Square: One hour

♥♥♣♠Tradition Tradition Luck Fortitude

You create a vessel in which mana can be poured into. Mana can be willingly discarded by creatures within 30ft of the mana jar to implant a suitless mana inside. Any creature within 30ft can withdraw mana from the vessel and use it as if it were their own mana. This suitless mana is only usable for spells and abilities that do not require mana with a specific suit, such as powering up an implement or using a spell surge.

The mana jar will absorb mana from its surroundings, and magic users can use the following list to add more mana into the jar:

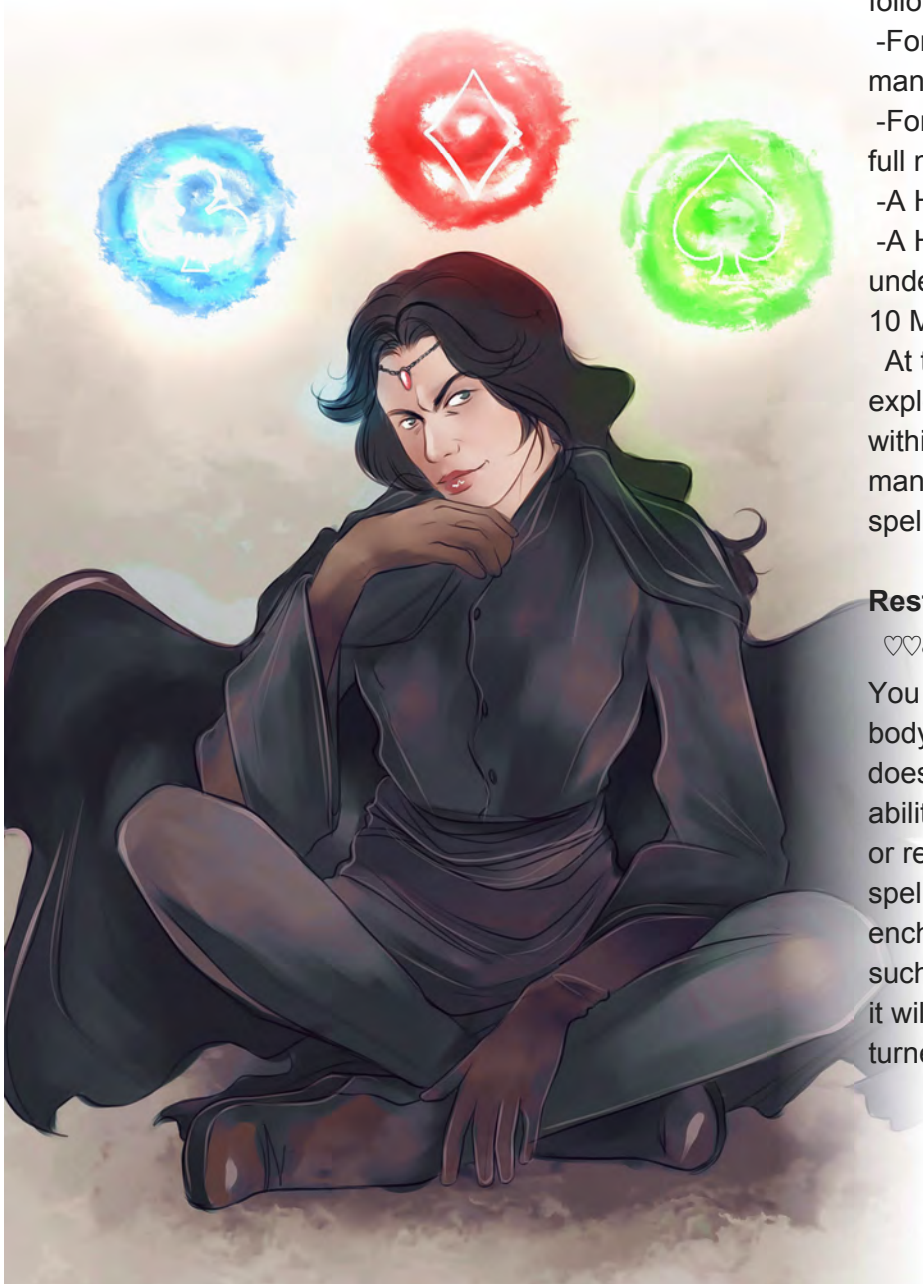
- For every hour directly under the sun: 1 mana
- For every ten minutes directly under the full moon: 1 mana
- A Humanoid who dies within 30ft: 1 Mana
- A Humanoid who dies within 30ft while under the effects of Dimensional Shackle: 10 Mana

At the end of the hour, the mana jar explodes, and all creatures and objects within 100ft are dealt 1c damage for every mana in the jar, which is split up by the spellcaster's choosing.

Restore: Target creature or object: Instant

♥♥♣♠Tradition Tradition Grit Fortitude

You restore a broken object or person's body to its most recent unbroken state. This does not restore life to a dead body. This ability cannot reduce the age of the target, or repair damage caused from age. This spell will remove active spells or enchantments on the creature or object, such as Dominate Mind, Change Form, and it will return a person to normal if they were turned to stone.



Shattered Step: Target creature or object:
Instant

♥♣♣♠Tradition Luck Luck Grit:

You transport target willing or restrained creature into the Shattered Span, the Wyld, or the Shadow Realm. They arrive in the corresponding area within the mirrored plane. Their longitude and latitude in the new realm correlate with their relative position in the realm they were transported from.

