

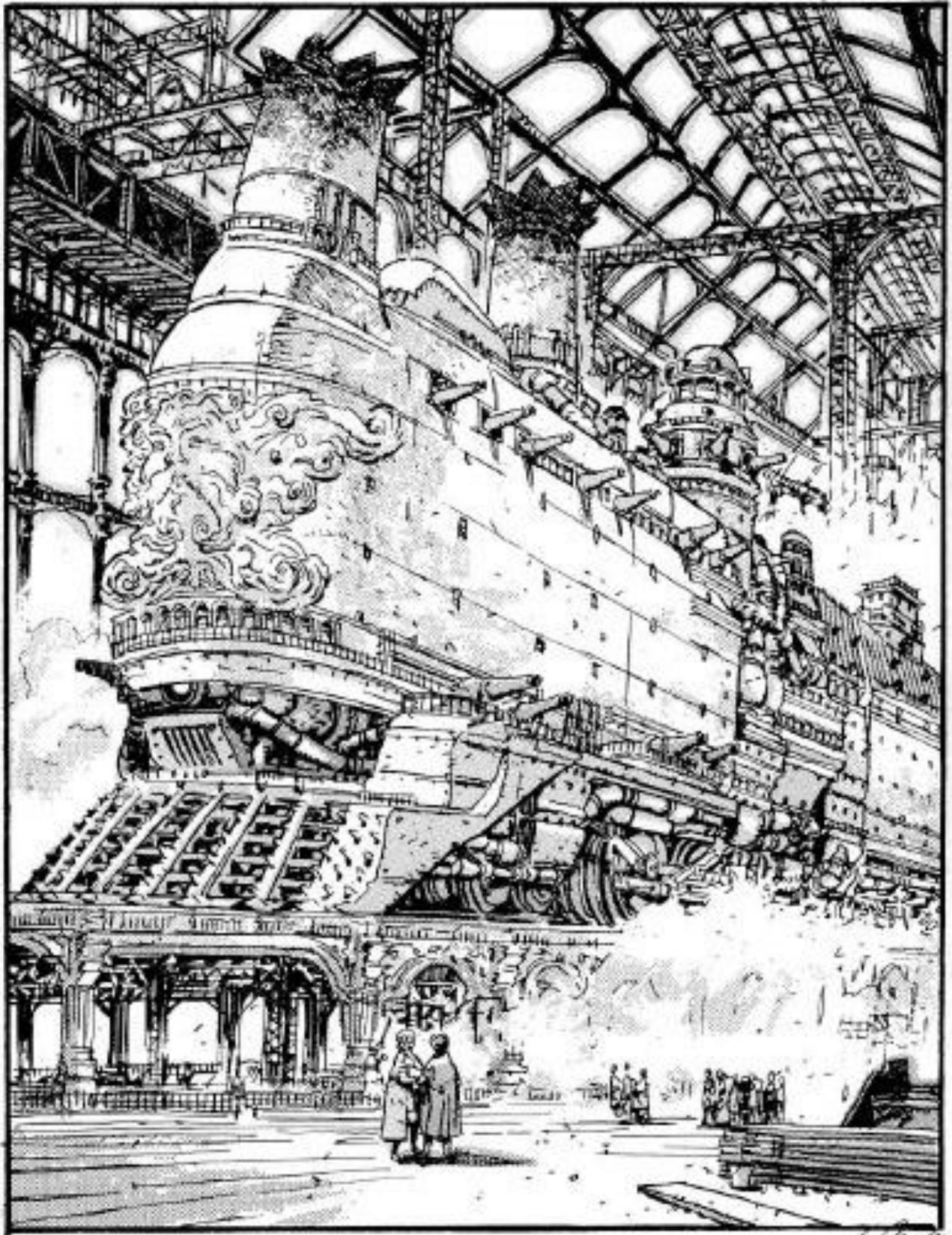
# DEAD LANDS



Appendix

## Table of Contents

NEW NEW SCIENCE RULES....	4	<i>Metal Detector</i> .....	16
<b>THE LIFE OF A NEW SCIENTIST</b> .....	4	<b>VEHICLES</b> .....	16
<b>CREATING WEIRD GIZMOS</b> .....	5	<i>The Posting Quadcycle</i> .....	16
<b>CONCOCT THE THEORY</b> .....	5	<b>WEAPONS</b> .....	16
<b>DETERMINE THE HAND</b> .....	5	<i>The Any Material Rifle</i> .....	16
<b>DEVISE THE BLUEPRINT</b> .....	5	<i>Gatling Carbine</i> .....	17
<i>Raises</i> .....	6	NEW EDGES:.....	18
<i>The Draw</i> .....	6	NEW HINDRANCES:.....	18
<i>Base Reliability</i> .....	6	MARSHAL'S ONLY! .....	19
<b>THE GIZMO CONSTRUCTION TABLE</b> .....	7	THE MAD IN MAD SCIENCE.20	
<b>GATHER THE COMPONENTS</b> .....	8	<b>DRAWING A JOKER</b> .....	20
<i>Hand Base Cost</i> .....	8	<i>The Black Joker</i> .....	20
<i>Ghost Rock</i> .....	9	<i>The Red Joker</i> .....	20
<b>CONSTRUCT THE DEVICE</b> .....	9	EXTENDED JOKER .....	26
<i>Rushing the Job</i> .....	9	VETERAN OF THE WEIRD WEST	
<i>Reliability</i> .....	9	.....	36
<i>Reliability Checks</i> .....	9		
<b>MALFUNCTIONS</b> .....	10		
<b>STARTING BLUEPRINTS</b> .....	10		
<i>Starting Devices</i> .....	10		
SMITH AND ROBARDS .....	11		
1877 INSERT .....	12		
<b>AMMUNITION</b> .....	12		
<i>Mass Trauma Bullet</i> .....	12		
<b>APPAREL</b> .....	12		
<i>Rough and Tumble Apparel</i> .....	12		
<b>WILDERNESS</b> .....	13		
<i>Auto fire Pit</i> .....	13		
<i>Blast Assisted Tent Stake Driver</i> .....	13		
<i>Collapsible Spring Fishing Pole</i> .....	13		
<i>The Pop Tent</i> .....	13		
<b>MEDICAL DEVICES</b> .....	14		
<i>The Lung Enema</i> .....	14		
<b>SENSORY</b> .....	14		
<i>Mounted Directional Light Dispenser</i> ....	14		
<i>Sound Reducing Ear Guards</i> .....	14		
<b>TOOLS</b> .....	15		
<i>Alchemical Slide Ruler</i> .....	15		
<i>Lock and Seal Design Case</i> .....	15		
<i>Traveling Drafting Table</i> .....	15		
<b>VARIOUS AND ETC</b> .....	16		





## NEW NEW SCIENCE RULES

A little Background. These rules are a modification of the Classic Deadlands Mad Science rules. They streamline the design process, as well as add some new rules to make things a little more interesting. On top of that are a couple of new edges, a new chart for jokers and a few other gems round this out.

