

3.5 | Firearms

Contained in this chapter are 43 separate firearms for use with the “advanced” *Aces & Eights* game. Each derringer, revolver, shotgun, carbine, rifle or musket is listed with full game statistics as well as a common retail price. Note that this price is only a guide; actual prices may vary wildly according to the laws of supply and demand.

Accuracy adjustments are applied for any distance up to the listed increment. For example, a target 10’ 1” to 15’ distant affords the wielder of a American Arms Derringer a -2 ‘To-hit’ penalty.

There is no absolute maximum range for any projectile – even those shot from a humble derringer. While statistically improbable, there is still an extremely miniscule chance of hitting a target a thousand yards downrange with a derringer bullet. If a character wishes to roll “To-hit” in such an instance, he should be allowed to do so. As such, the stated penalty at the weapon’s maximum range applies to any shot at a target from that distance to the limit of the character’s vision.

- DERRINGERS -



\$8.²⁵

AMERICAN ARMS DERRINGER

Number of Shots**2**
 Damage**d3+1**
 Draw Speed Modifier**0 count**
 Reload Speed (*per cartridge*)**.20**

If you’re looking for a reliable backup pistol, this .41 caliber, double-barreled, pocket model isn’t a bad choice. It comes with blued barrels, square-shaped

walnut grips and a brass frame with a silver-plated finish. With a barrel length of only 2 5/8”, you can hide this gun just about anywhere.

Range	5’	10’	15’	20’	25’	30’	40+’
<i>Accuracy adjustment</i>	+8	0	-2	-5	-10	-20	-50

 **Ammo prices**
 \$2.²⁵/box 100 cartridges

COLT NEW LINE


Number of Shots**5**
 Damage**d3+1**
 Draw Speed Modifier**0 count**
 Reload Speed (*per cartridge*)**.20**

\$14.⁰⁰



Here’s a good little .41 caliber pocket gun, if you reckon you’ll need a backup squirreled away for emergencies. This 5-shot revolver usually comes with varnished rosewood grips.

You can get it blued with a casehardened frame, or a nickel-plated finish instead. Barrels come in 2 1/4” or 4” length, whichever you’d prefer.

 **Ammo prices**
 \$2.²⁵/box 100 cartridges

Range	5’	10’	15’	20’	25’	30’	40+’
<i>Accuracy adjustment</i>	+8	0	-2	-5	-10	-20	-50



GRISWOLD & GUNNISON

Number of Shots**6**
 Damage**d4**
 Draw Speed Modifier**+1 count**
 Reload Speed (*cylinder*)**100**

\$14.⁹⁰

This 6-shot, .36 caliber revolver from Griswoldville, GA looks pretty similar to the Colt Navy. It boasts a 7 1/2" partially octagonal, partially round barrel, with a brass frame and trigger guard, blued finish and one-piece walnut grips.

 **Ammo prices**

\$1.⁷⁵ for 100 lead balls, percussion caps & black powder

Range	5'	10'	15'	20'	25'	30'	40'
<i>Accuracy adjustment</i>	+8	+4	+2	0	-2	-4	-6
	50'	70'	90'	120'	150'	200'	250+'
	-8	-12	-16	-24	-32	-40	-50




LEMAT TWO-BARREL

Number of Shots (Pistol)**9**
 Number of Shots (Shotgun)**1**
 Damage (Pistol)**d3+1**
 Damage (Shotgun)**d3 per pellet**
 Draw Speed Modifier**+1 count**
 Reload Speed (*cylinder*)**100**
 Reload Speed (*shotgun*)**n/a**

\$75.⁰⁰

This unusual 9-shot, .42 caliber revolver has a second, shorter smoothbore barrel below the first. This second barrel is designed for firing buckshot. The hammer is fitted with a pivoting striker that allows the shooter to easily discharge either the lead balls or shot barrel.

 **Ammo prices**

\$2.²⁵ for 100 lead balls, percussion caps & black powder

\$1.⁵⁰ for 100 shotgun shells

Range	5'	10'	15'	20'	25'	30'	40'
<i>Accuracy adjustment</i>	+8	+4	+2	0	-2	-4	-6
	50'	70'	90'	120'	150'	200'	250+'
	-8	-12	-16	-24	-32	-40	-50

- RIFLES, CARBINES & MUSKETS -

\$110.⁰⁰



Ammo prices

\$4.⁰⁰/box 100 (.45-100) cartridges

This single-shot, .45 caliber rifle has an adjustable rear sight, walnut checked stocks, pistol grip, and a 34" barrel. The perfect choice for the discriminating buyer.

BALLARD-CREEDMORE

Number of Shots**1**
 Damage**2d8**
 Draw Speed Modifier**+7 count**
 Reload Speed**25**

Range	5'	10'	15'	20'	25'	30'	40'	50'	70'
<i>Accuracy adjustment</i>	+8	+4	+4	+3	+3	+2	+1	+1	0
	90'	120'	150'	200'	250'	300'	350'	400'	450'
	0	-1	-2	-3	-4	-5	-6	-7	-8
	500'	600'	700'	800'	900'	1000'	1250'	1500'	
	-9	-10	-12	-14	-16	-18	-20	-25	



Ammo prices

\$2.²⁵/box 100 (.44-28) cartridges

\$48.⁵⁰

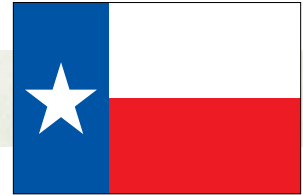
HENRY RIFLE

Number of Shots**15**
 Damage**d6+1**
 Draw Speed Modifier**+4 count**
 Reload Speed (*per round*)**.35 first / 10 thereafter**

This .44 caliber rifle has a 15-shot spring loaded magazine slung under a 24" barrel. It weighs 9 1/4 lbs, and it doesn't have a wooden stock at the front to protect your hand from a hot barrel. Still, it does some serious damage at longer than usual range. It comes with a walnut buttstock, blued finish and plain brass frames.

Range	5'	10'	15'	20'	25'	30'	40'	50'	70'	90'	120'
<i>Accuracy adjustment</i>	+8	+4	+4	+3	+3	+2	+1	+1	0	-1	-2
	150'	200'	250'	300'	350'	400'	450'	500'	600'	700+'	
	-3	-4	-6	-8	-10	-12	-15	-20	-25	-50	

TEXAS



Despite the fact that a sizeable proportion of her most influential citizenry originally hailed from the states that were to secede and form the CSA, Texas remained officially neutral during the Southern War of Independence. Of course, numerous volunteer units fought in the Mississippi Valley campaigns under Confederate colors.

As mentioned in the historical section, the reasons for her neutrality were many. Certainly the most important was the intervention of Britain. Her textile manufacturers, with royal support and under the protection of the Imperial Navy, entered into contracts to purchase any and all cotton Texican growers could supply. Agreeing to these terms put the young nation at odds with her eastern neighbor, whose self-imposed cotton embargo was meant to draw Britain into the conflict on the Confederate side.

The war years were, ironically, a time of great prosperity for the young nation and a period in which she began to solidify a national identity. The influx of British sterling and investment jump-started development and Galveston was transformed into a first class seaport.

The British influence had other far-reaching effects in Texas. Under pressure from a British Parliament uneasy with such close relation to a slave holding nation, Texas abolished the institution in 1860.

Texas Today

The Texican volunteer troops fighting in the western theater were primarily stationed in Arkansas and Mississippi. Upon enactment of the truce of 1854, most of the troops decided to return to their homes. While the volunteers disbanded their units and began the long trek home, the resi-

AT A GLANCE...

