

# Westbound Character Generator

This character generator allows you to quickly make characters for Westbound. Starting on page 1, you will be prompted to make decisions about your character and write down the information for your selections on your character sheet.

This generator does not have the basic information for playing Westbound, which can instead be found in the Westbound Basic, the Westbound Quickstart, or the full-color Westbound hardcover book or PDF. These can also be used for reference or for more in-depth information on an ability or weapon.

The second page of this Character Generator is a filled out character sheet. You can use this as quick reference when you get lost figuring out where information is meant to go.

This generator has highlighted sections that are important and easily missed, as well as directions to the next page. Make sure to write down the information or follow the directions.



1  
LEVEL

HAND  
5

Kara Tumbletuff  
NAME

SPEED  
25ft

ARMOR  
0

SERENDIPITY

Cowboy 1

Subclass  Quickdraw  
 Cheat Death  Withstand  
 Spellcasting  Source Abilities

1 Hold'em High: draw a hold'em and use it for every attack.

2

3 TRAIT

4

5

6 TRAIT

7

8

9 TRAIT

10

G Vigor: Strong and Athletic

G Judgement: Good judge of character.

G Demolisher: Great at destroying everything.

L Poise: Well balanced and dexterous

T Gut Sight: Can use Gut Magic to use nose as sense. (60ft range)

# WANTED



" Chicken Chaser "

For the following crimes  
 Thief (chicken), Murder (Chicken),  
 Attempted to raise chicken from dead (poultrygeist)

Lover 0

0 Bond: People are more likely to be swayed if they are familiar with me.

1

2

3

4

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10

0 level Halfling

0 Small Sized: Enemy attacks from 1-3 will miss automatically.

Gut Magic: Can use Gut magic traits and abilities.

1

2

3

4

5

COMPLICATION REDUCTIONS 1 Tier Reduction Bonus

GRIT

LUCK Enemy Attacks 1-3 miss

FORTITUDE 1 Base Foundation

COMPLICATIONS

BASE FOUNDATION

TRAITS

No Magic TRADITION

MANA POOL

Equipment

Two Tinkspark Revolvers

Seeker's Pack

Rope, Lantern, Oil Can, spade, waterskin, torch hammer, 10 spikes, matches, backpack, harness

PACK

CRAFT

NOTES

# SORTS

Most sorts utilize two sources, but start by choosing one

## GRIT

The indomitable spirit which forms integrity and a strong will.

**Weapon proficiency:** Firearms

**Source Ability:** Quickdraw - Discard a spade make an attack on an enemy leaving cover

Choose Grit as a source to create skilled and deadly gunslinger. [Go to Page 2](#)

## LUCK

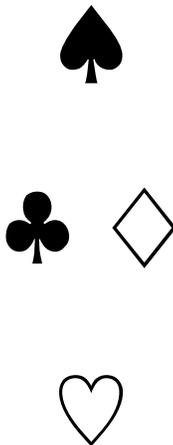
The intangible presence of good fortune which blesses a person with opulence, influence, and prosperity.

Grants an **extra trait**

**Source Ability:** Cheat Death - Discard clubs to avoid damage

Choose Luck as a source to create a crafty and resourceful survivor.

[Go to Page 3](#)



## FORTITUDE

The ancient connection to the soil, drawn out and culminated in instinct and ferocity.

**Weapon Proficiency:** Melee & Bows

**Source Ability:** Withstand - Discard diamonds to resist damage

Choose Fortitude as a source to create a resilient and formidable fighter. [Go to Page 4](#)

## TRADITION

Learned and long consolidated ways and customs, as well as magic, knowledge, rituals, and study.

**Weapon Proficiency:** Magic weapons & tools

**Source Ability:** Spellcasting - Gain a font of mana that increases with every level

Choose tradition as a source to create an intelligent and powerful spellcaster. [Go to Page 5](#)

# GRIT

Choose your Sort

## COWBOY

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.

**Hold 'em High:** Cowboys gain a hold 'em that can be applied to any attack

[Go to Page 9](#)

## OUTLAW

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.