Spell Surge: You can choose an additional target for every mana added.

Elusive Aura: Target Self: Until Dispelled

♥♣♣◇Tradition Luck Luck Fortitude:

You create an Aura of illusion for you and those around you. Whenever a creature within a 30ft radius of you begins their turn, they can have you discard a card from your deck and add it to their temporary Foundation, which is discarded at the beginning of their next turn. The aura is dispelled if you become exhausted.

Crystallize Mana: Target Self: Instant

♥♣♠◇Tradition Luck Grit Fortitude

You can transform mana from its aetherial form into a fist sized flawless diamond. While held, this item can be used to add a single random mana to a spell being cast by the holder. Using this item can increase the spell's power beyond the tier that its holder can cast, but will destroy the diamond upon use.

Alter Gravity: Target 60ft Square: One Hour

♥♣♠♠Tradition Luck Grit Grit

You can greatly change the gravity in an area. When you cast this spell, decide if you are increasing gravity, reducing it, or removing it all together.

If you are increasing the gravity, all creatures who enter the square or begin their turn in the square have their speed reduced by 15ft. Any objects that are within the field are treated as two sizes larger.

If you are reducing the gravity, all creatures who enter the square or begin their turn in the square have their speed increased by 15ft. Any objects that are within the field are treated as two sizes smaller.

If you are removing gravity, all creatures who enter the square or begin their turn in the square will begin to float off the ground, and can move up to their speed if they can reach a surface to push off from. Any objects that are within the field are completely weightless.

Defending Aura: Target Self: Until Dispelled

♥♣◇◇Tradition Luck Fortitude Fortitude

You create an Aura of Protection for you and those around you. Whenever a creature within a 30ft radius of you takes damage, they can instead have you discard a card from your deck and reduce the damage by that much. The aura is dispelled if you become exhausted.





Spell Shield: Target Self: Twelve hours

♥♠♦♦ Tradition Grit Grit Fortitude

You create a shield of pure anti-magic to block spells and magic. When you cast the spell, you create a transparent shield that can be used like a normal shield, although it does not affect non-magical attacks. The last enemy you attacked this round has a severe complication on attacks that deal magical damage. Additionally, if you make a check to counteract the effects of a spell from a spellcaster who is facing the shield, you automatically succeed the check.

Create Sanctuary: Target 10ft Square: Instant

♥♠♦♦ Tradition Grit Fortitude Fortitude

You transform the landscape into a permanent shelter. When you cast the spell, choose a creature type or description and decide if the spell is protecting them or protecting against them. While inside the square, creatures who are protected against, or creatures who are attacking a creature that the spell is protecting, have a sensory complication against the attack. Additionally, while inside the sanctuary, creatures who are protected have advantage on mettle checks, and creatures who are protected against are unable to rest.

Spell Surge: For every mana discarded as part of this spell, add another adjacent 10ft square to the sanctuary.

Make Living: Target creature or object: Instant

♣♣♣♠ Luck Luck Luck Grit

You force life into an object or dead body. Willing creatures are restored to life, assuming the body is complete and in working order. Missing organs may cause the creature to remain dead.

Unwilling creatures and objects become alive with an animal instinct, and are considered soulless constructs. They cannot move unless their form has moving parts or limbs. This can allow tinkered creatures to come to life, transform a body into the undead, or even compel fire to live and feel.

This does not repair broken limbs or regenerate lost limbs. This construct's life leaves their body after one month.

Spell Surge: If the target is a construct, add one month to the Construct's life for every mana added.

Make Dead: Target creature: Instant

♣♣♣♦ Luck Luck Luck Fortitude

You drag the life out of a creature. Target creature you can sense takes 10c Magic damage.

Spellsurge: Add 1c to the attack for every mana added.

Hypnotize Crowd: Target Self: Instant

♣♣♣♠ Luck Luck Grit Grit:

You are able to influence large group of creatures, making lasting impressions on their minds. When you cast this spell, all creatures who can see and hear you fall under the hypnotic spell. Any words that you speak to them that they understand will become true in their minds, and they will rationalize their new truth. This spell can be used to make people believe that the

spellcaster is actually the town sheriff, make a crowd believe that fires were caused by a dragon and not an arsonist, or make a crowd of zombies accept the spellcaster as their master.

Attacking Aura: Self: Until Dispelled

♣♣♠♠◇ Luck Luck Grit Fortitude

You create an aura of destruction for you and those around you. Whenever a creature within a 30ft radius of you makes an attack, as a part action they can have you discard a card from your deck and add it to their attack as a Hold'em, which is immediately discarded after the attack. The aura is dispelled if you become exhausted.

Healing Aura: Self: Until Dispelled

♣♣♠♠◇ Luck Luck Fortitude Fortitude

You create an Aura of Vitality for you and those around you. Whenever a creature within a 30ft radius of you ends their turn, they can have you discard a card from your deck and add it to their Base Foundation, up to their maximum base foundation. This can be done by wounded and unconscious creatures. The aura is dispelled if you become exhausted.

Memory Dive: Target Creature: Instant

♣♣♠♠♠ Luck Grit Grit Grit

You enter into the recent memories of a creature, sensing all that they have sensed in the past day. You will hear, see, and feel everything that they have sensed as though it were your memory. You do not learn their languages or hear their thoughts, but are limited to their external senses.