Geography: Texas

- Location: South Central North America, bordering the Gulf of Mexico
- Area: 360,503 square miles
- Land Boundaries: Rio Grande to west, US and Sequoyah to north, Confederacy to east
- Climate: Subtropical along gulf coast, increasing arid as one travels west
- Terrain: Broad coastal plain in SE, rough and intermittent mountainous terrain in west
- Natural Resources: Farm and grazing land, timber

People: Texas

- Population: 1,439,358
- Nationality: Texican
- Ethnic Groups: White 33%, Mestizo 30%, Black 33%, Indian 4%
- Religions: Protestant 60%, Roman Catholic 40%
- Languages: English 70%, Spanish 30%

Government: Texas

- Country Name: Republic of Texas
- Government Type: Republic
- Capital: Washington
- Administrative Districts: 30 counties
- Independence: October 13, 1845 from México
- Chief of State: President Richard Coke

Economy: Texas

- Economic Overview: The War between the States offered a unique opportunity for Texas' cotton planters to both prosper and to establish inroads into the lucrative British market. Contraction of that market has been more than compensated by a huge new market made available for beef. West Texas is undergoing an economic boom as vast stretch of land are being developed for this industry.
- Exports: Beef, cotton, rice
- Export Partners: United Kingdom, United States, France
- Currency: Texican Dolares
(1 oz. gold = \$TX 32.00)
(1 oz. silver = \$TX 2.00)

Military: United States

- Military Branches: Army, Navy and Rangers
- Standing Forces: Approximately 600 Rangers

Transnational Issues: United States

- Disputes – International: Official demarkation and ownership of the Santa Fe trail remains an open issue with the United States. Texas has allowed its Rangers to operate as lawmen within Nuevo México due to general lawlessness. México strongly disputes their authority but is powerless to contend their presence or to properly administer the district.
- Alliances: Texas is aligned with the United Kingdom and dependant upon the Royal Navy to ensure the neutrality of the Guf of Mexico.

dents of Louisiana revolted against their government in Richmond and sought to join Texas instead of simply turning over New Orleans and its surrounding territory to the French. The Confederate government sent troops to quell the disturbances but they were met by the Texican volunteers. These former brothers-in-arms now saw an opportunity to bear arms for their own nation, the Republic of Texas. The Cajun Wars (really just a collection of small skirmishes and guerilla activity) pitted these Texicans against Confederate troops from Arkansas and Mississippi as well as French regulars. After four months, the war weary and bankrupt Richmond administration succumbed to the insurrection and agreed to the partition of Louisiana along the Mississippi River.

Foreign observers remark that Texas is probably the most truly "American" of the three English-speaking nation states on the North American continent. Founded by frontiersmen and barely thirty years old, Texas does not have an entrenched upper class. Societal standing is extremely fluid allowing the energetic young man plenty of room to better himself and improve his lot in life. Merit is the most important determiner of social standing and Mexican born Texicans are accorded much the same opportunities as Anglos. In all strata of society, one is equally likely to encounter individuals with Spanish surnames as British ones.

Texicans on the whole are brash and forthright and not given to mincing words. Even their leaders are unusually outspoken.

As a young nation, their world view is disproportionately shaped by recent events. While many Texicans had felt a bond of kinship with the Confederacy, the frontier war with that nation has soured that bond in favor of a heightened sense of Texican unity. If anything, these two nations are now rivals, though many have not yet come to see that fact.

The discovery of gold and silver west of the Rio Grande has sparked Texicans' interest in expansion. To them, the lands of the Shattered Frontier lie wholly within Texas' sphere of influence (despite the fact that it is Mexican territory). The general lawlessness of the region, due in large part from inattention by México, has prompted Washington to deploy several units of Texas Rangers within the territory, nominally to protect the property and persons of its settler communities. However, they are almost uniformly recognized as the de facto authority by non-Texicans as well, for they provide the only organized policing force within the frontier and serve to check the activity of hostile Indian tribes.

Territorial claims by the CSA west of the Rio Grande have sparked a diplomatic row between the two nations. The Texican legislature has reacted to these turns of events by encouraging the growth of towns such as Santa

Fe, Albuquerque and El Paso on their western frontier and unofficially sponsoring settlement throughout Nuevo México. No official move has yet been made to recognize these towns, as Washington does not wish to provoke a war with France, the real power behind Emperor Maximiliano I De México and possessor of a formidable force in nearby New Orleans. Rather, the Texicans are laying the groundwork for an eventual *fait de accompli* when their settlements and substantive governance of the region will allow the entire frontier to be annexed at the stroke of a pen.

A large factor in Washington's reticence to risk war is her lack of a standing army. From the earliest days of the Republic, the nation has encountered difficulties with rogue generals. Since President Houston furloughed the standing army in 1836, Texas has depended upon the Rangers and militia units to defend her territory. This practice has served her well, for the militia is unusually capable and experienced. Nonetheless, it is not an offensive force and its efficacy if used in that role is questionable.

Cotton continues to be the major driver of the Texican economy. However, the reentry of the Confederate States of America into the world cotton market has caused prices to fall from their artificially high war years prices. This has caused an economic recession in the Lone Star Republic and forced many marginal growers to seek alternative means of making a living. Many of these people (farmers and their hired hands) have left the gulf coast in search of better opportunities in the sparsely populated western expanses of the country.

The national government has actively, though not officially, encouraged many of its citizens hurt by the cotton crash to migrate to the west. Migrants are given free passage to Santa Fe or Albuquerque and the opportunity to be given title to land there simply by occupying and improving it for a period of two years. Of course, much of this land is barely arable and many of the settlers quickly abandon the thought of settling down in favor of seeking their fortune in the Shattered Frontier – all with a nod and wink from Washington.

Texas is still economically immature. Her natural resources are not comparable to that of the United States or the United Kingdom nor does she possess the dense urban settlements necessary for industrialization. She is dependant on those nations for most manufactured goods yet maintains a net surplus balance, such is the quantitative robustness of Texas' farms and ranches.

5.5 | Goods & Services

These costs incorporate a standard markup on the part of the merchant to cover his shipping, salary and other overhead costs. When it comes to pricing goods and services, you can typically use the prices listed below.

However, a few situations exist that require a modification of the listed prices. The first of these occurs when the point of purchase is not located in close proximity to a rail stop. Such goods need to be transported to the location by cart or wagon, and this additional freight cost should be reflected in the price. A good rule of thumb to employ is to add 10% to the listed price for every 25 miles the store or trader is located from a train stop or rail head.

A second extenuating circumstance occurs when sales take place in the region of a gold (or silver) camp. The abundance of hard currency in such locales guarantees an inflationary effect, particularly when it comes to mining tools and similar hardware.

To simulate the inflation, roll 5d4 (using the penetration rule), add 10, and then multiply the result by

10. This generates a percentage you must add to the base price of any item. If the camp is in a remote location, you may need to calculate an additional freight surcharge (as described above) before applying the inflationary effect.

For example, Jack Murphy has had some success prospecting for gold and returns to the fictional boom town of Silver Gulch to buy a couple of items (a shovel and a mining pan). The total for these items is three dollars. However, Silver Gulch is 250 miles from the nearest rail line and so any goods must be transported via wagon. This adds 100% to the base price (250 miles/25 = 10 x 10%).

Additionally, since Silver Gulch is a boomtown, the abundance of hard currency has an inflationary effect on prices. The GM rolls 5d4 and gets 15 (including penetration). This means that prices in Silver Gulch will be 250% ((15 + 10) x 10) of the base price after the transportation surcharge is calculated.

The shopkeeper will therefore charge Jack \$15 for the pan and shovel (base price \$3 + 100% transportation charge = \$6 x 2.5 inflationary effect = \$15).