**Desperado:** Outlaws draw multishot cards before choosing an attack to pair

[Go to Page 10](#)

## MARSHAL

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

**Fish for Trouble:** Use an enemy's cards against him

[Go to Page 11](#)

## SPELL SLINGER

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.

**Counter Spell:** Remove mana from an enemy's spell as it is cast

[Go to Page 12](#)



### **GAMBLER** ♣

Gamblers live their lives based on risk and reward, laying everything on the line for huge payoffs.

**Aces Wild:** Gamblers use Aces as wild cards

[Go to Page 6](#)

### **OUTLAW** ♣♠

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.

**Desperado:** Outlaws draw multishot cards before choosing an attack to pair

[Go to Page 10](#)

### **WITCH** ♣♥

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.

**Pact Magic:** Witches make a deal with a powerful entity

[Go to Page 13](#)

### **RENEGADE** ♣♦

Renegades are the ultimate survivors of the west, balancing a reactive defense with a powerful offence. Renegades are easily excitable, but their durability keeps them unconcerned of the destruction they so easily cause.

**Blind Fire:** Renegades may play attacks face down, and bluff the cards' values

[Go to Page 14](#)

# FORTITUDE



Choose your Sort

## SAVAGE

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.

**Improved Foundation:** Savages can play card to the top or bottom of their foundation stack

[Go to Page 8](#)

## MARSHAL



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**Fish for Trouble:** Use an enemy's cards against him

[Go to Page 11](#)

## SHAMAN



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.

**Escalate Spell:** Shamans can add mana to an ally's spell as it is cast

[Go to Page 15](#)

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**Blind Fire:** Renegades may play attacks face down, and bluff the cards' values

[Go to Page 14](#)

# TRADITION



Choose your Sort

## WIZARD ♡

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.

**Improved Spellcasting:** Unlike other spellcasters, Wizards have mastered all four sources of magic.

[Go to Page 7](#)

## WITCH ♡♣

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**Pact Magic:** Witches make a deal with a powerful entity

[Go to Page 13](#)

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[Go to Page 15](#)

## SPELL SLINGER ♡♠

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.

**Counter Spell:** Remove mana from an enemy's spell as it is cast

[Go to Page 12](#)

# GAMBLER ♣

Hand size: 5

## STATS

Base Foundation: 1

## 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.

## ♣CHEAT DEATH

As a reaction, you may reduce incoming damage by discarding cards with the club suit. You reduce the oncoming attack's damage by one for each card discarded this way.

## ACES WILD

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.

## TRAITS

You gain Three Luck ♣ traits, to be chosen later

## EQUIPMENT

**Leather Baton** | Savage Weapon |  
Non-lethal

or

**Ol' Faithful Pistol** | Dust Implement |  
1 Barrel

**Sound Wave** | Musical Implement |  
Ring, Reverb, Shudder

or

**Frostbrand Wand** | Arcane Implement |  
Frost, Chill, Cast Freeze

Gambler's Pack

or

Burglary Pack

Proceed to the Breeds section (Page 16) to choose a breed

# SAVAGE

Hand size: **5**

## STATS

Base Foundation: **2**

## WEAPON PROFICIENCIES

Savage Weapons - Traditional weaponry like melee weapons and bows

## WITHSTAND

As a reaction, you may reduce incoming damage by discarding cards with the Diamond suit. You reduce the oncoming attack's damage by one for each card discarded this way.

## IMPROVED FOUNDATION

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 current bottom card.

## TRAITS

You gain Two Fortitude  traits, to be chosen later

## EQUIPMENT

**Sword of Striking** | Savage Weapon | Kingslayer, Keen, Magic

or

**Bloodthirsty Battleaxe** | Savage Weapon | Sweeping, Bleeding

**Traditional Bow** | Savage Weapon

or

**Breastplate** | Armour | Severe, Speed -15

Settler's Pack

or

Wilderness Pack

Proceed to the Breeds section (Page 16) to choose a breed

# WIZARD

Hand size: **5**

## STATS

Base Foundation: **1**

## WEAPON PROFICIENCIES

Arcane Implements - Magical items of great power and utility

## SPELLCASTING

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.