Spell Surge: You can increase the amount of time you sense into the creature's past by another day for every mana discarded as part of this spell.

Create Permanent Teleportation Circle:

Target Area: Instant

♣♣♠♠◇ Luck Grit Grit Fortitude

You create a device for instant transportation. You create a circle of energy on a flat surface, and name the circle. The circle is the size of a 10ft square. When you enter into the circle, you appear immediately at another circle with the same name. If there are no other teleportation circles with that name, there is no effect. If there are more than two teleportation circles with that name, you appear at one of the other locations randomly determined by the Game Master. The portal lasts until dispelled.





Forget: Target Object or Creature: Instant

♣♠♦♦ Luck Grit Fortitude Fortitude

You can erase knowledge from the history books and from the historian's minds. When you cast this spell on a creature or object, all knowledge of the target from this realm is erased. Passages containing the subject will disappear, and entire books may become blank. People lose their memories of the target, but can contest the spell if they are aware that it is being cast. Images and depictions of the target will also disappear. Knowledge of the target do not disappear in any other realm within the Shattered Span, so transplanar libraries will be unaffected.

Control Dreams: Target Creature: Instant

♣♦♦♦ Luck Fortitude Fortitude Fortitude:

You wrangle the dreams of a sleeping creature. If the creature is not dreaming at the time this spell is cast then they will begin to dream, and if they are not asleep the spell will fail. You have complete control over the creature's dream, and they are unaware that it is being controlled. You can plant messages, foreshadow events, cause them to have a nightmare, and are otherwise in complete control of their dream.

Transmute Material: Target Object: Six Hours

♠♠♠♦ Grit Grit Grit Fortitude:

You change the material of an object from one mundane material to another. When you cast this spell, choose one solid material on the target. You can change that material into any mundane solid material,

including wood, steel, gold, or ice. At the end of the six hours, the object returns to its original material, with any changes made while it was transmuted made permanent.

Spell Surge: This spell lasts another six hours for every mana discarded during its casting.

Freedom: Target creature: One hour

♠♠♦♦ Grit Grit Fortitude Fortitude:

Target creature's walking speed increases by 10ft. The creature's movement is not affected by difficult terrain, nor can it be decreased by magic. The creature cannot be restrained, and slips out of any bonds or binds.

Construct: Target Area: Instant

♠♦♦♦ Grit Fortitude Fortitude Fortitude

You can create an object out of nearby materials. With nearby raw materials, you are able to quickly construct objects, vehicles, or buildings. When you cast this spell, select a single raw material you can see, such as wood, stone, or iron. The raw materials will move by themselves at a rate of 30ft every round to create the new object, with a light force that is unable to harm other creatures.

You can quickly create a timber cart from nearby trees, a sword from gold, a bridge from stone, or a castle from ice.

The object created will be designed as your mind sees it. If you are untrained in creating the object, there may be sections of the object that are missing or are poorly constructed. Bridges may have not have proper supports and weapons may not have a proper edge.

Spell Surge: For every four mana discarded as part of this spell, you can add another raw material to the object.

Bestiary

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. Players must play 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 same 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: Special Description

Humanoid Characters

Elf Noble: Medium: 35ft Hand Size 4

Foundation 1: Humanoid

Damage Type: Physical - Traits: Schooling, Cityslicker, Calm.

Order: This cohort requires 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 mana of any suit that 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 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 Hold'em 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 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 Hold'em for savage attacks.

Horde: This creature can attack as a horde.

Dangerous: This creature gains 1 Hold'em 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 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 Hold'em when attacking as a horde.

Gunslinger: Medium: 30ft: Hand Size 5

Foundation 1: Humanoid

Damage Type: Physical - Traits: Vigor, Furtive, Coercion

Order: This cohort requires 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.*

Gear-Smith: Medium: 30ft: Hand Size 4

Foundation 1: Humanoid

Damage Type: Physical - Traits: Vigor, Schooling, Coercion

Order: This cohort requires 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 - **10f** - **50f** - 25ft*

Sorcerer: Small: 30ft: Hand Size 3

Foundation 1: Humanoid

Damage Type: Physical - Traits: Eldritch Lore, Blandish, Poise

Order: This cohort requires 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 Wizard: Medium: 35ft Hand Size 5

Foundation 2: Humanoid

Damage Type: Physical - Traits: Schooling, Cityslicker, Calm

Order: This cohort requires 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 10 mana of any suit that 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.

Ogre Warchief: Large: 30ft: Hand Size 5

Foundation 4: Humanoid

Damage Type: Physical - Traits: Vigor, Mad Dog, Mettle

Order: This cohort requires verbal instructions to perform a task. Once set, the cohort will continue the task until complete or it becomes too dangerous.

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.

Bandit King: Medium: 30ft: Hand Size 6

Foundation 2: Humanoid

Damage Type: Physical - Traits: Vigor, Furtive, Coercion

Order: This cohort requires verbal instructions to perform a task. Once set, the cohort will continue the task until complete or it becomes too dangerous.

O' Faithful Pistol: The Gunslinger has a fistful 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 both 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 both verbal and visual instructions to perform a task.

Simple: This creature can only perform basic tasks.

Mounted: Medium creatures can be 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 both verbal and visual instructions to perform a task.

Simple: This creature can only perform basic tasks.

Mounted: Medium creatures can be 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.