### The Life of a New Scientist

Playing a New Scientist can be a lot of fun, especially if you like playing around with strange gadgets. Your character gets to create “New Science Gizmos” and blow things up with them. The downside is that he might also go a little insane in the process. Oh, and he might blow his friends up as well.

To start with, most mad scientists have a theme. This informs a lot about their character, but is not necessarily something

reflected in the numbers. Once you have that, the Ma-Er Excuse me New Scientist characters must take the Arcane Background: Mad Scientist Edge. On top of that, they must also have at least 1 level in at least one scientific concentration, such as science: biology, chemistry, engineering, or physics. This represents their fields of study, as well as the basic knowledge that a scientist has to have to make the cognitive (and fairly crazy) leap to mad scientific thinking. Higher, and multiple, Science aptitudes will come in very handy, but they are not, strictly speaking, required. Oh and they should also have the tinkerin’ Aptitude if they want to actually build the weird gizmos they design.

Now on to the Good stuff!

## Creating Weird Gizmos

Making gadgets that defy common sense is easier than some might expect—for a new scientist at least. There are five steps that a deranged inventor must complete to create a weird gizmo.

1. Concoct the theory.
2. Determine the hand
3. Devise a blueprint.
4. Gather the components.
5. Construct the device.

As you complete each of the steps, record these steps on a scrap piece of paper so you can hang on to them for later.

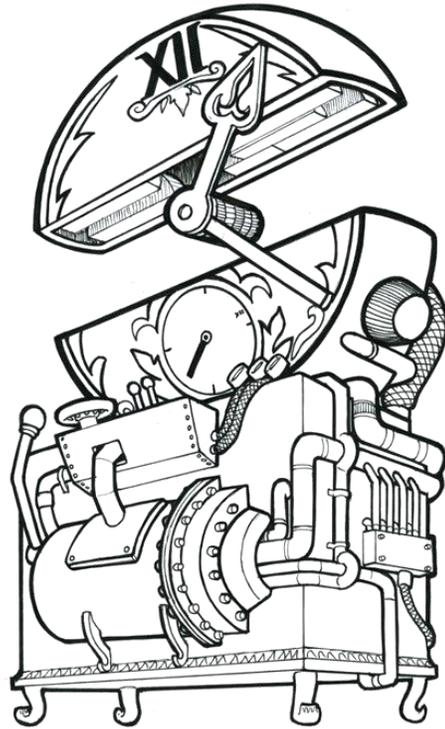
### Concoct the Theory

The first thing a mad scientist has to do is decide just what kind of weird gizmo he's trying to make. This means the scientist's player should write down the name of the device followed by a brief description of the device and the "scientific principles" (as nutty as they may be) your character employs to make it work. Then record the effects, whatever they may be. Maybe do this last one in pencil, as that might change. Oh and be sure to share it with your posse. New scientists can never keep their traps shut about their inventions.

Once you have the plan, the marshal and you will need to decide on the hand.

### Determine the Hand

The hand you need in order to succeed at creating the device depends on the nature of the device your character is trying to construct and how far above the normal technology curve it is. Check the Gizmo Construction table on page 4 for some guidelines.



### Devise the Blueprint

Now that you have a theory and a hand, it's time to design the blueprints. The first place to stop is the Gizmo construction table. This will give you some idea of how long it will take to put the blueprint together.

Next, you make a Science roll of the appropriate type. Compare the total against a Fair (5) TN. If you do not have the science concentration directly related to the design task, the TN is Hard (9). We told you those Science aptitudes would come in handy!

If you fail, you are stymied and can't try to build any other devices for the next 8 hours while you clear your head.

If you succeed, record the raises and its time to draw some cards!

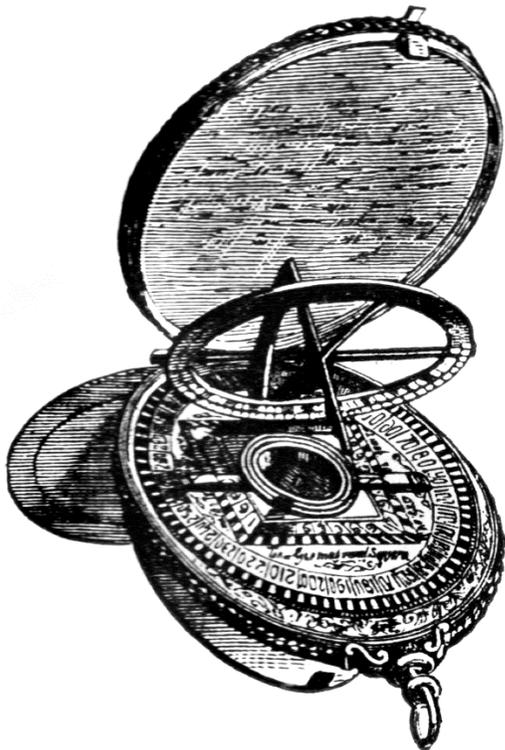
### ***Raises***

Raises are very important. They are your currency for a number of things, so keep good track of them. For each raise you get you can draw an extra card, save it for a +2 to Base Reliability or use it to half the Design Time. You can mix and match, but only use a raise once and you need to decide before you draw what you are doing with all them.

### ***The Draw***

Draw 5 cards from a fresh deck plus any 1 additional card for every raise spent. You may also may take one free card for each appropriate science Aptitude you have at level 5 or greater. You must draw all cards, unless you have the *Good Enough for Government Work* Edge.

Once you have all the cards, you will build yourself a poker hand. If you build a hand that matches the required hand, you succeed! If you got an even higher hand, make note if it, it will help the Base Reliability.



If you draw a Joker, its your lucky day! Jokers must be used, but count as wild cards so things are likely gonna be more impressive, but something has gone a little wrong with the device or the scientist. If it is a Red Joker, something is amiss with the device and you get a **Design Flaw**. On a Black, you pick up a **Quirk** (See putting the **Mad in Mad Science** below for more into).

If you fail, it takes half the design time for you to realize it. Oh and if you drew a Joker and failed? On a red you lucked out! On a black, congrats you still get a Quirk.

### ***Base Reliability***

We'll go into detail on Reliability soon, but jot down a few items right now. The device's base "Base Reliability" is equal to 10, think or it like the Blueprint's Reliability. Now, for every hand you beat the target hand by, you also get a +2 to the Base Reliability. You can also use any Raises you allocated to add an additional +2. The Base Reliability is built into the blueprint, so other devices constructed from this blueprint also benefit from a good design.