## 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.

## TRAITS

You gain Two Tradition  traits, to be chosen later

## EQUIPMENT

**Orb of Arcane Assault** | Arcane |  
Multiattack, Curve, Transform

or

**Illusory Scepter** | Arcane Implement |  
Sensory Overload, Reverb, Create  
Illusions

**Sacrificial Dagger** | Savage | Bleed

or

Any craft kit

Wizard's Pack

or

Seeker's Pack

Proceed to the Breeds section (Page 16) to choose a breed

# COWBOY ♠

Hand size: **5**

## STATS

Base Foundation: **1**

## WEAPON PROFICIENCIES

Dust Implements - Firearms and grenades

## ♠QUICKDRAW

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.

## HOLD'EM HIGH

At the end of a full rest, the Cowboy draws a Hold'em, which can 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.

## TRAITS

You gain Two Grit ♠ traits, to be chosen later

## EQUIPMENT

**Tinkspark Trivolver** | Dust Implement  
| 3 Barrels, Repeater, Sensitive

or

**Witchbane Fan Cannon** | Dust  
Implement | 9 Barrels, Shotgun 3

**Marksman Rifle** | Dust Implement | 1  
Barrel

or

**Tinkspark Trivolver** | Dust Implement | 3  
Barrels, Repeater, Sensitive

Seeker's Pack

or

Settler's Pack

Proceed to the Breeds section (Page 16) to choose a breed

# OUTLAW

Hand size: 4

## STATS

Base Foundation: 1

### WEAPON PROFICIENCIES

Dust Implements - Firearms and grenades

### QUICKDRAW

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

As a reaction, you may reduce incoming damage by discarding cards with the club suit. You reduce the oncoming attack's damage by one for each card discarded this way.

### DESPERADO

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.

### TRAITS

You gain One Grit  and Two Luck  traits , to be chosen later

### EQUIPMENT

**Tinkspark Trivolver** | Dust Implement  
| 3 Barrels, Repeater, Sensitive

or

**Demagogue Pistol** | Dust Implement | 6  
Barrels, Shotgun 6, Axe Hilt

**Tinkspark Trivolver**

or

**Wooden Shield** | Severe

Gambler's Pack

or

Raider's Pack

Proceed to the Breeds section (Page 16) to choose a breed

# MARSHAL

Hand size: 4

## STATS

Base Foundation: 2

## WEAPON PROFICIENCIES

Dust Implements - Firearms and grenades  
Savage Weapons - Traditional weaponry like melee weapons and bows

## QUICKDRAW

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

As a reaction, you may reduce incoming damage by discarding cards with the Diamond suit. You reduce the oncoming attack's damage by one for each card discarded this way.

## FISH FOR TROUBLE

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.

## TRAITS

You gain One Grit  and One Fortitude  trait, to be chosen later

## EQUIPMENT

Demagogue Pistol | Dust Implement |  
6 Barrels, Shotgun 6, Axe Hilt

or

Alchemical Lance | Savage Weapon |  
Alchemical, Reach, Lightning Bolt

Traditional Bow | Savage Weapon

or

Chainmail | Armour | Tough, Speed -10

Seeker's Pack

or

Wilderness Pack

Proceed to the Breeds section (Page 16) to choose a breed

# SPELL SLINGER

Hand size: 4

**STATS**

Base Foundation: 1

**WEAPON PROFICIENCIES**

Dust Implements - Firearms and grenades  
Arcane Implements - Magical items of great power and utility

** QUICKDRAW**

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**

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 suit.

**COUNTER SPELL**

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. If the spell no longer has any mana, it is completely countered and has no effect.