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, it deals 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.

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. Similar to their offspring, they have a tremendous memory, and anything they learn while they are maturing, such as what to hunt, will influence their entire life cycle.

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 both verbal and visual instructions to perform a task.

Mounted: Medium creatures can be 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.

Optional: Adolescence: This queen is young, is only size Large, has only 4 foundation, and a hand size of 5.

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 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 Djinn is immune to Elemental damage, and Physical damage.

Flying: The Djinn has a flying speed of 40ft

Arcanics: This creature can use Arcanic Implements, and has 10 mana of any suit they can use to cast spells.

Armored: This Creature has an Tough armor complication.

Caustic Ooze: Large: 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, and attacks against the zombie have a sensory complication.

Horde: This creature can attack as a horde.

Unceasing Terror: When a zombie is wounded, draw a card from the top of your deck and look at the suit. If it is a Club, the zombie is only pretending to be wounded. At the end of combat, the zombie will rise again with one Base Foundation and continue its hunt for flesh.

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: Attacks that deal elemental damage suffer from two sensory complications when attacking the Skeleton.

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, and attacks against Ghouls 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 Hold'ems when attacking as a horde.

Dragons and Drakes:

Terrifying and Dominant, the dragon represents the pinnacle of Might and Magic. Created by the gods to be the perfect predator, 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 mana of any suit that 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 part of its movement.

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, or it is higher than 100ft, it pops, and the creature falls to the ground.

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 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 be 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 Hold'ems to use for the attacks.

Thick 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. Affected creatures must make a Mettle check with a Severe complication or become poisoned.

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.

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 canvas 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 its 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

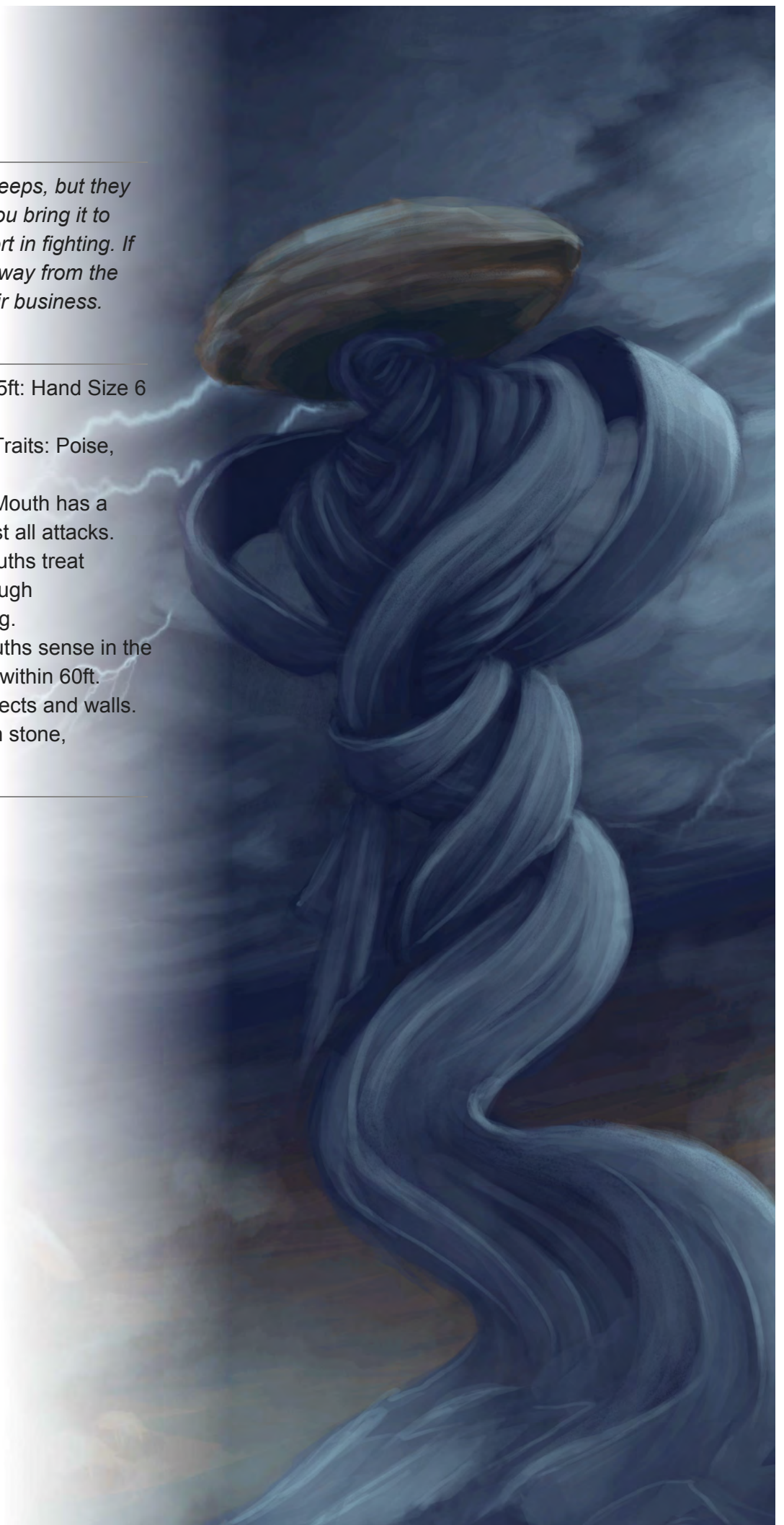
Unseen Vitals: The Metal Mouth has a sensory complication against all attacks.