Scientific Equipment

Magnifying glass	\$.150
Measuring scales, personal	\$.8.00
Microscope, gem	\$.2.25
Microscope, household	\$.6.00
Microscope, professional	\$.39.00
Microscope, students'	\$.15.00
Telescope, astronomical or landscape (with tripod)	\$.59.00
Telescope, spy glass	\$.1.85

Mining Equipment


Blasting caps (per dozen)	\$.2.00
Bucket (12 qt.)	\$.72¢
Dynamite (per stick)	\$.4.50
Fuses (per dozen)	\$.1.30
Nitroglycerine, liquid (per oz.)	\$.2.00/
Pail, water (wooden) holds 3.75 gallons	\$.18¢
Pan, mining	\$.2.50
Pick mattocks	\$.45¢
Shovel (round point, solid steel)	\$.50¢

Photographic Equipment:

Amateur Photographer instruction book	\$.20¢
Box, negative storing	\$.90¢
Camera (with lens, shutter and plate holder)	\$.13.60
Camera lens, replacement	\$.19.00
Camera plate fixing bath	\$.3.15
Camera plate holder	\$.2.55
Camera tripod	\$.2.95
Collodium (1 oz. bottle)	\$.45¢
Developer, learner's outfit	\$.2.35

(Incl. Red lamp, three trays, beaker, frame, collodium, silver nitrate, 12 3.25"x4.25" printing papers, Amateur Photographer instructions)

**The Amateur
...Photographer**



A Complete and Simple Instruction Book. Tells all about how to take pictures and finish them. Is so plain a child can understand it.

If You Don't Know

What kind of an outfit you should have write us stating how much you can invest and state what class of work you are most interested in whether portrait or landscape, for traveling or home use, for pleasure or business and we will give you our advice in the matter.

Lantern, red dark room	\$.90¢
Paper, photograph printing (per 9 in. x 11 in. sheet)	\$.55¢
<i>(\$5.00 dozen)</i>	
Paste, photo mounting (1 lb.)	\$.45¢
Silver nitrate bath solution (1 qt. bottle)	\$.3.25

Printing Equipment

Ink, black (2 oz. bottle)	\$.10¢
Inkstand, single bottle	\$.35¢
Pen holder	\$.85¢
Pen nib (per dozen)	\$.8¢
Pen, steel fountain (per dozen)	\$.8¢
Pencil (per dozen)	\$.30¢
Printing press, professional	\$.500.00
<i>(Comes with 29 sets of type and misc equipment)</i>	
Printing press, small	\$.31.00
<i>(Prints only 5 1/2" x 8"; 125 lbs.; self-inking, comes with one set of type)</i>	

IT IS AGAINST THE LAW...

TO COUNTERFEIT MONEY.

But you can do better than coin it on your own hook. **SAVE IT. We show you how.**

Provisions and Food

Apples (3 lb. tin)	\$.9¢
Bacon (per lb.)	\$.10¢
Baking powder (4 oz. tin)	\$.12¢
Beans (3 lb. tin)	\$.12¢
Beef (per lb.)	\$.7¢
Beef jerky (per lb.)	\$.20¢
Beef, dried (per lb.)	\$.20¢
Beer (20 gal. keg)	\$.33.50
Blackberries (2 lb. tin)	\$.11¢
Cheese, Plymouth cheddar (per lb.)	\$.11¢
Chocolate creams, fancy (per lb.)	\$.14¢
Cocoa (per 5 lbs.)	\$.18.00
Coffee (per lb.)	\$.30¢
Corn dodgers (per dozen)	\$.20¢
Corn (3 lb. tin)	\$.7¢
Corned Beef (1 lb. tin)	\$.12¢
Flour (per lb.)	\$.10¢
Ham, boneless (per lb.)	\$.10¢
Ham (1/2 lb. tin)	\$.12¢
Hard tack (per lb.)	\$.50¢
Honey, Navajo (per gal.)	\$.45¢
Mackerel (1 lb. tin)	\$.14¢
Meal, cheap	\$.25¢
Meal, fancy	\$.2.00
Meal, stage station	\$.1.50
<i>(Bacon, beans, bread and coffee are sold at home stations on a stage line every 50 miles.)</i>	
Milk, condensed (1 lb. tin)	\$.15¢
Mustard, prepared (1 qt. jug)	\$.13¢
Mustard powder (1/2 lb. tin)	\$.45¢
Peas (3 lb. tin)	\$.11¢
Peaches (3 lb. tin)	\$.18¢
Pears (3 lb. tin)	\$.12¢
Pepper, black (per lb.)	\$.20.00
Pepper, white (per lb.)	\$.25.00
Pickles (per pt.)	\$.25¢
Preserves, berry (1 lb. tin)	\$.12¢

Chapter 6.7 | Quick Reference Charts

This section reprints certain commonly used basic and advanced combat and other tables for easy reference. Where possible, these tables have been grouped by general relevance to each other, and so may not necessarily appear in numerical order.

TABLE 2.2-2: BASIC SHOOTING ACTIONS

<u>Weapon-based</u>	<u>Counts</u>
Firing a cocked weapon	.1*
Cocking and firing a pointed weapon	.3
Cocking and firing a pointed pistol (2nd+ shots)	.5
Cocking and firing a rifle (2nd+ shots)	.10 (6)
Cocking and firing 2nd shotgun barrel	.14 (10)
Bringing a firearm to bear/aiming	.4
Drawing a Weapon:	
Pistol/Knife/hand axe	.5
Rifle/shotgun/spear/lance/axe/saber	.10
Drawing two weapons at once	.5
Drawing with off-hand	.5
Drawing without holster	.d4
Fanfiring	.2
Loading:	
Pistol (per cartridge)	.10
Replacing a cylinder	.100
Rifle (per cartridge)	.10
Shotgun (one shell)	.25 (23)
Shotgun (two shells)	.30 (28)
From shell loop	.d4

*This action is free when combined with another shooting action.

TABLE 3.2-6: VISIBILITY MODIFIERS

<u>Visibility</u>	<u>Accuracy</u>
Shooting blind, complete darkness	-8
Poor visibility	-1 to -7
Weak moonlight, dense foliage, overcast full moon	-7
Full moonlight	-6
Thick foliage, thick curtains	-5
Dim lighting, dusk, silhouettes, heavy shadows, very thick fog	-4
Early dawn, torchlight, fog, thick smoke	-3
Dawn, bright lights outdoors at night, thick haze, smoke	-2
Light smoke, haze, thin foliage	-1

TABLE 3.2-17: PERSONAL WEAPON MODIFIERS

<u>Action</u>	<u>Speed</u>	<u>Accuracy</u>
Unfamiliar with weapon	.2	-.2
Using your weapon	.0	.0
Using same weapon model as your weapon	.1	-.1
Using your signature weapon	-.1	.1

Table No. 2.2-4

RANGE MODIFIERS

<u>Range</u>	<u>Pistol Modifier</u>	<u>Rifle/Shotgun Modifier</u>
To 5 feet	+8	+8
To 10 feet	+4	+4
To 15 feet	+2	+4
To 20 feet	0	+3
To 30 feet	-2	+3
To 50 feet	-4	+2
To 90 feet	-8	+1
To 150 feet	-16	0
To 240 feet	-32	-2
To 300 feet	-	-4
300+ feet	-	-8

Table No. 2.2-5

SITUATIONAL MODIFIERS

<u>Range</u>	<u>Pistol Modifier</u>	<u>Rifle/Shotgun Modifier</u>
Off Hand	-4	-4
Firing Two Guns	-2	N/A
Hipshooting	-4	-4
Fanfiring	-6	N/A
Grabbed by Opponent	-4	-6
Gun on shooting hand/arm		
Grabbed by Opponent	-6	-8

TABLE 3.2-18: ACTION BASED MODIFIERS

<u>Action</u>	<u>Speed</u>	<u>Accuracy</u>
Steady Hand (pistol only)	.2	.2
Fire Deliberately, pistol	.4	.2
Taking Careful Aim, pistol	.10	.3
Fire Deliberately, rifle	.8	.4
Taking Careful Aim, rifle	.20	.6
Laying Prone	.4	.2
Unaware of Opponent	.10	
Resting Weapon on solid object		.2 (1)
Resting Weapon on horse (live)		.1 (-4)
2nd shot at same target		.1
3rd+ shot at same target		.2
Second shot in <2sec		-.1
Third shot in <2sec		-.3
Fourth shot in <2 sec		-.6
Fifth shot in <2 sec		-.10
Sixth shot in <2 sec		-.15