**TRAITS**

You gain One Grit  and One Tradition  trait, to be chosen later

**EQUIPMENT**

**Orb of Arcane Assault** | Arcane |  
Multiattack, Curve, Transform

or

**Witchbane Fan Cannon** | Dust  
Implement | 9 Barrels, Shotgun 3

**Branch of Wondrous Motion** |  
Arcane Implement

or

**Leather Jerkin** | Armour | Simple

Seeker's Pack

or

Wizard's Pack

Proceed to the Breeds section (Page 16) to choose a breed

# WITCH

Hand size: 4

## STATS

Base Foundation: 1

## WEAPON PROFICIENCIES

Arcane Implements - Magical items of great power and utility

## CHEAT DEATH

As a reaction, you may reduce incoming damage by discarding cards with the club suit. You reduce the oncoming attack's damage by one for each card discarded this way.

## SPELLCASTING

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 suit.

## PACT MAGIC

Witches make a deal with a powerful entity and may choose from the following:  
Dust Pact, Devil Pact, and Dragon pact.

## TRAITS

You gain Two Luck  and One Tradition  trait, to be chosen later

## EQUIPMENT

**Thunder Cracker Rod** | Arcane |  
Lightning damage, Shock

or

**Illusory Scepter** | Arcane Implement |  
Sensory Overload, Reverb, Create  
Illusions

**Sacrificial Dagger** | Savage | Bleed

or

**Leather Jerkin** | Armour | Simple

Gambler's Pack

or

Wizard's Pack

Proceed to the Breeds section (Page 16) to choose a breed

# RENEGADE

Hand size: 4

## STATS

Base Foundation: 2

## WEAPON PROFICIENCIES

Savage Weapons - Traditional weaponry like melee weapons and bows

## CHEAT DEATH

As a reaction, you may reduce incoming damage by discarding cards with the club suit. You reduce the oncoming attack's damage by one for each card discarded this way.

## WITHSTAND

As a reaction, you may reduce incoming damage by discarding cards with the Diamond suit. You reduce the oncoming attack's damage by one for each card discarded this way.

## BLIND FIRE

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 can either accept or challenge.

If accepted: Damage is taken as declared

If challenged and the declaration was true: Damage is doubled

If challenged and the declaration was a lie: Damage is halved

## TRAITS

You gain Two Luck  and One Fortitude  trait, to be chosen later

## EQUIPMENT

Sacrificial Dagger | Savage | Bleed

or

Flail | Savage | Anticipate, Sweep

3 Grenades | Dust Implement |  
Thrown, Explosion 5, Shrapnel

or

Chainmail | Armour | Tough, Speed -10

Raider's Pack

or

Burglar's Pack

Proceed to the Breeds section (Page 16) to choose a breed

# SHAMAN

Hand size: 4

**STATS**

Base Foundation: 2

**WEAPON PROFICIENCIES**

Savage Weapons - Traditional weaponry like melee weapons and bows  
Arcane Implements - Magical items of great power and utility

 **SPELLCASTING**

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 suit.

 **WITHSTAND**

As a reaction, you may reduce incoming damage by discarding cards with the Diamond suit. You reduce the oncoming attack's damage by one for each card discarded this way.

**ESCALATE SPELL**

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 .

**TRAITS**

You gain One Tradition  and One Fortitude  trait, to be chosen later

**EQUIPMENT**

**Fire Warden Staff** | Arcane | Flame,  
Extinguish, Fire Shield

or

**Scepter of Glorious Lights** | Arcane |  
Glow, Lantern, Flash

**Wooden Shield** | Severe

or

**Chainmail** | Armour | Tough, Speed -10

Wilderness Pack

or

Wizard's Pack

Proceed to the Breeds section (Page 16) to choose a breed

# BREEDS

## Choose your Breed

### ELF

Page 17

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.

### DWARF

Page 17

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.

### HALFLING

Page 17

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.

### GNOME

Page 18

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.

### HALF-BREED

Page 18

Where there are road taverns, borderlands, and star-crossed lovers, there are Half-Breeds. Often love-children or children of diplomats, Half-Breeds are the result of two different races procreating. Half-Breeds are often troubled, with neither parent truly able to identify with their child's situation.

### HUMAN

Page 18

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.

### ORC

Page 19

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.

### OGRE

Page 19

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.

### GOBLIN

Page 19

Intelligent, devious, with questionable organizational skills, goblins are the tiny creature often seen 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 must rely on their intelligence.