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 reloading 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 as a part 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 O’ Faithful Pistols, Fist Full O’ Bullets

Optional: Drunken: Banditos begin the battle with half their deck removed from the game, and fall asleep when exhausted.

Optional: Wild: This Gecko has no weapons or attacks.

Sallow

These small, pale creatures most resemble halflings in size and stature. They are stark white, bald, and though they have no need for clothes they will wear them instinctively in order to seem more like halflings. The mouths of the sallows give away their monstrous nature, containing three rows of spiked teeth, and lips that stretch all the way back to the base of their neck. They almost always keep their mouths closed to preserve their identity

Sallows look humanoid but are not intelligent or empathetic. They most often manipulate their resemblance to halflings to beg for food, shelter, or money, which they have most recently learned how to exchange for food and alcohol.

They disguise themselves as best they can with their limited understanding of clothes, and figuring out which article of clothing goes where is one of the sallow’s main sources of frustration. More talented Sallows will learn to use makeup to emphasize their lips with paint and further disguise their true nature.

Sallows are vagrants who survive off of the generosity of others. They learn to panhandle, beg, and steal when they believe they will get away with it. They are quick learners when it comes to food and money, and are excellent at remembering the faces of the generous. Once they have marked someone as a consistent provider, they will exploit them for everything they possess.

Like halflings, sallows have large stomachs and are able to survive for long periods of time without food. This is due to the fat reserves that are developed during abundant times and because their inactive lifestyle leads them to burn almost no energy.





Sallows are not naturally violent creatures, though they are greedy and slothful. Sallows only ever fight in self defense, baring their massive jaws to rend their foes before running away. They are disorganized creatures who form improvised mobs, each attempting to reap from the gains of the others. If one Sallow sees another have a coin dropped in their cup, they will immediately find a cup and offer it to the donor, hoping for similar generosity.

Open up their mouths if you ever have trouble remembering that these things ain't people. Not a lot of nutrition on these little guys, but they got a lot of fat on em; its good for torches, candles, or spread over a biscuit.

-Krillo

Sallow: Small: 25ft: Hand size 3

Foundation 1: Monster

Damage Type: Physical - Traits: Blandish, Judgement

Rend: When an enemy takes damage from a Sallow's Bite attack, the creature begins to Bleed.

Coward: After a Sallow takes an action, they must immediately run as far away from danger as possible.

Small: Sallows have a simple complication against all incoming attacks.

Equipment: Soiled clothing, handful of coins.

Doppleswine

Hungry shape shifters, Doppleswine often resemble pigs in appearance, but their true nature is far more insidious. They are able to transform their appearance, and utilize this to feed by disguising themselves as the



infirm or debilitated. Mothers are often surprised when their child gains weight overnight, and farmers confused when a fifth calf appears where there were only four the night before.

The Doppleswine are shape shifters, able to utilize their gut-magic to transform into the shape of any beast or humanoid with such precision that members of the same family would not notice the difference. They are even able to imitate clothing, although they are unable to take it off. The Doppleswine can choose to imitate the forms of others or to invent one. They can create faces, bodies, and even clothing with a surprisingly developed fashion sense.

The change of form is a sort of illusory magic. Although they will look and smell and even feel like the original, they do not gain any of the benefits of the creature they have transformed into. Additionally, while in this form, they are completely unprepared to defend themselves.

Doppleswine love to eat, and will continue to grow their entire lives. Although their gut magic allows them to change their appearance, it does not change their size, and they are forced to adopt larger and larger personas, with the largest appearing as elephants or even whales.

The Doppleswine were not always such a problem, as they cannot exert themselves while transformed and they would be discovered as soon as they were forced to fight. Now, with firearms sweeping both the east and the west, anyone with a Tinkspark Trivolver could be a pig in a coat and no one would be any the wiser.

The Doppleswine are very intelligent, but they are unable to understand language. They cannot speak, read or write. Their lack of language is often their downfall, but Doppleswine will often stage accidents and fake head injuries, or eat and replace the sick, the elderly, or the young.





Do not, I repeat, do not go around punching every hungry mute you encounter.

-Krillo

Doppleswine: Medium: 30ft: Hand Size 3
Foundation 2: Monster

Damage Type: Physical - Traits: Blandish, Coercion, Vigor

Gut Magic: This creature can use Gut magic abilities, and regains the use of these abilities by eating 100lbs of food.

Transform: The Doppleswine can use Gut Magic to change their appearance. The Doppleswine can take the form of any Beast or Humanoid that is the same size as them. Their statistics do not change and they are unable to lay down Foundation while in this form. The Doppleswine can revert to it's normal form as an action. It does not revert to its normal form after death, unless the body is dissected or mutilated.

Optional

Smaller: The Doppleswine is small or meager in size. They have 1 less Base Foundation and 1 fewer card in their hand.

Bigger: The Doppleswine is large or huge, and has 1 more Base Foundation and 1 more card in their hand.

Established: The Doppleswine has an established cover within society. This cover may include a family, human guards, and a position of power. They will also carry a firearm.

Shattered Things

Coasting over the desert flats are creatures that reflect and sparkle in the sun, creeping into view as walking, broken impressions of the surrounding area. These Shattered Things are remnants of creatures lost during a break into the Shattered Span. Trapped between worlds, they wander endlessly in search of peace.