### ***Design Time***

The time it takes to make a good set of blueprints is based on the hand and can be found on the construction table. Roll them bones and that is how long it takes, or half that (Round up) for failed designs.

Also, a day is shorthand for about 8 hours of work, and a week is 7 days of work (No Sabbath for you!) and a month is 4 weeks, even if it's February. If you chose to use the raises, Half the time (Round up). If you used 2 or more, continue halving.

## The Gizmo Construction Table

The Gizmo Construction Table has all the details that you need to know about building your device.

*Hand* is the minimum hand needed to devise the device on your blueprint.  
*Description* is a guideline for how far the gizmo is above the normal technology level.  
*Example Abilities* gives a taste of the sort of abilities you can come up with for the various levels.  
*Item Example* is an example of some common weird gizmos in use in the Weird West.  
*Design Time* is the time it takes to create the blueprints  
*TN* is the construction TN for the roll needed to actually create the device.  
*Base Time* is a rough guideline for how long the construction process will take.

Hand	Description	Example Abilities	Example Items	Design Time	TN	Base Time
Jacks	Repair of New Sciences device, Specialty parts or current top-of-the-line technology	Repair Broken Steam Gatling, Create, Gatling Pivot, Replace missing parts, create an efficient case or workstation	Gatling gun, Travel Stove, Alchemist Kit, Gatling Pistol Cylinder, New lenses for Owl Eye Goggles, Accurate watch.	1d4 Hours	5	2d4 Hours
Two Pairs	Slight improvement on existing technology	+2 to a Skill, +1 to attribute, +2 to damage on a weapon, Automate a simple process, boost a vehicle or engine by 10% with a "tune up"	Faster printing press, Clockwork Tools, clockwork torpedo, Depth Mines, Hat Gun, Rattler Detector, Flap Jack Machine	1d6 Hours	7	2d6 Hours
3 of a Kind	Major improvement on existing technology	Extra Die of Damage, Armor, Autofire of 3, boost an existing vehicle or engine by 25% with a total overhaul. +4 To Skill, +2 to Attribute	Gatling pistol, bullet-proof vest, automatic weapon, , Air Catcher, Diving Suit, Mechanical Mule	2d4 Hours	9	2d10 hours
Straight	Relatively simple but new use of existing technology	Autofire 6, Create high Efficiency Fuel Cores (40% Boost), Minor ability (Night Vision), Auto preform skill.	Flamethrower, auto-matic machine-gun, Rocket boots, Ghost Rock Detector, Owl Eye Goggles, Chain Saw	1d4 Days	11	1d6 days
Flush	New use of cutting-edge technology	Autofire 9, Limited Flight, Additional Level in skill, Major ability (Spirit Sight). 50% Boost	Steam wagon, Airship (Derigible), maze runner, Velocopede, Wireless Telegraph, Spirit Camera	1d6 Days	13	1d4 weeks
Full House	Entirely new but "realistic" technology	Autofire 12, Powered Flight, additional trait die, 60% Boost Mechanized Trait replacement.	Ornithopter, Auto Gyro, submersible, Rocket Pack, Mechanical Skeleton	2d4 Days	15	1d6 months
4 of a Kind	New technology that flaunts the laws of science	Supernatural Trait enhancement, replication of specific energy type or effect 75% Boost	Heat or freeze ray, sleep gas	1d4 Weeks	17	6+1d6 months
Straight Flush	New technology that alters the laws of science	Bypass of Law (Gravity, motion, etc) Instant death, disintegration, 90% boost	Mind-control ray, Death Ray	1d6 Weeks	19	1+1d4 years
Royal Flush	Technology that defies the laws of science the laws of science	100% Efficiency increase, Perpetual Motion engine, Teleportation	Dimension or time control device control device	2d4 Weeks	21	2d4x10 years

## Gather the Components

Once you have concocted a theory and drawn hand, now it's time to figure out what you'll need when you get around to building the sucker. Each blueprint outlines the device that is going to be built, what it does and now its time to figure out its cost,

The simple, fast way for the Marshal to determine the cost of a new science device's components is based on your description. He simple takes the Hand Base Cost, The Size, the Quality and the Complexity and plugs it into the Cost Equation

### Hand Base Cost

The more complicated the device, the more its gonna cost you to make, pure and simple. The Hand Base chart is the starting point on figuring out the cost.

### The Size

The Size of the invention is a pretty big indicator of the cost. Use the Size Modifier chart to determine the Size, and plus it into the equation.

### The Quality

Some devices are made to look nice, others are made to be quick or made from spare parts. The Quality Table helps you determine the Quality of this device as well as the effect of the Quality

### The Complexity

This is the final cost adjustment, and it completely subjective. If this device seems particularly simple, or ungodly complex, this chart helps adjust the cost.

Hand Base Cost	
Hand	Cost
Jacks	\$10
Two Pair	\$50
3 of a Kind	\$100
Straight	\$200
Flush	\$500
Full House	\$800
4 of a Kind	\$1000
Straight Flush	\$2000
Royal Flush	\$5000

Complexity		
Hand	Cost	Effect
Simple	1/2	-4 to final RL
Normal	1	-2 Tp RL
Complex	2	-
Intricate	3	+2 To Sell
Mindboggling	4	Marshal's Call

Quality		
Hand	Cost	Effect
Crappy	1/2	-4 to final RL
Normal	1	-2 Tp RL
Well Made	2	-
Quality	3	+2 To Sell
Masterwork	4	Marshal's Call

Size Modifier	
Size	Example
0	Pocket knife, derringer, mouse
1	Large knife, pistol, rat
2	Submachine-gun, small briefcase, cat
3	Rifle, dog, large backpack
4	Cello case, light machine-gun
5	Heavy machine-gun, small refrigerator
6	25mm cannon, person
7	Velocopede, Pony
8	Cattle, Horse,
9	Out House
10	Large Shark, dumpster
11	Praire Scooner
12	Moose
13	Stage Coach
14	Conastoga Wagon elephant
15	Delivery truck
16	Mack truck
17	Large bus, 40' trailer
18	Mojave rattler, locomotive
19	Train Car, Tool Shed
20	Scooner, Airship

Cost Calculator									
Device	Base Cost	X	½ Size Modifier (Round Up)	X	Quality	X	Complexity	=	Result
Revolving Rife	\$100	X	2	X	2	X	1/2	=	\$200
Air Ship	\$200	X	10	X	2	X	2	=	\$4000
Gatling Pistol	100	X	10	X	2	X	3	=	\$600

### Ghost Rock

It takes ghost rock in some form to make mad science tick. It doesn't really matter the format, per say. Maybe it's a ghost rock enriched lubricant, or Ghost steel, or leather treated with it. In any event, you must determine how much ghost rock is used.