Table No. 2.2 6

BASIC GAME WEAPONS CHART

<i>Weapon</i>	<i>Damage</i>
<i>Arrow</i>	1-6 (d6)
<i>Axe, hand</i>	2-7 (d6+1)
<i>Axe, woodcutting</i>	2-8 (2d4)
<i>Bayonet</i>	2-7 (d6+1)
<i>Bowie or other large Knife</i>	1-4 (d4)
<i>Buttstock, pistol whip, pommel, rock</i>	1-4 (d4)
<i>Club / saber</i>	1-6 (d6)
<i>Fist, Knee, Foot</i>	1-2
<i>Knife</i>	1-3 (d3)
<i>Long gun, swung</i>	1-6 (d6)
<i>Pocket Gun</i>	1-4 (d4)
<i>Revolver</i>	2-7 (d6+1)
<i>Rifle</i>	2-9 (d8+1)
<i>Spear</i>	2-7 (d6+1)

Table No. 3.2 1

PRIMITIVE WEAPON ACCURACY MODIFIERS

<i>Range</i>	<i>Knife, Axe or Spear</i>	<i>Bow</i>
<i>To 5 feet</i>	+8	+8
<i>To 10 feet</i>	+4	+4
<i>To 15 feet</i>	0	+4
<i>To 20 feet</i>	-4	+3
<i>To 30 feet</i>	-8	+2
<i>To 50 feet</i>	-16	+1
<i>To 90 feet</i>	-	0
<i>To 150 feet</i>	-	-1
<i>To 240 feet</i>	-	-2
<i>To 300 feet</i>	-	-4
<i>To 350 feet</i>	-	-6
<i>To 400 feet</i>	-	-8
<i>400+ feet</i>	-	-16
<i>Off Hand</i>	-4	-4
<i>Throwing Two Weapons</i>	-4	n/a

TABLE 3.2-15: BASIC CLOSE QUARTER ACTIONS

<u>Weapon-based</u>	<u>Counts</u>
Attack with Readied Thrusting Weapon	2
Attack with Readied Swinging Weapon	4

<u>Weapons</u>	<u>Ready Speed</u>	<u>Recover Speed</u>
Axe, hand	1	3
Axe, woodcutting	5	12
Bayonet	1	2
Bottle	2	4
Bowie Knife	1	2
Buttstock, pommel	0	2
Club (table leg, chair, etc.)	2	4
Initial Grab	0	2
Knife	0	1
Long gun, swung	5	10
Pistol whip	1	3
Punch/strike (fist, shoulder, knee)	0	2
Spear	1	2

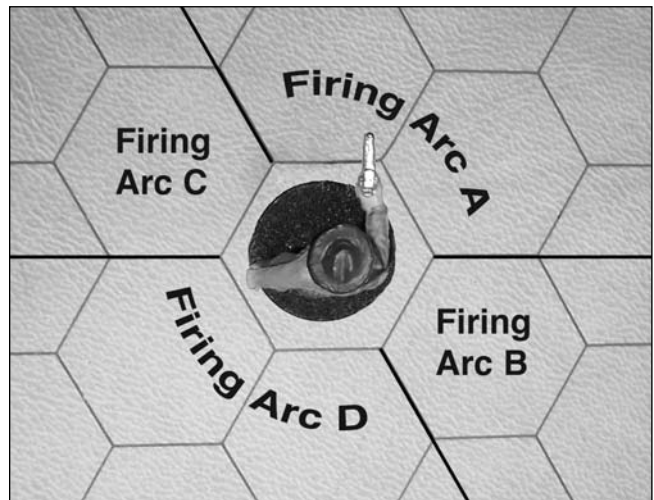


Figure 3.2-3a: Arcs of Fire for a right-handed pistol shooter (also applicable for a left-handed rifleman)

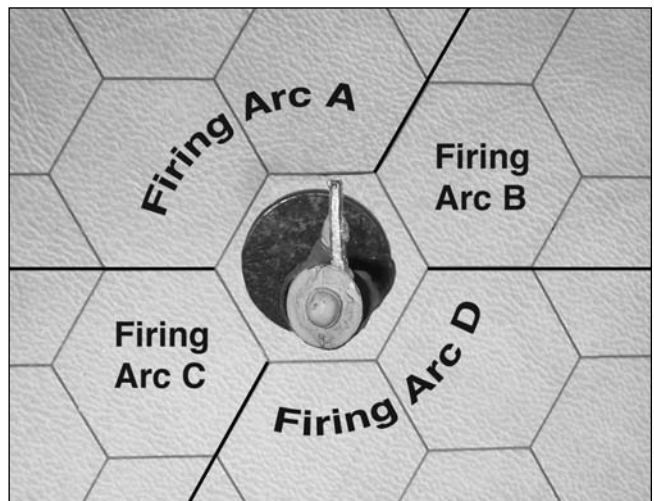


Figure 3.2-3b: Arcs of Fire for a right-handed rifleman (also applicable for a left-handed pistol shooter)

TABLE 3.2-3: FIRING ARC MODIFIERS

Location	Speed	Accuracy
Firing in Arc B	.1	-1
Firing in Arc C	.2	-2
Firing in Arc D	.5	-5

TABLE 3.2-4: TARGET ACQUISITION PENALTIES

Acquisition	Speed Penalty
Acquire new target < 30° from center	.1
Acquire new target < 90° from center	.2
Acquire new target < 150° from center	.4
Acquire new target > 150° from center	.8

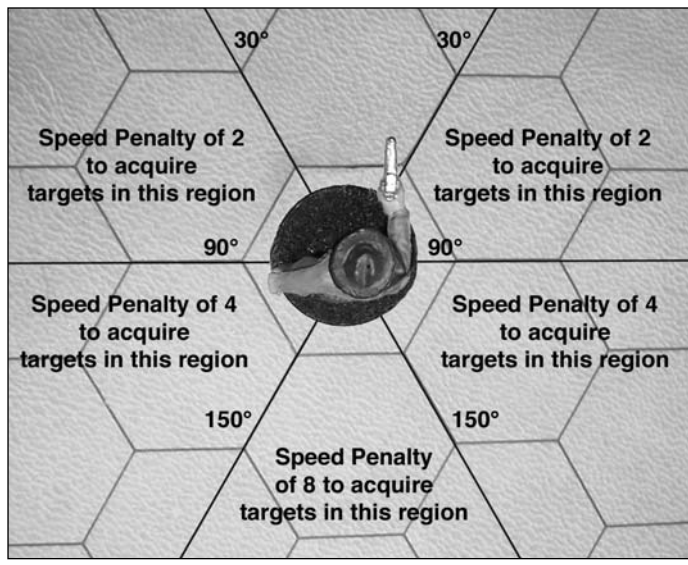


Figure 3.2-4: Target Acquisition Penalties

TABLE 3.2-11: TARGET MOVEMENT

Action	Accuracy
crawling/ strolling	-1
walking	-2
jogging	-3
running	-4
dodging*	-2
mounted**	
walking	-2
trotting	-4
loping	-6
galloping	-8

*dodging adds with other movement types
 **Can hit horse – check silhouette for misses

TABLE 3.1-23: SKILL CHECK MODIFIERS

Difficulty	Modifier to Roll
Trivial	+90%
Easy	+80%
Average	+40%
Difficult	.0%
Very Difficult	-10%

TABLE 3.2-12: MOVEMENT MODIFIERS TO SHOOTING

Status	Speed Penalty*	Accuracy Penalty
crawling	Must stop	Must stop
strolling	.0	.0
walking	.1	-1
jogging	.2	-3 pistol/ -6 rifle
running	.4	-4 pistol/ -8 rifle
dodging**	.2	-4 pistol/ -8 rifle
Mounted		
standing	.2	.0
walking	.2	-1
trotting	.4	-5 pistol/ -10 rifle
loping	.3	-3 pistol/ -6 rifle
galloping	.3	-3 pistol/ -6 rifle

*Movement speed penalties never modify movement actions, only gunfight related actions.
 **Dodging reduces actual movement speed by one degree/.