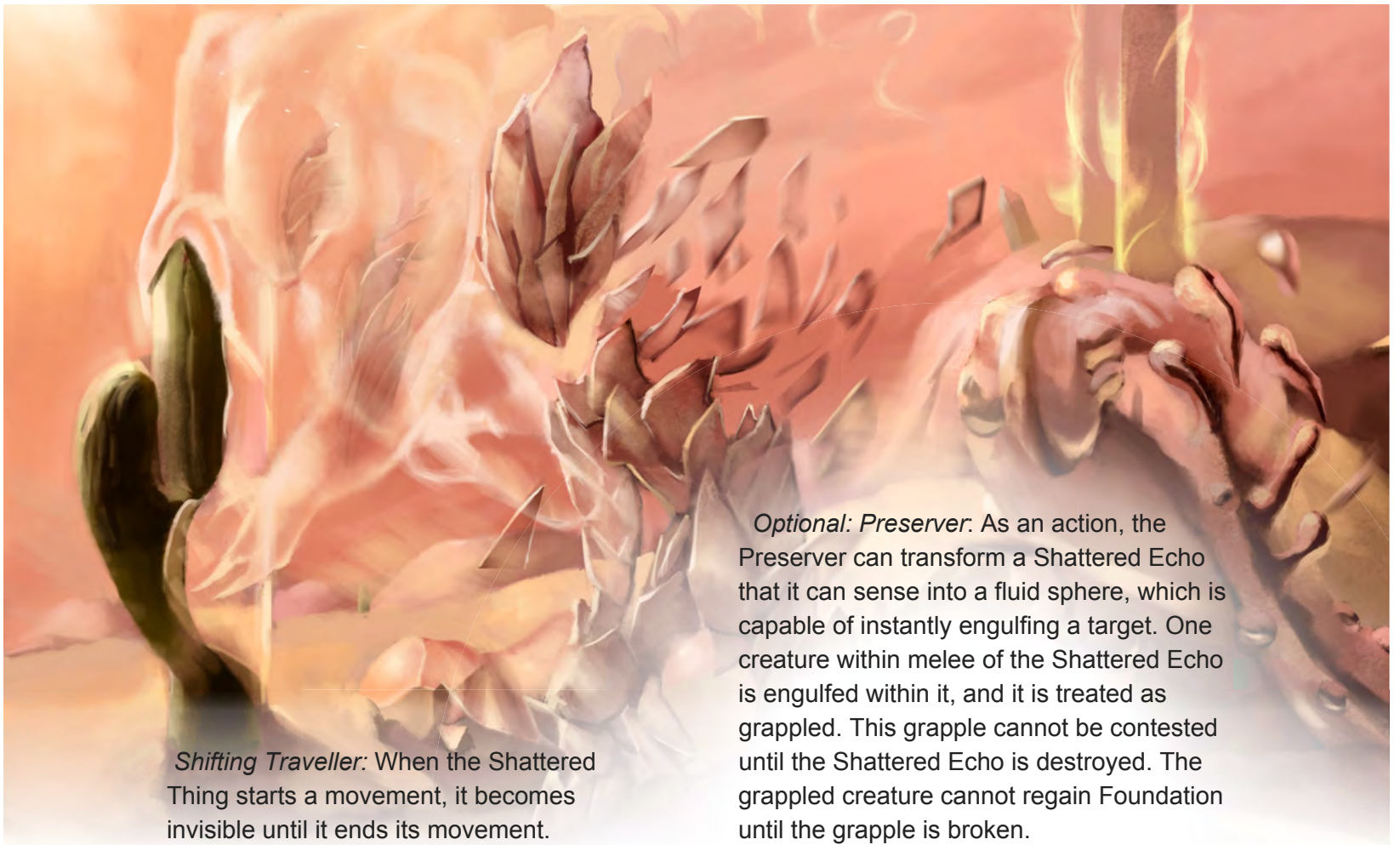
The exact nature of these Shattered Things are unknown, and they seem to come in endless varieties. They appear to most as swirling shards of glass, although some have claimed to have seen them as liquid or gaseous. They are thought to be sentient, but with a fractured mind that transitions from calm to violent within mere moments. Some are known to even speak, but this is very rare and the reports claim only nonsensical ramblings or unearthly screaming.

Shattered Things are seen to constantly break apart into smaller "Echos," which appear as dervishes of glass. These Echos are often absorbed by larger Things, which fuels and stabilizes the chaos they unwillingly cause. Although they can be banished to the Shattered Span, these Shattered Things have no known method of permanent destruction. Enough physical harm will cause them to become so unstable that they will be scattered throughout the Shattered Span, but they will return in an unknown number of days, months, or years. The presence of these creatures are often the first sign of a nearby gate into the Shattered Span.

Shattered Thing: Medium: **30ft:** Hand Size 2

Foundation 4: Monster

Damage Type: Physical - Traits: Vigor



Shifting Traveller: When the Shattered Thing starts a movement, it becomes invisible until it ends its movement.

Mirrored Visage: The Shattered Thing's exterior reflects like mirrors, and gives attackers a sensory complication.

Dervish of Shards: As an action, the Shattered Thing can make an explosive attack that deals 3c damage to creatures within 10ft.