### Construct the Device

Now that you've gathered your components, it's time to actually build the gadget. Make a tinkerin' roll against the construction TN of the item (see the Gizmo Construction Table). Good tools, a nice workshop, and maybe some extra hands all can add to this roll. As long as the builder gets at least one success, the item is built in the time listed in the Gizmo table. Failure means half the time was wasted. Oh and a botch ruins the parts. Track your raises again though, cause they can be helpful to Rush the Job or increase Reliability

### Rushing the Job

The evils of the Weird West rarely wait patiently while a mad scientist invents something to destroy them. For ever raise on the Construction Check, the construction time can be halved. Speed at the cost of reliability.

Ghostrocks Used in Construction (\$6.25/oz)	
Hand	GR Used
Jacks	1 oz
Two Pair	2 oz
3 of a Kind	4 oz
Straight	8 oz
Flush	1 lb
Full House	2 lb
4 of a Kind	4 lb
Straight Flush	8 lb
Royal Flush	Lots

### Reliability

Even the best weird gizmos are temperamental. This means it's a matter of time before something goes wrong. The base chance for a malfunction of any weird gizmo is equal to the Base Reliability of the blueprint. Each raise rolled when constructing the device adds +2 to its Reliability or this single device up to a maximum of 19. A mad science device can never have a Reliability higher than 19. There is always that chance of malfunction, no matter how small.

### Reliability Checks

When your character uses a mad science gizmo, you have to make a Reliability check.

As usual, if the d20 roll comes up over the device's Reliability, the gizmo malfunctions in some way (a result of 20 always fails with these kinds of devices). This means a train powered by a ghost-rock engine usually has to roll for Reliability only when it starts and stops (or if someone messes with the engine for some other reason). A Gatling pistol, however, has to check Reliability every time it's fired. With a bullet-proof vest, you'd roll each time it absorbed damage. If you roll a malfunction, the Marshal lets you know how catastrophic the results are. Most times the

### Optional Rule: Quality Mad Science

For the most part the look of a mad science device is more about the style of the mad scientist than anything else. The Junk man and the Brass Clock maker build a velocipede that look very different. However, sometimes the mad scientist might opt to spend a little more time, replace the maple with mahogany, and generally make a piece "Quality."

To that end, the following are just some options to that might work in your game:

- Raise the Construction TN by 5
- Half again the time
- Half again the cost
- Double the cost
- Double the time
- Require X raises be spent on it.

gizmo just conks out, but you'd better back up a bit in case it malfunctions more spectacularly. These things can leave a mark.

## Malfunctions

The last part of the device, though you can feel free to come up with them before this point, is the Malfunctions. When a device goes, a device can sometimes go bad. The Marshal rolls in secret to determine the malfunction's severity, and it will be Minor, Major or Catastrophic. The marshal has the final call, but here are some general Guidelines to malfunctions:

**Minor:** A Minor malfunction is problematic but does not stop the device from function. It usually results in some sort of inconvenience in the form of a -2 until fixed (a TN 5 or so Tinkering), function as a "Normal" version of whatever it is enhancing or cost an action to remedy. A bullet might function only as a normal bullet, a hammer might need to be recocked, a steering column might be out of alignment and give a -2.

**Major:** A major malfunction indicates a serious problem with the device's function and is potentially dangerous. It usually results in a device seizing until fixed (TN 7 or 9), functioning at an impaired level, slightly damaging the owner or the like. A Boiler might be over heating and cause damage each time its used till its fixed, a Bullet might "Click" and then get caught in the mechanism, a Bullet proof vest might be out of alignment and cause a major penalty to quickness and nimbleness till fixed.

**Catastrophic:** A Catastrophic is the kiss

### Improve the Old:

When improving on an old design and you have those plans in hand, you can add a +2 to the design roll, however any design flaws from jokers carries over to the new design. This stacks with multiple "old" versions up to a +6

of death for the device, usually in an explosive way. The end result should be the device is not only completely non functional, but destroyed beyond repair. In many cases, it blows up, makes you more vulnerable, or generally hurts the poor shmucks

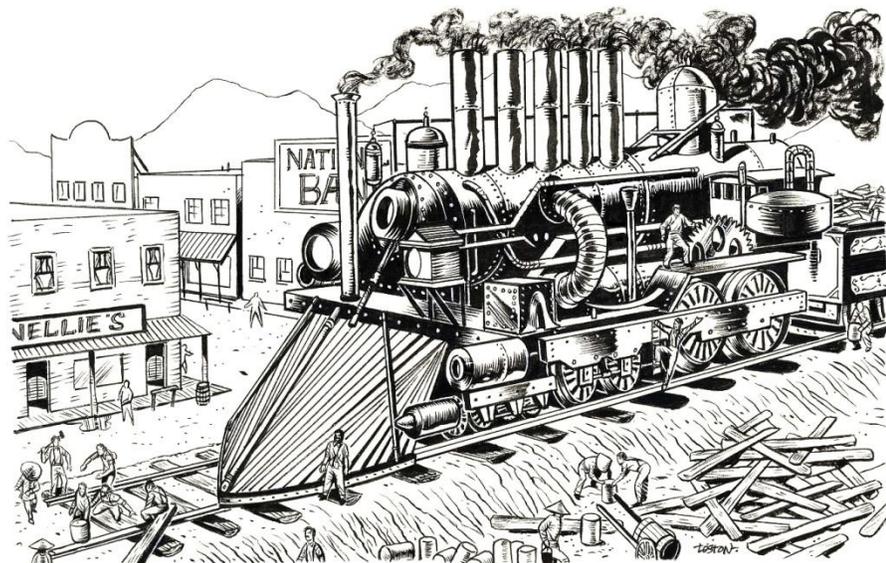
nearby. A boiler explodes, a bullet proof vest's plates jab into you, a jet pack takes you 100 feet in the air and then cuts out.

## Starting Blueprints

As a starting new scientist, you begin with some plans right off the bat. For each level of your primary New Science specialization, you begin with a blueprint. The Hand can't be higher than your highest science (5 Science=Flush). The base reliability on these is determined by a quick roll of the Science. Any raises translate directly to Base Reliability.

## Starting Devices

A mad scientist player character starts the game with one of the devices of their own design. Its RL is 19, and the mad scientist hero gets this first device for absolutely free. Anyone else who wants one of these devices must purchase it.