TABLE 3.3-1: WOUND MODIFIERS TO SHOOTING

Type or Severity of Wound	Speed Penalty*	Accuracy penalty
Wounded < 25% of HP	1	-1
Wounded = 25-50% of HP	3	-2
Wounded = 51-75% of HP	5	-4
Wounded > 75% of HP	10	-6
Each graze in firing arm/hand*	0 (1)**	-1
Each wound in firing arm*	0 (3)**	-3
Each wound in leg, foot or hip*	5 (0)**	0
Arrow wound*	2	-2
Each head wound*	1	-2

* Penalties compound with other wounds
 ** Use parenthetical numbers for shooting modifiers

TABLE 3.2-8: MOVEMENT ACTION RATES

Action	Counts
Drop prone	.3 Count*
Crawl/stroll	.5 feet/20 Count
Walk	.5 feet/10 Count
Jog	.5 ft/5 Count
Run	.5 feet/3 Count
Sprint**	.10 feet/5 Count
Halt run/sprint	.10 feet over a 10 Count
Change Facing (1 face)	.1 Count
Change Facing (2 faces)	.2 Count
Change Facing (3 faces)	.3 Count
Sit/kneel from prone	.3 Count
Kneel/sit from standing	.2 Count
Stand from sitting (ground)	.5 Count
Stand from kneeling/sitting (chair)	.3 Count
Pick up dropped weapon	.5 Count
Check weapon: load	.10 Count
Check weapon: working order	.20 Count

*0 Count when combined with another move on this chart.
 **5 seconds max per hour
 Dodging lowers speed by one increment (e.g., Run becomes Jog).

TABLE 3.2-13: MISHAPS & FAILURES

Roll (d100)	Mishap/Failure
01-02	Consult <i>Subtable 3.2-13A: Mechanical Failures</i>
<i>Ammo Failure</i>	
03-10	Dud
11-12	Underload, minor
13-14	Underload, major
15	Blown primer or Overload (50% chance of either)
16-19	Case separation
20-21	Incorrect sizing, major
22-23	Incorrect sizing, minor
24	Chainfire
25	Flaming debris
<i>Gear Failure</i>	
26	Boot/Footgear breaks
27-29	Saddlebag breaks
30-32	Belt/Holster breaks
33	Holster loosens
34-35	Shirt tears
36-37	Vest rips
38-40	Button pops
41-42	Hat torn
43-44	Pants tear
45-47	Sack/Bag/Parcel breaks
<i>Accidental Shots</i>	
48-50	Hit bystander
51-53	Shot nearby livestock/horse
54-56	Damage building
57-59	Damage tree/cactus
60-63	Fire during draw (d10: 1 graze own foot; 2 shoot own foot; 3-10 shoot ground)
64-65	Accidental discharge
<i>Hindrance</i>	
66-69	Sweat in eyes
70-73	Smoke in eyes
74-77	Sun/glare in eyes
78-80	Smoke obstructs view
<i>Clumsiness</i>	
81-84	Stumble
85-87	Slip
88-91	Off balance
92-94	Distracted
95-97	Drop weapon
98-100	Non-weapon injury

TABLE 3.2-16: PISTOL DISCHARGE DURING WRESTLING

Roll (d6)	Result
1	Opponent may attempt a shot with Shot Clock but with no Accuracy modifier for range
2	Cannot discharge
3-4	Shot discharges ineffectively
5-6	Shooter may attempt a shot with Shot Clock but with no Accuracy modifier for range

SUBTABLE 3.2-13A: MECHANICAL FAILURES

Roll (d100)	Mishap/Failure
01-09	Buttstock/Grip
10-18	Cylinder rod
19-27	Ejector/Extractor
28-36	Hammer
37-45	Internal part
46-54	Lever
55-61	Loading gate
62-71	Magazine spring
72-80	Mainspring
81-90	Sight
91-100	Trigger

TABLE 3.2-14: NON-WEAPON INJURY LOCATION

Roll (d100)	Location
01-06	foot — right
07-12	foot — left
13-19	ankle — right
20-26	ankle — left
27-32	knee — right
33-38	knee — left
39-44	hip — right
45-50	hip — left
51-56	wrist — right
57-62	wrist — left
63-68	elbow — right
69-74	elbow — left
75-80	shoulder — right
81-86	shoulder — left
87-93	neck
94-100	back

After determining location, roll a d10 to learn what type of injury results.

Roll (d10)	Non-Weapon Injury Type
01-03	Twist
04-06	Pulled Muscle
07-09	Sprain
10	Hyperextension

TABLE 3.2-19: INDIRECT FIRE

Cover	Accuracy Modifier
Shooting blind, complete cover	-8
Partial Cover	-1 to -7
Head showing only	-7
Upper chest and neck visible	-6
Solar plexus and above visible	-5
Covered from the waist	-4
Cover from mid-thigh	-3
Knees and below	-2
Feet and ankles covered	-1

TABLE 3.2-2: REPUTATION EFFECTS ON SCRAPES

Disreputable	.Grazed	Leave fight immediately
Low	.25% or more hp lost	Immediately seek cover and flee if shot at again
Average	.50% or more hp lost	Immediately seek cover and flee if injured again
Great	.Any	Character has full choice to stay or run
Legendary	.Any	Character may never run from a fight

TABLE 3.2-20: DYNAMITE MAXIMUM RANGES

# of Sticks	Maximum Range
1	.100
2	.90
3	.80
4	.70

TABLE 3.3-2: CONSTITUTIONAL ADJUSTMENTS TO HEALING

CON score	Healing Adjustment
17-18	-.2
14-16	-.1
5-7	+.1
3-4	+.2

TABLE 3.2-21: EXPLOSIVES DAMAGE & EFFECTS

Distance (feet)	Cards	Damage Die	Special
Under 3	.10	.d8	.Deafen, Stun, Out Cold
3 to 5	.7	.d6	.Deafen, Stun, Out Cold
To 10	.5	.d4	.Deafen, Stun, Out Cold
To 15	.4	.d3	.Deafen
To 20	.3	.d3	.Deafen
To 25	.2	.d3	
To 30	.1	.d3	

TABLE 3.3-3: WOUND SEVERITY THRESHOLD

Location	Severity Threshold
Foot	.5
Ankle	.5
Lower leg	.5
Knee	.5
Thigh	.5
Hip/Buttock	.4
Groin	.3
Abdomen	.4
Back	.4
Chest	.5
Arm	.5
Forearm	.5
Hand	.5
Shoulder	.4
Neck	.5
Face	.5
Head	.6

TABLE 3.2-22: SPEED OF HURLED DYNAMITE

# of Sticks	Movement Speed
1	.5 feet/Count
2	.5 feet/Count
3	.5 feet/2 Counts
4	.5 feet/2 Counts

TABLE 3.2-23: HURLED EXPLOSIVE DISTANCE MODIFIERS

Range (feet)	Distance Modifier (feet)
10	.0.5
15	.1
20	.d3
30	.d4
40	.d6
50	.d8
60	.d10
80	.d12
100	.d12

TABLE 3.2-5: HARDNESS VALUES

Material	One hp Reduced Per (inches)
Timber/wood, hard (oak, etc.)	.1/2"
Timber/wood, soft (pine, etc.)	.1 1/2"
Iron (e.g., skillet)	.1/8"
Water (e.g., in a trough)	.4"
Baled Hay	.6"
Sand	.2"
Loam/dirt	.2"
Clay (e.g., pottery)	.1/4"
Leather (e.g., saddle)	.1/2"
Flesh (horse, human, etc.)	.1 1/2"
Bone (man or animal)	.1/2"
Tin (cans, sign, etc.)	.1/2"

TABLE 3.2-9: MOUNTED MOVEMENT ACTION RATES

Action	Speed Modifier
Walking	.5 feet/10 Count
Trotting	.5 ft/5 Count
Loping	.5 feet/2 Count
Galloping	.5 feet/1 Count
Turn standing horse	.3 Count per facing
Turn moving horse 1 facing or less	.0 Count
Turn moving horse 2 facings or less	.3 Count
Turn moving horse 3 facings or less	.6 Count
Mount horse	.20
Jump from horse's back	.10 Count