Glass Lance: This creature can make a melee attack that deals physical damage.

Shattered Chassis: When this creature loses a Base Foundation, it creates a Shattered Echo for each Base Foundation lost.

Reform Chassis: As an action, this creature can absorb a Shattered Echo within 5ft, regaining a Base Foundation and destroying the Shattered Echo.

Optional: Lacerator: When the Lacerator loses a Base Foundation, it explodes in glass, dealing 3c to creatures within 10ft. All damage from this creature causes the target to bleed.

Optional: Preserver: As an action, the Preserver can transform a Shattered Echo that it can sense into a fluid sphere, which is capable of instantly engulfing a target. One creature within melee of the Shattered Echo is engulfed within it, and it is treated as grappled. This grapple cannot be contested until the Shattered Echo is destroyed. The grappled creature cannot regain Foundation until the grapple is broken.

Optional: Transmuter: Creatures that take damage from the Transmuter become vulnerable. If the attack is negated by non-magical armor, then the armor complication of the target is reduced by one tier permanently and it is partially transformed into glass.

Shattered Echo: Small: **30ft:** Hand Size 2
Foundation 1: Monster

Damage Type: Physical - Traits: Vigor

Shifting Traveller: When the Shattered Echo starts a movement, it becomes invisible until it ends its movement.

Mirrored Visage: The Shattered Echo's exterior reflects like mirrors, and gives attackers a sensory complication.

Dervish of Shards: As an action, the Shattered Echo can make an explosive attack that deals 3c damage to creatures within 10ft.

Glass Lance: This creature can make a melee attack that deals physical damage.



Traps

In Westbound, traps are particularly deadly, as many adventurers cannot take a single deadly strike.

A trap is any device or designed circumstance that is meant to harm or otherwise hinder a creature.

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

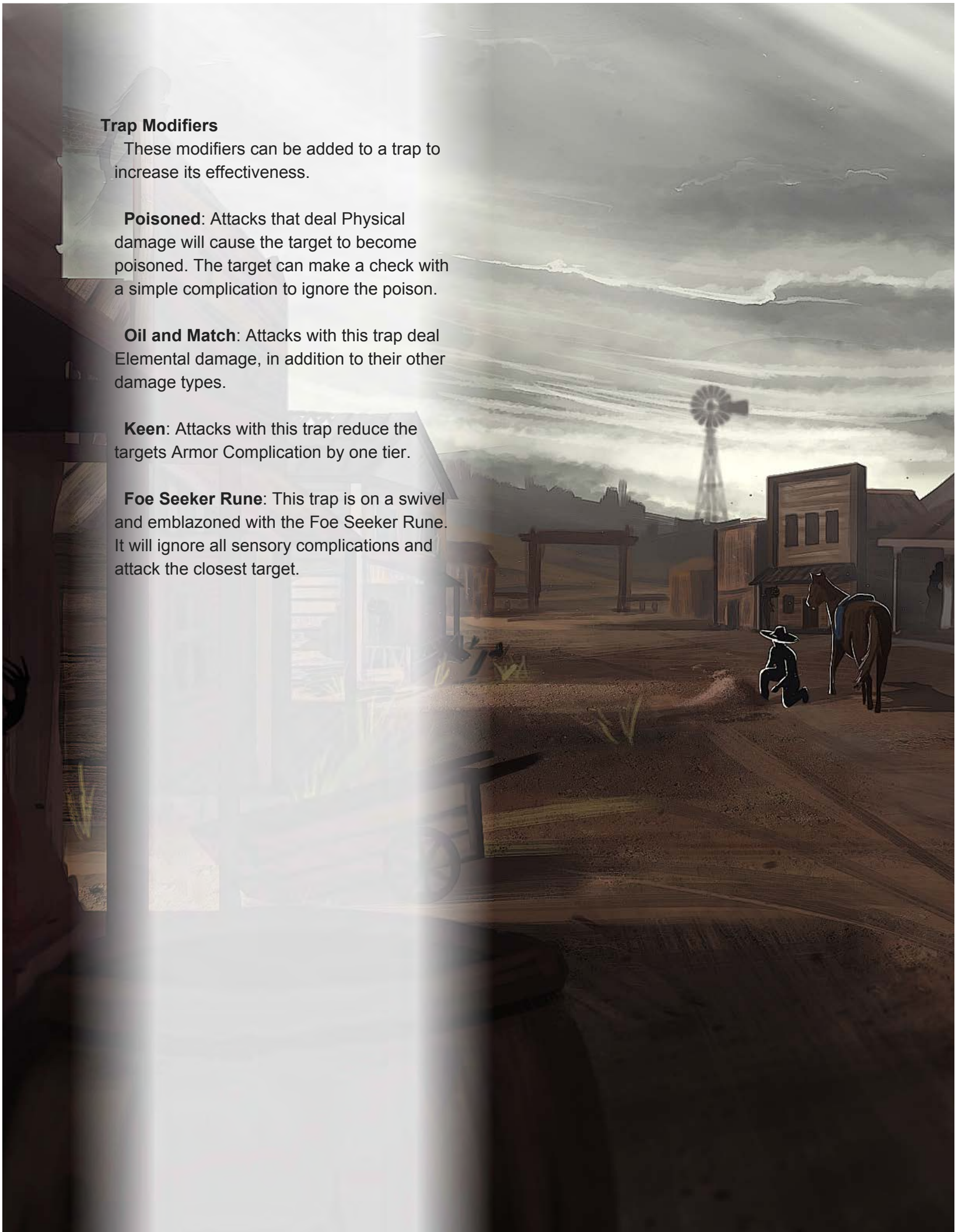
These modifiers can be added to a trap to increase its effectiveness.