# SMITH AND ROBARDS

## 1877 INSERT

Greetings loyal customers! In this insert you will find New and Exciting additions to the Smith and Robard's line, field tested by the finest professionals and put together by the finest engineers in the world.

### Ammuntion

#### *Mass Trauma Bullet*

With the success of the Magnum round, Smith and Robards is happy to introduce the Mass Trauma round, perfect for wolves and other pesky predators are ever the bane of hunters. Custom designed to quickly and efficiently put down a target with a rapidly expanding bullet, those pesky vermin won't know what hit them!

**Hand:** Two Pair

**RL:** 17

**Effect:** The bullet does one extra die of damage, and +1 for each die of damage. (a 3d6 pistol becomes a 4d6+4), however if the subject is armored, add two levels to the effectiveness.

**Malfunction:**

*Minor:* The MTB goes off as a Normal Bullet

*Major:* \*Click\* Its a Dud

*Catastrophic:* BOOM! It does damage to you and destroying the

**Cost:** \$2 per bullet

### APPAREL

#### *Rough and Tumble Apparel*

**Hand:** 3 of a kind

**Blueprint RL:** 16

**Effect:** Armor 1 all over (Comes with Hat)

and looks like normal Clothing, of the type made

**Cost:** 1500

**Malfunction:**

*Minor:* The clothing's needs to be adjusted, as some seem or hemming his off. It provides only -4 to all areas damage until it is fixed (TN 5 and 10 minutes).

*Major:* The fabric has torn and needs to be patched or the area replaced. It provides no protection until it is repaired (tn: 9 and 1 hour)

*Catastrophic:* You catastrophically tear more than a seam. The actual weave of the fabric has broken and as you try to repair it it simple unravels in your hands. The cloths are destroyed and you are possibly in your underwear.

#### **The Subtle Defense**

The latest application of the technology that brought you the best selling bullet proof vests, this marvel of modern technology is a Corset and a live saving device. The perfect accessory for the lady with a refined sense of taste and an allergy to lead!

**Effect:** AV 2 on Guts and is a Corset!

**Hand:** Three of a Kind

**RL:** 18

**Malfunction:**

*Minor:* Counts as AV 1 for this shot

*Major:* Counts as AV 1 for this shot and needs to be fixed (TN 11)

*Catastrophic:* Falls apart.

**Cost:** \$800

## Wilderness

### *Auto fire Pit*

Gone are the days of needing to gather firewood, with the refillable, reusable, easily portable Auto Fire Pit. Designed with an easy light ghost rock spritzer which falls on a scientific proven stacking of cords. Refills sold separately

**Hand:** 3 of a Kind

**Blueprint RL:** 18

**Effect:** The auto fire pit is loaded with a stack of specially treated pulped wood. Activating it releases the wood in a pattern and sparks a tiny bit of ghost rock which kindles the wood. It creates campfire that will burn for 8 hours.

**Prototype:** 19 & 19

#### **Malfunction:**

*Minor:* No spark. The campfire must be lit by hand. Reloads AOK though.

*Major:* The spark is depleted. It must be replaced and reloaded. (TN: 9 and 1OZ of GR)

*Catastrophic:* The loader falls apart and the spark goes off early. It caught the person who set it, and burns their hand (2d6).

**Price:** \$50 (\$1 Dollar Refill)

**Status:** SOLD \$100 (5 Dollar Refill)

### *Blast Assisted Tent Stake Driver*

No matter the climate, pitching a tent is tough work. But now its easy as pie with this new device!

**Hand:** Three Of A Kind

**Blueprint RL:** 17

**Effect:** The hammer has an anchor stake attached to a modified shot shell. When you hit something with the hammer it launches the tent stake.

**Cost:** \$100 (1 Dollar per spike)

#### **Malfunction:**

*Minor:* The Stake doesn't fire. On the next hit it might

*Major:* The stake misfires. It falls out without doing anything. The mechanism that holds the stake in needs to be repaired (TN 9)

*Catastrophic:* The Hammer Head Snaps off, spinning out of control into a nearby bystander, ally, enemy or wall and then triggering the driver.

### *Collapsible Spring Fishing Pole*

A fishing wonder for the survivor in the wilderness. Using a patten Pending interlocking pole technology, and hypersensitive clockwork systems, all you have to do cast and let the rod do the rest. It takes the wishing out of fishing!

**Hand:** Three of a Kind

**RL:** 16

**Effect:** The Device needs to be would up and then cast into the water. The built in lure attracts nearby fish, and when they bite, it triggers the clockwork mechanism and it winds back up.

**Prototype:**

**Cost:** \$150

#### **Malfunction:**

*Minor:* It doesn't catch fish

*Major:* The string is tangled beyond repair. It must be replaced.

*Catastrophic:* Boom! The device blows up and does 3d6 damage

### *The Pop Tent*

The "Pop" tent, name for the rapidity of its assembly, is a must have for the avid outdoorsman. A little larger then a dinner place when close, the Pop Tent is simply tossed on the ground and specially design tent supports spring into action.

Once you its spring into life, you'll find a tent and a blind in one! Sleeping one comfortably and available in several rock patterns, the Pop tent blends in almost anywhere, and with a few minutes of preparations and camouflaging, you might forget which rock is your tent!

**Hand:** Three of a kind

**RL:** 18

**Effect:** It's a collapsible tent that folds up to the size of a large Plate and pops out when tossed down. It has an default appearance of a

very believable rock, and may be decorated with local brush to enhance appearance. It opens in 1 round, but takes a minute to close back up.

**Cost:** \$100

**Malfunction:**

*Minor:* The Tent does not pop. You must toss it down again (And make another RL Check)

*Major:* The Tent pops, but the supports do not align and it collapses immediately. It can't be collapsed until it is repaired (TN 9 Tiking)

*Catastrophic:* The tent Shreds its self as it tries to pop, tent supports snapping under the tension. If anyone is nearby, say having just tossed it down, the suffer 2d4 to both legs.

## Medical Devices

### *The Lung Enema*

They say dry air is the best for those with lung conditions, but some Doctors dispute that claim after seeing the results of the Lung Enema! Using a mix of proprietary chemicals and fresh water, this devices flushes the lungs of blockages, mucus, and whatnot and allows the lucky duck a day of breathing unobstructed by their illness!

**Hand:** Straight

**RL:** 16

**Effect:** Relieves lung related illness or effects for 2d12 hours.

**Prototype:**

**Cost:** 200

**Malfunction:**

*Minor:* Slight Miscalculation on liquid requirements and lungs are overfilled, take 2d6 wind. Still works

*Major:* Does not remove water. You are Drowning. Make a vigor check TN 11. You will take 4d6 Wind every round until you succeed or someone can perform first aid (TN9)

*Catastrophic:* Your Lungs Explode. You take 6d6 to the chest.