TABLE 2.3-24: EXPLOSIVE DISTANCE FROM TARGET

To-hit Roll	Increments Off Target
25+	.0 - Direct hit
20-24	.1
19	.2
18	.3
17	.4
16	.5
15	.6
Under 15	.7

TABLE 3.2-10: MOUNTED TURNS

Gait	Safely Turn Up To:	With Ride Check Can Turn Up To:
Walk	.Any	.N/A
Trot	.60 degrees / 1 facing	.90 degrees / 1 1/2 facings
Lope	.45 degrees / 3/4 facing	.60 degrees / full facing
Gallop	.30 degrees / 1/2 facing	.45 degrees / 3/4 facing

Chapter 6.2 | Quirk & Flaw Descriptions

As noted in the section on character creation, quirks and flaws represent those aspects of your character that make him a true individual; little imperfections and unique traits that make us all human. Quirks are mental in nature, and include habits, prejudices, and so on. Flaws, on the other hand, are physical in nature. Some examples of flaws are poor eyesight, facial scars, and even missing limbs.

The character creation tables divide quirks into several categories: Combat, Economic, Extroverted, Habitual, Hygienic, Introverted, Mental, Rest and Relaxation and Social. Combat quirks, for example, focus on a character's reaction to tense situations, while hygienic quirks focus on actions like picking and scratching, and hating to bathe. In this section, we list the full descriptions for each quirk in alphabetical order for ease of use, followed by the section on flaws.

The tables in the character creation section divide flaws into two categories: Common and Rare. As with quirks, full descriptions for each flaw are listed here in alphabetical order.

Following the name of each quirk and flaw is the number of BPs (Building Points) gained upon receiving this quirk or flaw. Depending on how the character acquires this quirk or flaw, he may not receive the full BP bonus – such circumstances are noted in the relevant rules sections (such as *Table 6.4-7:Upbringing* in *Chapter 6.5 | Detailed Character Backgrounds*).

All quirks and flaws require a backstory explaining how the character became that way. Any penalties listed as “-x/-y%” refer to penalties deducted from d20 and d%/d100 rolls (for example, -2/-10% means -2 to a d20 roll and -10% to a d%/d100 roll).

★ QUIRKS ★

Absent-Minded (20 BP): Characters with this quirk have a hard time remembering things. An absent-minded cheater might come to a game without his marked cards, an absent-minded prospector might head to his claim without his pan or a cowboy may forget to meet his girl for their special picnic. Any time this character wants to retrieve something from his supplies, use something that's not in his hands or remember a specific appointment, he must make an Intelligence check. Failure means he left the item at the last place he stopped, be that a campsite or saloon or store, or missed his date. If the character stated and recorded on his character sheet the location of each item he possesses as

he was leaving each place he stopped, he may ignore this check for items. Items he recorded in the morning and did not move do not need to be recorded again.

Similarly, an Intelligence check must be made to remember anything that the character did not specifically state he was writing down (assuming he can read and write!). If he did write it down, he must make an Intelligence check to find the piece of paper. Failure means he was unable to remember the information or locate the piece of paper.

Abstinent (30 BP): This character swore off something that most other folks seem to enjoy. No matter how much they cajole him, wheedle him or call him a “stick in the mud,” he refuses to take any part of it.

Roll a d8.

☞ If a 1 or 2, the character swore off alcohol.

☞ If a 3 or 4, he's sworn off tobacco.

☞ If a 5 or 6, he's sworn off gambling.

☞ If a 7 or 8, he's sworn off sex.

Alcohol-abstinent characters get drunk much faster than most folks, if they should take a drink for some reason. When drinking, such characters must make their Constitution check versus half their ability score, instead of a standard Ability Check (Constitution modifier still applies). See *Chapter 5.7 | Drinkin' & Drugs* for the details on drinking.

Addict (40 BP): An addict just can't get enough of something that other persons simply enjoy on an infrequent or regular basis. This character spends every bit of spare cash on his habit whenever the opportunity presents itself. After the first indulgence, he must make a Wisdom check against half his Wisdom score or repeat it. If he runs out of money, he may put up his horse, borrow from comrades or even steal. He may even make deals that he'll regret later.

Alcoholics tend to spend all their free time at the saloon, or holed up in a hotel with a bottle of whisky,

Roll (d20)	Addiction
1-10	Alcohol
11	Drugs (Laudanum)
12	Drugs (Morphine)
13	Drugs (Opium)
14-18	Gambling
19	Whoring/Sex
20	Roll twice more on this table



Furthermore, a yellow belly character receives only nine Reputation Points for every ten Reputation Points gained, and loses one additional Reputation Point for every 10 Reputation Points lost. *For example, let's say a yellow belly named Jake has 3 Reputation Points. Jake gains 4 more points in one gaming session, and 3 more points the next, giving him a total of 10 Reputation Points. Since he has reached a total of 10, Jake loses one point of Reputation and drops down to 9 Reputation Points. Whenever Jake earns 10 more points (putting his score at 19), he again loses one point (dropping him down to 18).*

★ FLAWS ★

Acorn Calf (40 BP): A person known as an “acorn calf,” or the “runt of the litter,” seems scrawny and weak to most folks. Characters with this flaw suffer a -1 penalty to their Strength AND Constitution ability.

Albino (15 BP): Characters with this flaw have a lack of melanin in the skin, hair, and eyes giving them an extremely pale complexion, light blue eyes, and on some occasions pink eyes and pure white hair. Some Indians call albinos “ghost people” because of their somewhat eerie appearance.

Additionally, the eyes of such a character are very sensitive to sunlight and other bright light. These characters must cover all parts of their skin any time they are out in the sun, use wide-brimmed hats or veils to shade their eyes, and protect their heads from harsh sun.

An albino character that fails to protect himself suffers a severe sunburn and a -5% penalty to all rolls for the next 24 hours for every increment of 4 hours of exposure. They also temporarily lose 1 point of Looks because of the blistering. For every five serious burns, this ability loss is permanent.

Animal Antipathy (30 BP): Characters with this flaw somehow gained the enmity of a specific type of normally domesticated animal. These animals can sense something about the character that disturbs them and arouses their primal instincts. They may attack the character if cornered, but prefer to flee when possible.

Oddly, over time this flaw seems to get worse. For every year a character possesses this flaw, other animal types begin to sense the negative vibes emanating from the PC. Make a yearly Charisma check, beginning with the second year. A failed result means you should roll again on *Table 6.2-8*. Your character gets no extra BPs for additional flaws gained in this manner.

Chapter 6.3 | Skill Descriptions

Skills acquired during character creation represent knowledge that your character acquired in years past. Skills have a vast array of uses and include such things as Botany, Bronc Busting, Gambling, Hunting, Oration, and so on. Choose skills that best complement the character you have in mind. For example, do not choose Mining for a schoolteacher or Engineering for a fur trader unless you can articulate a well thought-out reason behind it.

★ MASTERY AND DIFFICULTY ★

Most skills include two tables - a Mastery table and a Difficulty table. The Mastery table defines what your character can do with this skill; it shows your character's limitations based on his current level of mastery. Take the the Animal Lore skill, for example. A Novice character can recognize a type of animal by sight, while a Master can determine the location of a water hole, animal herds, predators, or impending danger (such as a forest fire) simply from observing an animal's signs and behaviors. Note that the Mastery table is not all-inclusive - such a table would be bigger than this book! - but serves as a guideline for a character's skill uses and restrictions.

The Difficulty table provides some examples of what might make a skill more difficult to use (such as darkness, excessive noise, angry animals or hostile characters, etc). For our example, let's use the Animal Lore skill again. It would be Trivial (%) to identify an animal when it is caged, corralled or within 10 feet of the character, but it should be Very Difficult (%) to identify an animal at night in the middle of a thunderstorm. The Difficulty level is usually set by the GM or other players.