Poisoned: Attacks that deal Physical damage will cause the target to become poisoned. The target can make a check with a simple complication to ignore the poison.

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 experience.

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.

Key to success

A key to becoming a successful Game Master is in understanding the basics of how to be a player. If you understand combat as a player, then your understanding of combat as a Game Master will be much simpler. Knowing why a character makes a check, and how proficiency affects the difficulty of the check will help you determine how high to set the difficulty.

The great ones practice the basics.

-Krillo

Combat as a Game Master

Fighting as a Game Master is very similar to fighting as a player. You have one hand and one deck. Your goal is to reduce your opponent's Foundation. 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 creatures, 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. 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 make the distinction between being in combat and not being in 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 to 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.

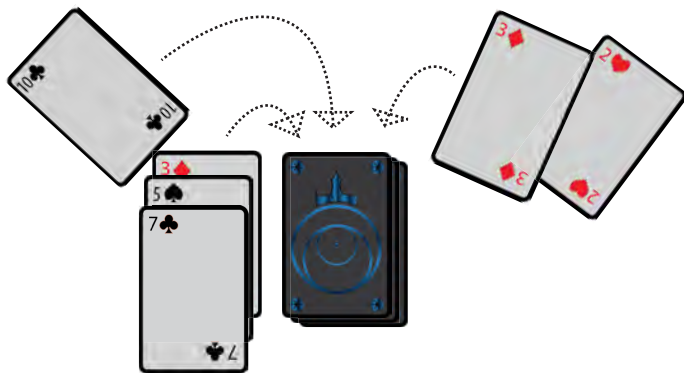
Controlling Combat

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.

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 round, 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.*





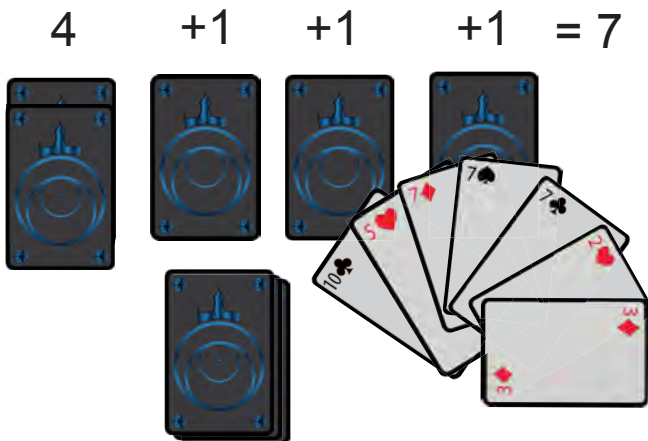
When starting combat as a Game Master, shuffle all 52 cards back into your deck.

1

Play the Base Foundation of each non-player character who is participating in the combat.



2



Draw your hand. Each creature has a hand size, and the creature with the largest hand determines the Game Master's starting hand. Draw that creature's hand, plus one additional card for each other creature on the field.

3

Play the Foundation of each character and Ante up to determine your turn order. If you have no cards left in your hand at the start of your next turn, you can draw up to your full hand.



4

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 to perform an action that requires extra effort, such as climbing 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

draw two cards and discard 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, discard a card from your hand as an action and then draw a card for each creature participating in the attack. The strongest set amongst those cards drawn is the damage dealt by the horde to the creature.

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 to decide how far and how fast you want the players to progress in power. 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.

You are not expected to memorize your player's Traits or Archetype abilities. 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 ditzy or forgetful characters, but this should be discussed with them at the time of character creation.

Deciding Ante Order

When deciding the turn order at the beginning of a battle, there is a chance that two players or a player and the Game-Master will have the same number of cards in their ante. In this case, the ante that has the highest set within the stack will take their turn first. If both sets in the ante are identical, then either a player or the Game-Master can discard a card from the top of their deck to go first. If both discard a card from the top of their deck, they can continue to discard cards from until one refuses or has no cards left in their deck. If there is ever an unresolved tie, the Game-Master will decide who takes their turn first.

Since the actions of the characters under the Game-Master's control all take place in one turn, it is often the case that after the Game-Master's first turn that the players will all go one after the other, followed by the Game-Master again. As long as the players are playing cooperatively, the exact turn order they take should not matter and can even be fluid by allowing the players to choose when they take their turn amongst themselves each round.

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 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 - Injured 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.

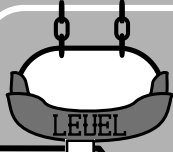
Optional Rules

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.



SORT
Subclass

Source Abilities

1

2

3 TRAIT

4

5

6 TRAIT

7

8

9 TRAIT

10

WANTED

\$ [REDACTED] \$

" TITLE "

For the following crimes

BREED

Level

0

1

2

3

4

5

ARCHETYPE

Level

0

1

2

Bonus

3

4

5

TRAITS

COMPLICATION REDUCTIONS

GRIT

LUCK

COMPLICATIONS

FORTITUDE

BASE FOUNDATION

TRADITION

MANA POOL

EQUIP

STASH

PACK

CRAFT

NOTES