## Sensory

### *Mounted Directional Light Dispenser*

Bulls-eye lamps are a great tool for those dark nights, but what if you need both those hands for one of our great rifles? Well then you need this wonderful tool.

A tiny piece of treated ghost rock, amplified by a proprietary arrangement of mirrors produce a remarkable amount of light focused right at the end of your gun. Enjoy.

**Effect:** When lit, it negates all Lighting modifiers to attack any target within 50 yards, and half all lighting modifiers beyond that. On the down side, people shooting at you can take a -2 off the Lighting modifiers.

**Hand:** Three Of A Kind

**RL:** 17

**Cost:** 200

**Malfunction:**

*Minor:* Lights out! You must relight the lamp.

*Major:* Fuel Depleted. You must replace the ghost rock filament.

*Catastrophic:* The lamp falls apart, but as it does the focusing mirrors send light in random directions. Everyone within 10 yards must make a vigor check (9) or be blind for five minutes.

### *Sound Reducing Ear Guards*

With the leaps an bounds in demolitions that have come out of our offices, We thought it was important to not over look proper safety. We developed a new patented sound reduction technology to the loudest explosion sound like water dropping in a bucket. Don't plan on being near explosions? That's alright, just imagine how quite that upcoming rail or coach trip could be!

**Effect:** Blocks Sound and Sound related damage to ears.

**Hand:** Two Pair

**Blueprint RL:** 19

**Prototype:** 19

*Cost:* \$50

**Malfunction:**

*Minor:* The Guards are in proper alignment. To get them working 100%, take a few minutes and a Tinkering Check (TN:7) to fix.

*Major:* The Guards are busted and need a good fixing before they can be used. TN: 11

*Catastrophic:* They completely break and double any damage that was done.

## Tools

### **Alchemical Slide Ruler**

This amazing time saving device helps quickly calculate the complex Chemical formulas required for Alchemy. Thanks to a complex, and patent pending, system, you'll soon be whipping out formulas faster than you ever thought possible!

**Hand:** 4 of a kind

**Effect:** Half Research time on Alchemy table (Factored before raises spent)

**Blueprint RL:** 12

**Cost:** 1000

**Malfunction:**

*Minor:* The Slide rule lets you down. The time is still halved, but the RL of the formula is lowered by 2

*Major:* The formula takes twice as long to research. This device can be recalculated, but it takes a Science: Alchemy TN: 11 to do so.

*Catastrophic:* The formula is horribly twisted. It is now a formula for whatever the marshal chooses and not limited to the hand of the actual elixir. It is utterly indistinguishable from the original product.

### **Lock and Seal Design Case**

This top of the line map case, of the finest leather and available in a variety of colors, hides one of the most useful inventions a new scientist could ask for. Removing the cap reveals a combination lock of the highest quality new science can deliver. The contents are further protected by a water tight seal and ghost steel tube, locking your precious

blueprints away from even the harshest weather.

**Game Effect:** The Lock tube is waterproof, and impact resistant. It fits blueprints rolled up. Attempts to open it are made against a TN of 11

**Hand:** 3 of a kind

**Blueprint RL:** 19

**Cost:** \$100

**Malfunction:**

*Minor:* The Lock does not properly seal. It is not water tight until fixed (TN 7).

*Major:* the combination does not work. The lock must be taken apart, the combo changed, and then reassembled (TN11).

*Catastrophic:* The lock completely seizes, sealing the tube once and for all.

### **Traveling Drafting Table**

No longer will your arcs and lines be disturbed by the nicks and dings of local watering holes tables. Using a high gauge sheet metal, this engineering marvel makes inventing on the go as easy and comfortable as any office or laboratory. The table snaps out with ease, it's supports snapping easily into place and rolls back up tight in a carrying case, available in a variety of styles a colors. A solid tripod rounds out the piece, which is ready to bring to life your wildest dreams.

**Game Effect:** Any Science: Engineering roll made as if you had a proper tools and receive a +2 on all engineering rolls. Plus its Collapsible, light and easy carry.

**Hand:** 2 Pair

**Blueprint RL:** 19

**Malfunction:**

*Minor:* The tripod and drafting table are held together by a bolt that has come loose. Until they are tightened, the table gives only a +1.

*Major:* The Table's support spars have snapped. They must be replaced before it can be used.

*Catastrophic:* The sheet metal table snaps closed, snapping the spars holding it open. Any new science plan being worked on at the time is ruined, and if it is in use, the user takes 2d6 to their writing hand and takes a -

2 to all actions with that hand for an hour as it closes quickly enough to crush fingers.  
**Cost:** \$100

## Various and Etc

### *Metal Detector*

Lost a watch? Lost a pot of gold? Look no further than this excellent tool.

**Hand:** Straight

**Blueprint RL:** 16

**Effect:** It detects metal, but a search check is still required. The more ferrous, the easier the search check, but non ferrous metals like gold and lead can be detected.

**Prototype:**

**Cost:** 1000

**Malfunction:**

*Minor:* Does Not Detect Metal!

*Major:* The metal detector is out of wack. It will not work until it is realigned (TN: 11)

*Catastrophic:* The Device does more than detect metal it draws metal to it and the user.

## Vehicles

### *The Posting Quadcycle*

The Bicycle is already old news. Its two wheel design is hard to control and the peddle motions is unfamiliar at best. And there is a reason they are called bone shakes. Enter the Posting Quadcycle, with four wheels and powered by the very posting method you have spent your life perfecting. With its spring wheel suspension and steering with reigns, you'll think you are riding a horse... but one that never needs eat!

**Hand:** Three of a Kind

**RL:** 19

**Effect:** The Quadcycle is an improvement on the Bicycle. It allows the rider to essentially make a Riding: Horse check without a horse. It is as fast overland and cross country, faster even in some hands on a road, but not quite

as maneuverable in some situations (Marshal's Call). It travels at Double your pace (and you may "run" requiring a Ride roll). You may pick up the pace with it at the cost of your own wind. It costs 1 wind per hour of use, which will not return till you have rested for an hour.

**Cost:** \$200

**Malfunction:**

*Minor:* The auto Gearing is off, the rider takes 1d4 wind per hour of use. These come back at 1 per hour (TN: 5 and 10 minutes to realign)

*Major:* The posting mechanism is jammed. It will not function. The wheels are not locked, but the device cannot be powered until it is repaired.

*Catastrophic:* The device snaps and launches the driver in the air. They take 5d4 Massive Brawling damage when they hit the ground. Marshal is free adjust that damages based on surroundings...