## ELF

**Speed:** 30 feet

**Blindsight** up to 60 feet

### 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.

### TRAITS

You gain One Tradition ♡ and One Luck ♣ trait, to be chosen later

## DWARF

**Speed:** 30 feet

**Blindsight** up to 60 feet

### 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.

### TRAITS

You gain One Grit ♠ and One Fortitude ◇ trait, to be chosen later

## HALFLING

**Speed:** 25 feet

### GUT MAGIC

You can use Gut Magic. After Consuming 100 lbs 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.

### TRAITS

You gain One Grit ♠ and One Luck ♣ trait, to be chosen later

\*Proceed to the Archetypes section (Page 20) after choosing breed.

## GNOME

**Speed:** 25 feet

**Blindsight** up to 60 feet

### INTUITIVE

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

### SMALL SIZE

Your small stature makes you a hard target to hit. Enemies have a simple complication when attacking you.

### TRAITS

You gain One Tradition ♡ and One Fortitude ◇ trait, to be chosen later

## HALF-BREED

Choose any two breeds as your parents

**Speed:** 30 feet

### LINGUIST

You learn one additional Language.

### SYNERGY

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

### TRAITS

You gain One Grit ♠ and One Luck ♣ trait, to be chosen later

## HUMAN

**Speed:** 30 feet

### LINGUIST

You learn one additional Language.

### 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.

\*Proceed to the Archetypes section (Page 20) after choosing breed.

## ORC

**Speed:** 30 feet

**Blacksight** up to 60 feet

### RELENTLESS

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

### SAVAGE TRADITION

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

### TRAITS

You gain One Grit ♠ and One Fortitude ◇ trait, to be chosen later

## OGRE

**Speed:** 30 feet

### LARGE

You are a large creature. Your backpack can hold 5 more items, and you are not affected by an armour's speed penalty that is 5 ft or under. You gain an additional Base Foundation.

### GUT MAGIC

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

### TRAITS

You gain One Grit ♠ and One Fortitude ◇ trait, to be chosen later

## GOBLIN

**Speed:** 25 feet

**Blacksight** up to 60 feet

### 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.

### SMALL SIZE

Your small stature makes you a hard target to hit. Enemies have a simple complication when attacking you.

### TRAITS

You gain One Grit ♠ and One Luck ♣ trait, to be chosen later

\*Proceed to the Archetypes section (Page 20) after choosing breed.

# ARCHETYPES

Choose your Archetype

Choose from here or explore pg 20-26

|  |         |
|--|---------|
| <p><b>THE INNOCENT</b></p> <p>Caring and empathetic, despite a lack of experience.</p>           | Page 21 |
| <p><b>THE ORPHAN</b></p> <p>The Everyman, weaponizing the commonplace.</p>                       | Page 21 |
| <p><b>THE WARRIOR</b></p> <p>Honorable and powerful, reaping the rewards of a champion.</p>      | Page 22 |
| <p><b>THE SAINT</b></p> <p>Trustworthy and patient, a friend to the weak.</p>                    | Page 22 |
| <p><b>THE EXPLORER</b></p> <p>Experienced and determined, seeking adventure on new horizons.</p> | Page 23 |
| <p><b>THE REBEL</b></p> <p>Restless and unruly, seeking justice from those in power.</p>         | Page 23 |
| <p><b>THE LOVER</b></p> <p>Friendly and familiar, a social spider weaving a web.</p>             | Page 24 |
| <p><b>THE COMEDIAN</b></p> <p>Ever hilarious, never serious.</p>                                 | Page 24 |
| <p><b>THE SAGE</b></p> <p>Ancient Wisdom, developed through study and reflection.</p>            | Page 25 |
| <p><b>THE CREATOR</b></p> <p>The inventor, creating tomorrow today.</p>                          | Page 25 |
| <p><b>THE VISIONARY</b></p> <p>The curious dreamer, searching for deeper answers.</p>            | Page 26 |
| <p><b>THE RULER</b></p> <p>Confident and privileged, a born leader.</p>                          | Page 26 |

## 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.

OR

### HOOLOGAN

*"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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

## 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 belong. This works well with followers, but poor with renegades and leaders.