★ TIME AND FAILED CHECKS ★

Since the skill description cannot define how long it takes to perform every conceivable action, simply use your common sense judgment or a group consensus. For example, a player can't compose an opera that will be relevant for generations in just one day, but he might be able to write a simple poem in 30 minutes. On the other hand, some things (such as recognizing an animal by sight with Animal Lore) may be nearly instantaneous.

You should also use your common sense to determine whether or not a character may re-attempt the same skill check after a failed result. For example, the character knows when he has failed a Carpentry (or similar) check to create an item, since the item is visibly botched or flawed in some way and the resulting piece is worthless except as kindling. If he still wants to build the item, he may try again, but with new materials. To give another example, a player should not typically retry a failed Accounting check, since the character sees no errors and has no reason to recheck his figures.

Apply a cumulative 15% penalty to each repeated skill check to accomplish the same task. (This penalty does not apply when using the same skill to attempt a different task.) If this penalty accumulates to the point where the character cannot possibly succeed, he must improve his mastery level in this skill before attempting the same task again.

★ THE SKILLS ★

ACCOUNTING

Relevant Ability: Intelligence

Cost: 3 BP

Universal: No

Prerequisite: Mathematics 85% or better

Mastery Die: 1d8

This skill allows a character (usually a business owner) to audit, maintain and process financial information, mostly with a double-entry bookkeeping system (keeping a debit entry and a credit entry for every transaction). With this system, the character can check for errors and keep his business records neat and tidy. Characters with a business should attempt this skill check once per month. Failure to use this skill means that the character is using either no method, or a very primitive method, of managing his business. Lack of Accounting costs the business a 1d12% loss per month in profits.

A successful skill check (performed monthly for business owners) means that the character can monitor profitability, detect (or add) irregularities, create new financial records, and so on. A failed monthly skill check indicates that the records are flawed in some way and the business suffers a 1d3% loss per month in profits. These losses are the result of poor inventory management (such as spoiled, damaged, out-of-date or mismatched parts), dishonest vendors, failure to pay bills on time, failure to send proper invoices, or some other factor that does not become apparent due to incorrect books and records. A later successful check reveals any imbalances and their causes, but does not return profits already lost.

Level	The character can...
Unskilled	Not use this skill.
Novice	Maintain an accurate inventory
Average	Accurately monitor profitability of a small business venture
Advanced	Accurately monitor profitability of a large business such as a gold mine
Expert	Accurately monitor profitability of a complicated financial trust involving numerous related business ventures
Master	Manage the financial affairs of a nation-state

Difficulty	Examples
Trivial	Determining what inventory is moving fastest
Easy	Detecting losses due to theft or employee pilferage
Average	Auditing a business' books
Difficult	Engaging in (or discerning) simple financial fraud
Very Difficult	Engaging in (or discerning) complicated financial fraud

ADMINISTRATION

Relevant Ability: Intelligence, Wisdom or Charisma

Cost: 5 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d6

same modifiers described for Fast Talking in *Table 6.3-1: Fast Talking Modifiers*, based on the Intelligence and Wisdom of the subject and modify further by the believability of the story.

Level	The character can...
Unskilled	Deceive a stranger
Novice	Deceive an acquaintance
Average	Deceive a close friend or ally
Advanced	Deceive a guard
Expert	Deceive a member of a hostile tribe or nation
Master	Deceive a sworn personal enemy

Difficulty	Examples
Trivial	Telling a very likely untruth ("A new hardware store is opening next week")
Easy	Telling a plausible lie ("I heard the local bandits are on their way here")
Average	Telling a possible, if unlikely, lie ("The President is coming to town to see one of his relatives")
Difficult	Telling a very unlikely lie ("The bank is giving away \$10 to all customers!")
Very Difficult	Telling an absurd lie ("Feed a cow fruit and their cowpies will be tasty")

DEMOLITION

Relevant Ability: Intelligence

Cost: 6 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d4

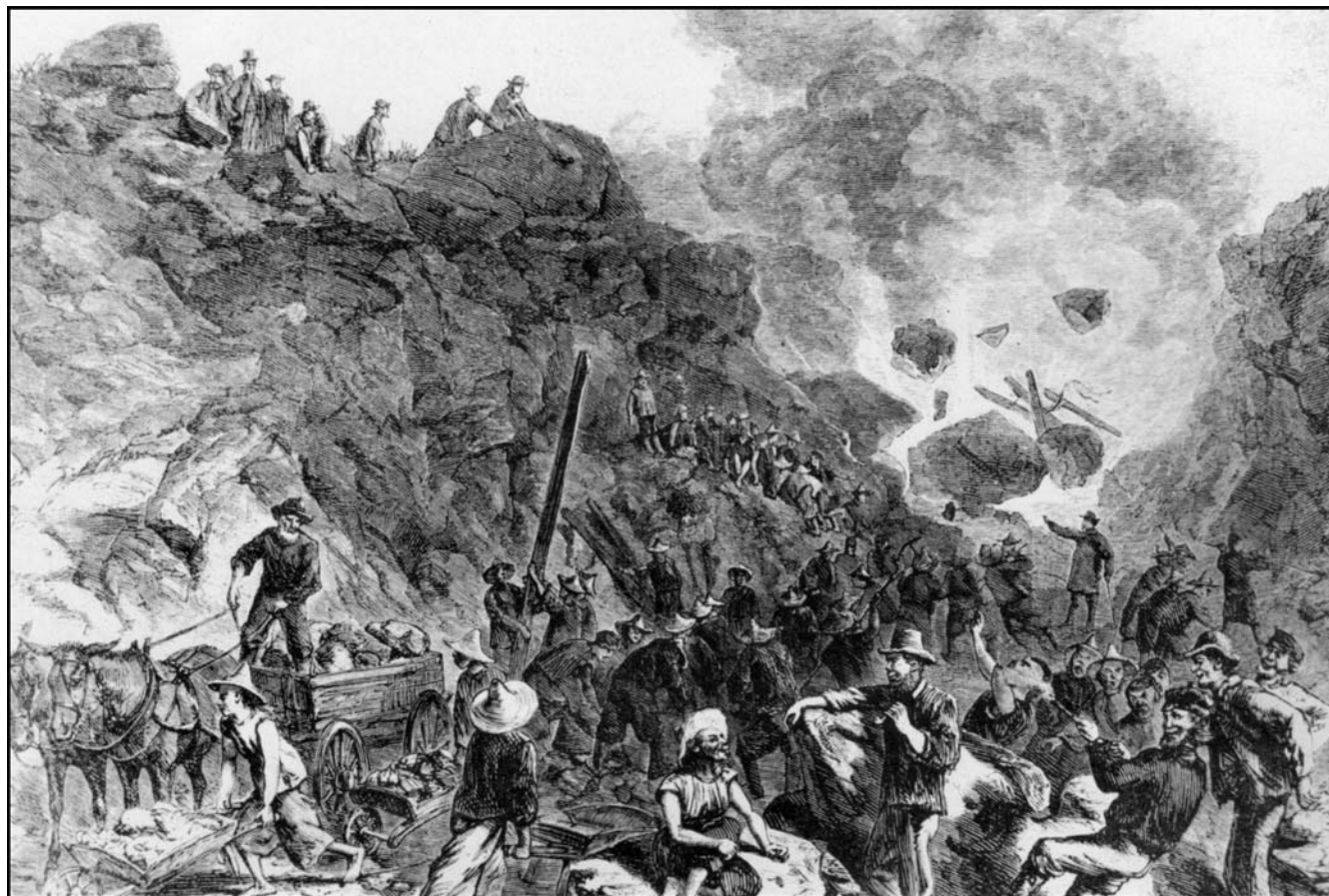
Materials/Tools Required: Yes

The Demolition skill involves handling explosives (e.g. gunpowder, dynamite paste or rod, and nitroglycerine). Creating or using any explosive material requires a successful check. A fail-

ure indicates the possibility of an unexpected explosion. After a failed check when using dynamite paste or rods, or creating or using gunpowder explosive devices, roll 1d10. On a 1, the explosive detonates (often due to mishandling or an unexpected spark). A failed check when handling liquid nitroglycerin (such as when creating dynamite) is always an explosion.