## Weapons

### *The Any Material Rifle*

The Any material rifle is a must have for the those moments when you need to fire a more unorthodox projectile. Old silverware, chunks of rock, pieces of wood or whatever you need into the special chamber, pull the load lever, and through the miracle of clockwork, a projectile will be formed while the appropriate barrel size is automatically determined. After a moment, your Any martial rife will be loaded with your shot and with a shaving a piece of specially ghostrock will prime the load. Now all that's left is to pull the trigger!

**Effect:** The Any material rifle is allows to load any material into the hopper and fire it as a projectile. Whatever is Fed into it is destroyed, however any properties of the material are maintained as if it was smelted, carved or ground into a bullet.

*Speed:* 3 (1 to fire if preloaded)

*Range:* 20

*Damage:* Special - When it is fired, draw a card from a Fresh deck. The guns damage is equal to the equivalent dice and trait per character creation. On a joker, something special happens.

**Hand:** Full House

**Blueprint RL:** 16

**Malfunctions:**

*Minor* - The material does not grind well. Cut two cards from the fresh deck and take the lower of the two

*Major* - The Ghost Rock is used up. It takes 1 OZ of Ghost Rock, but the device must be take apart and the GR added very carefully...

TN 11 Tinkering

*Catastrophic* - BOOOOOOOOOM! Draw two cards, pick the higher. It does that to you.

**Prototype RL**

**Cost:**

**Status:**

### *Gatling Carbine*

Gatling Pistols are one of the finest devices in the Smith and Robar's Catalog. But just as you sometimes need a little more. The Gatling Carbine is the answer! Using the reknowned gatling technology of our other products, you'll be fending off bandits, Wolves, or even an errant buffalo without breaking a sweat.

**Hand:** Three of a Kind .....

**Cost:** 1200

**RL:** 18

**Effect:** it is a Capacity 48, 4d8 carbine with range 15 and a rate of fire of 6

**Malfunction:**

*Minor:* Feed Error, TN 5 tinkering and an action to clear the jam

*Major:* Broken feeder. The Device will no longer load ammo until it is taken apart and fixed (TN 9)

*Catastrophic:* The Round did not load properly, and the gun backfires. It does full damage to the primary arm and the device is ruined.

## NEW EDGES:

1 – *Belongin'* – 1 additional plan. Not a New edge, but a clarification.

1 – *Brewmeister*: You have a natural affinity for brewing. You receive a +2 to Trade: Brewing

3 – *Genius*: You have an aptitude for science. You receive a +2 on Science aptitude checks

1 or 3 – *University Educated*:

You attended university.

For 1 point, you attended a school of good quality and with an alumni network that you keep up with. Add a +2 to all academia rolls

and at the marshal's call your status as an alumni might be pertinent. At 3 points, your school was exemplary and had a wide curriculum, perhaps even a New Science



Department. You may pay half point cost for additional (and appropriate) Sciences and Academia.

5 – *Lab Assistant*: As per the side kick edge, but is your right hand in the lab.

5 – *Good Enough For Government Work*: The seasoned Mad Scientist has learned to look at a plan and know when its done, or at least done enough. When drawing their hand, the mad scientist should reveal cards 1 at a time and may stop at any point, even if they have less than 5 cards. Any raises put towards cards are lost.

## NEW HINDRANCES:

1-5 – *Blacklisted*: You have been involved in some shady science and word has spread among the scientific community.

2 – *Chicken Scrawl*: Your designs are utterly incomprehensible to anyone but you. You can't share them, you can't get help with them, you can't sell them.

5 – *Eccentric Designer*: Maybe it's your designs are odd, or maybe its that you just have bad luck. The end result is your designs are more problematic. All of your inventions have a Design Flaw. Yes, that means you might end up drawing multiple Design Flaws.



# MARSHAL'S ONLY!



# THE MAD IN MAD SCIENCE

## Drawing a Joker

So you drew a joker, this should be fun. First things first, if this was a Red Joker and you failed? Congrats you get of scot free. If it was a black, keep on reading.

### *The Black Joker*

When you draw the black joker, its simple: You pick up a Quirk. Ok it's not quite that simple, but lets start there.

#### Quirks

Quirks are little idiosyncrasies that your mad scientist has picked up. Double speak, constantly making everything a question, putting coffee on everything, wearing only 1 glove, only eating at specific times, and the like are all quirks. They should fit the character or the invention or both. They are not hindrances, per say, and don't count against your 15 points, but each Quirk gives you a -1 to Persuasion checks as the crazy leaks out.

Quirks can be bought off for 3 Bounty, or whenever a new Quick is acquired, it, and any number of other quirks, may be cashed out for a Hindrance of an appropriate nature. As an aside, you can't have more then 5 Quirks, if you get a 6th one, the marshal will cash you out with an appropriate 5 point hindrance and you will be back at 1 quirk.

### *The Red Joker*

When you draw the Red Joker, there is something wrong with the Design or the device, a Design Flaw if you will.

#### Design Flaws

Ok, so there is something flawed with your device. Get out the deck of cards and draw one for each red joker. Record the results on your

sheet, as this Design Flaw will be a permanent part of the Blueprint.

## 2 - The Double Duex

- ♣ *Double Whammy:* Draw Twice
- ♦ *Best Case:* Draw 3 cards, and the player picks any 2.
- ♥ *Worse Case:* Draw 3 cards and the Marshal picks any 2.
- ♠ *Start Again:* Record all previously drawn cards and shuffle all cards back in (Including this one), then draw Twice more. If the same card is drawn, stack the penalty.



### 3 – Rough Around the Edges

- ♣ *Canankerous Starter* – Your device requires a few swift kicks, some cursing and a maybe even some foot stomping. It takes ten frustrating minutes to fire up or put your device together before it can work.
- ♦ *Poor Alignment* – Something in the device doesn't line up, and it just does not function optimally. -2 to all actions involving the device
- ♥ *Bad Alignment* – Something in the device doesn't line up, and it just does not function optimally. -4 to all actions involving the device
- ♠ *Marshal's Delight* – The Marshal loves it when you pull out this device. They can spend fate chips to cause complications for the scene. *White* -2 to all actions. *Red* -4 to all actions. *Blue* -6 to all actions. *Black* All actions involving the device fail automatically.

### 4 – Practice, Practice, Practice

- ♣ *Complex Interface* – Your device is hard to use, costing you precious time. It takes twice as long to use your device, whether its 1 action becoming 2 or 10 minutes becoming 20.
- ♦ *Counter Intuitive* – Your device makes perfect sense to you, but in the hands of anyone else it is a mystery. You may use without problem, but anyone else must take a skill or possibly spend the 4 Bounty to match an appropriate skill to the device (Marshal's Call)
- ♥ *Takes Practice* – This device is so great, it just takes some getting used to that's all. The device takes a special device specific skill to master, even if there is a skill that would seem appropriate. Those skills may be used if related, at the marshal's discretion.
- ♠ *Unfathomable Function* - This device never seems to work the same way, even in the hands of the designer. Using the device is always an unskilled check (Trait -8).