OR

### SLIPPERY

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

You know how to be unremarkable and interact with people without distinguishing yourself. This works well with the unobservant, but poorly when you are distinct.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

# 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 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.

OR

## 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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

# 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 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.

OR

## 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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

# THE EXPLORER

Experienced, determined, and seeking adventure on new horizons, Explorers are independent and self-directed. They are motivators of action.

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.

## 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.

OR

## 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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

# 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.

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.

OR

## 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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

## 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.

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.

OR

### 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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

## 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 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.

OR

### 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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

# 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.

## 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.

OR

## 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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

# 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.

## 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.

OR

## 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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

# 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.

## 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.

OR

## 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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

# 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.

## 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.

OR

## 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.

\*Proceed to the Traits section (Page 27) after choosing your archetype.

# TRAITS

By now you should have 2 or 3 traits from your sort, and 2 from your breed. You also gain one additional trait of any suit of your choice. After filling out your traits, go to page 32.

## WEAPON PROFICIENCIES

|                           |                           |
|---------------------------|---------------------------|
| ♠Dust Implement Training  | ◇Savage Weapons Training  |
| ♣Musical Weapons Training | ♥Magic Implement Training |

Below are basic traits of each suit. These are simple traits that are useful for any character. Choose at least three of your Traits from the list of Simple Traits.

|  |   |  |
|--|---|--|
| ♠Vigor : You are strong and well toned. You are proficient in athletic feats, including jumping, climbing, grappling and swimming. | ♣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. | ♠Judgement : You are a good judge of character. You are proficient in seeing others' moods and feelings, as well as discerning lies. |
|--|---|--|

(Page 28 for more Grit Traits)

|  |  |   |
|--|--|---|
| ♣Furtive : You are sly and shifty, with illegal methods. You are proficient in hiding, sleight of hand, picking locks, general thievery, skulduggery and up-to-no-goodery. | ♣Blandish : Embellishment is an artform. You are proficient in manipulation through charm, flattery, and non aggressive coaxing. | ♣Poise : You are well balanced and composed. You are proficient in acrobatics, balance, and moving around silently. |
|--|--|---|

(Page 29 for more Luck Traits)

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

(Page 30 for more Fortitude 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. |
|--|--|---|

(Page 31 for more Tradition Traits)

## ♠ GRIT TRAITS

♠Dust Implement Training : You are proficient in using all Dust Implements.

♠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.

♠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.

♠Demolisher : There no problems you can't solve by breaking them. You are proficient in destroying traps, doors, locks, walls, and objects.

♠Calm : You are composed and level headed. You are proficient in withstanding mental and social pressures.

♠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.

♠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.

# ♣LUCK TRAITS

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

♣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.

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

♣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.

♣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.

♣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.

♣Dive : Surviving means being a hard target. When using your Cheat Death ability, you can immediately move up to 10ft.

♣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.

## ◇ FORTITUDE TRAITS

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

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

◇ **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.

◇ **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.

◇ **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.

◇ **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.

◇ **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.

◇ **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.

◇ **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.

◇ **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.

# ♥ TRADITION TRAITS

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

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

♥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.

♥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.

♥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.

♥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.

♥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 60 ft away.

# Odds and Ends

Your character is almost done! Just a little more information to complete them. Fill out your personal information, your gear pack (Chosen in the Sort Section), and if necessary you can complete further research into your character.

## Personal Information

Choose a name.

Create a small list of crimes from your past, such as: Murder, Theft, Bribery, impersonation of a cleric, unlawful resurrection, formation of cult, exploitation of cultists, etc.

Choose a title based off your crimes.

## Further Research

Below is a page reference for quick research into a subject or to see more options. This works for both the Westbound Basic and the full-color Westbound book.

Sorts: pg 24

Breeds: pg 62

Archetypes: pg 100

Traits: pg 113

Equipment & Weapons: pg 121

## Languages

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

Wyrms Tongue - Language of Dragons

## Gear Packs

♥

**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.