Level	The character can...
Unskilled	Detonate prepared explosives
Novice	Handle and move explosives with no danger of explosion
Average	Affix blasting caps and fuses to dynamite rods or paste for safer ignition.
Advanced	Estimate the blast radius of any explosive within 50%; cylinder shape dynamite paste for dynamite rods.
Expert	Estimate the blast radius of any explosive within 30%; mix proper quantities of liquid nitroglycerine with silica to turn it into a paste (dynamite).
Master	Estimate the blast radius of any explosive within 10%; determine the exact quantities of explosive material for the job (e.g., a small amount for cracking a safe or a larger amount for blowing up a building).

Difficulty	Examples
Trivial	Working with experienced helpers in laboratory conditions
Easy	Working with experienced helpers in field conditions
Average	Working alone
Difficult	Working at night or in poor weather
Very Difficult	Working with explosives while moving riding





Average	Convince target to tell a secret with almost no consequences for himself
Advanced	Convince target to tell a secret with inconvenience for himself
Expert	Convince target to tell a secret with major inconvenience (death and torture) for self
Master	Convince target to tell a secret with major inconvenience for himself and family and or friends

Difficulty	Examples
Trivial	Target is bound in the darkness
Easy	Target is incarcerated
Average	Target is alone
Difficult	Target has a higher Reputation than the character; target is in public location surrounded by tough peers
Very Difficult	Target is in public location surrounded by employees or underlings

INTIMIDATION

Relevant Ability: Charisma

Cost: 2 BP

Universal: Yes

Prerequisite: None

Mastery Die: 1d4

Characters use this skill to cause others to back down in a contest of wills. He can make others afraid to fight him or use his skill to help in interrogation. A successful skill check is necessary, modified by the victim's Wisdom score as shown on *Table 6.3-4: Interrogation Modifiers*, above. If the Intimidation skill check is successful, the character gains a 10% bonus to his Interrogation skill. If unsuccessful, no bonus is added.

Level	The character can...
Unskilled	Convince target to temporarily back down when there are no consequences for himself
Novice	Convince target to back down when there are no

Average	Convince target to back down when there are almost no consequences for himself
Advanced	Convince target to back down even though it means inconvenience for himself
Expert	Convince target to back down even though it means major inconvenience (such as death and torture) for himself
Master	Convince target to back down even though it means major inconvenience for himself and his family friends

Difficulty	Examples
Trivial	Target is bound in the darkness
Easy	Target is incarcerated
Average	Target is alone
Difficult	Target has a higher Reputation than the character; target is in public location surrounded by tough peers
Very Difficult	Target is in public location surrounded by employees or underlings

JEWELER

Relevant Ability: Intelligence

Cost: 9 BP

Universal: No

Prerequisite: Appraisal (minerals)

Mastery Die: 1d6

Materials/Tools Required: Yes

Characters with this skill know how to appraise, design and work with jewelry and jewelry tools (pliers, tweezers, and so on). They can create rings, necklaces and other ornamental jewelry. Their work can fetch prices up to ten times the costs of the raw materials used (although a buyer must still be found). A successful skill check means that the work is very well done, and worth the expected amount as shown in *Table 6.3-5: Jeweler Results*.

Chapter 6.4 | Talent Descriptions

The following talent descriptions are arranged alphabetically by name. The bold heading for each talent gives the name of the talent and the Building Point cost. The description text gives a general outline of what a character with that particular talent knows and can do. Furthermore, some talent descriptions include rules to cover specific uses or situations, or exact instructions on the effects of the talent if successfully used.

ADVANCED SIGHTING (70 BP)

Those with this talent possess an uncanny sixth sense with regards to marksmanship. Through a combination of intuition and natural affinity, these rare individuals can shoot at a level wholly unexpected from someone with their physical skills, training and experience.

A character that is off target with a shot normally draws one card to determine hit location. A character with this talent may draw two cards and choose what he thinks is the better of the two.

ASTUTE OBSERVATION (50 BP)

Characters with this talent notice what's going on around them, and are quick to spot details that could be important. Where other characters only "see," he "observes." A character with this talent can spot a journalist by the imprints in his sleeves and the ink stains on his finger, a pugilist by his cauliflower ears, a miner by his calluses and upper body muscles, and so on.

He also notices strange odors, tastes and textures with no need for a skill check. He has a 1 in 3 chance to notice traps and concealed doors. A GM informs the character any time there is something subtly askew that a character might notice, even if he did not specifically state that he is scrutinizing his surroundings.

BLIND-SHOOTING (45 BP)

A character with a talent for blind-shooting is capable of adequate marksmanship in conditions of poor or no light. The character suffers only half penalties (rounded down) for shooting in poor lighting conditions.

Furthermore, the character retains the capability to use skills that would normally be lost in darkness (e.g. Tracking) although the effectiveness of these are reduced by one-half (skill checks are made at half the normal score, etc.). Blind-shooting does not grant any special protection from attacks.

COURAGE (10 BP)

Courageous characters have the ability to better control their "fight or flight" response to dangerous situations. Such a character receives a -4 bonus to avoid flinching or ducking back behind cover.

Those with the Courage talent are never forced to flee a gunfight due to wounds regardless of the character's Reputation.

CRACK SHOT (50 BP)

Crack shots simply have a good eye for precision shooting and receive a +1 bonus to their Accuracy. This talent does not encompass a broad knowledge of marksmanship, however, and so the bonus is lost versus targets over 30 feet away.

DAMAGE BONUS (75 BP)

Characters with this talent have a distinct ability to make any injury they cause count. A punch to the face becomes a punch to the nose while a shot to the chest invariably manages to strike closer to a vital organ or artery. None of this is planned, the character simply gets uncanny results from his weapons.

The character receives a +1 bonus to damage in all circumstances (brawling, hand-to-hand combat or with firearms).

DEAD EYE (50 BP)

Through a combination of keen eyesight and practical knowledge of trajectories, the Dead Eye character can mitigate the disparaging effects of distance on Accuracy. Any target over 30 feet away is treated as if one range grouping closer. For example, a target 31-50 feet away (-4 penalty) is treated as 21-30 feet (-2 penalty), a target

51-90 feet away (-8 penalty) is treated as 31-50 feet away (-4 penalty), and so on.

DEADLY SHOT (50 BP)

The Deadly Shot, unlike those with the Damage Bonus talent, is consciously aware of anatomy and can employ that knowledge to his advantage. All wounds caused by this character increase by one in Severity Level as he is able to better hit his target's more vulnerable portions. Note that there is no corresponding increase to HPs of damage, just severity level of the wound.

DODGE (25 BP)

Characters with the Dodge talent possess an acrobat's finesse and agility when attempting to camouflage their movement under fire. When actively dodging, their moves are so unexpectedly quick that shooters suffer a -4 penalty to their Accuracy instead of the standard -2 against dodging characters. He must be actively dodging to gain the defensive bonus provided by his fancy

footwork. (Note that this talent does not imbue the character with the ability to actually dodge bullets.)

As usual, the Accuracy penalty for this dodging character compounds with any other Accuracy modifier for movement. For example, a dodging character with this talent (-4 to hit) moving at a run (-4 to hit) has a combined penalty of -8 to the shooter's Accuracy. Of course, if the dodging character is moving directly toward or away from the shooter, the -4 for running does not apply since the runner is moving at less than 30 degrees relative to the shooter.

ENDURANCE (15 BP)

A character with this talent has enhanced resistance to fatigue. Whether this is through mental toughness or just because he's one tough son-of-a-bitch is not clear, but a character with a talent for endurance can last longer in a fight, travel longer without resting, requires less food and water and so on.