### 5 – Situation Specific

- ♣ *Situational Discomfort*- Under a specific situation, this device is becomes problematic. In said situation (Combat, when on horseback, when held in the left hand, Underwater) this device causes narrative problems that the marshal should feel free to exploit.
- ♦ *Situational Flakiness* – Under a specific situation, this device is more unreliable. In said situation (Combat, when on horseback, when held in the left hand, Underwater) the device takes a -2 to reliability.
- ♥ *Situational Problem* – Under a specific situation, this device is very unreliable. In said situation (Combat, when on horseback, when held in the left hand, Underwater) the device takes a -4 to reliability
- ♠ *Situational Failure* – Under a specific situation, this device is totally unreliable. In said situation (Combat, when on horseback, when held in the left hand, Underwater) it will not function.

### 6 – Prone to Break

- ♣ *Inevitable Breakdown* – This device is destined for the scrap yard. Every day, in addition to the normal use RL checks, make a RL check.
- ♦ *No Explanation* – For no good reason your device falls apart after every use. Nothing is damaged or lost, it just falls apart. It must be constructed again using the construction time table.
- ♥ *Shakes Apart* – Each time you use the device, lower the reliability by 1. It may be repaired by a tinkering check equal to the construction TN and half the construction time.
- ♠ *God Damned* - The Marshal loves it when you pull out this invention. At any time, even after a successful activation, the marshal may spend chips to cause a Malfunction. *White*: Minor Malfunction. *Red*: Major malfunction. *Blue*: Catastrophic Malfunction. *Black*: Worst Possible Catastrophic that ends in a Large Crater.

## 7 – Unusual Design

- ♣ *Self-Destruct Button* – Your device is perfect, and sure it's all wired though that central cog, but that's for efficiency! Your device has a key stone part, that if it is damage or removed, the device is falls apart. Unfortunately, it is fairly obvious to everyone except you.
- ♦ *Complex Construction* – The device is time consuming to build. Double the construction time.
- ♥ *Quality Device* – This device deserves the only the best parts, hand crafted and painstakingly put together. The plans now call for double the construction time and the Cost, but the item is Quality.
- ♠ *Exotic Component* – You have a great plan, but it requires something very unusual that is just not very common, prohibitively expensive or maybe doesn't exist yet. Alchemical Copper, Heavy Gold, a Ghost Diamond, EAther, that sort of thing.

## 8 – Altered Reliability

- ♣ *Twisted Odds* – This device has twisted odds of the various malfunctions offing. 2-4 Major, 5-7 Minor, 8-12 Catastrophic
  - ♦ *Minor trouble* – This device plagued with small problems. It has no major malfunction, instead on 2-7 it Minor Malfunctions, on 8-12 it Catastrophic.
  - ♥ *Major Trouble* – This device is plagued with major problems. It has no minor malfunction, instead on 2-7 it Major Malfunctions, on 8-12 it Catastrophic.
  - ♠ *Time Bomb* – This device is a ticking time bomb. It has no Minor or Major Malfunctions, only Catastrophic.
- less reliable. In said condition (Wet, Dry, Hot, Cold, Sunlight, Darkness), the reliability is -2
- ♥ *Conditional Problem* - In a common environmental condition, the device is a much less reliable. In said condition (Wet, Dry, Hot, Cold, Sunlight, Darkness), the reliability is -4
  - ♠ *Conditional Failure*- In a common environmental condition, the device is fails totally. In said condition (Wet, Dry, Hot, Cold, Sunlight, Darkness), the device does not function.



## 10 - Hard to Handle

- ♣ *Bad Ergonomics* – The device is just uncomfortable to use, hold or sit on. Maybe it's too big, too small, Got sharp bits where they don't belong. When you use the device, take 1 Wind. This win comes back a 1 an hour.
- ♦ *Hazardous Device* – Your device is a danger not to you, but to those around you. Something in it causes damage to unsuspecting onlookers, The more advanced the device, the more damage.
- ♥ *Dangerous Devious* – Your device has some feature that potentially causes you damage when you use it. A failed skill check or a failed trait check if not skill is used, results in you taking damage. The more advanced the device, the more damage.

## 9 – Conditional Problems

- ♣ *Conditional Discomfort* – In a common environmental condition, the device is Uncomfortable to use. In said condition (Wet, Dry, Hot, Cold, Sunlight, Darkness), this device causes narrative problems that the marshal should feel free to exploit.
- ♦ *Conditional Flakiness* – In a common environmental condition, the device is a little

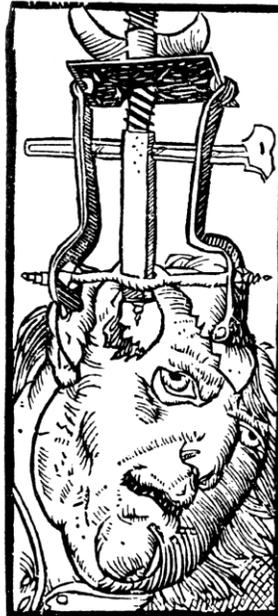
- ♠ *Totally Exhausting* - This device is exhausting to use, hold or just be near. When you use the device, you take 1d4 Wind. This wind comes back at 1 an hour (and the die explodes)

### Jack – Design Dilemma

- ♣ *Bad Start* – there is just something wrong with your base theory, but you can push your way through it! The Base Reliability of this device, before bonus's from hands or raises, is not 10, but 5.
- ♦ *Minor Flaw* – Your math is off somewhere in this design. Reduce the Base Reliability by 2
- ♥ *Major Flaw* – Your math is off somewhere in this design. Reduce the Base Reliability by 4
- ♠ *No Frills* – You had a good idea, no need to change it or add to it or cut corners. This blueprint's Base Reliability is 10, any raises spent to raise the base RL or achieved from extra hands are lost.

### Queen – It's a Shame

- ♣ *Copyright Infringement* - Somewhere out there is an identical device that looks and functions identically to yours. If its not in S&R, it probably will be in the next or its a Hellstrome Industries special... Who is to say who's is the original? Probably the ones with the better lawyers.
- ♦ *Prized Possession* – This is the greatest invention ever. Why would you give it to someone else? Why would you sell the plans? No one appreciates the perfection of it. Why would you make them one? Its yours... your precious. Whenever you build this device, you never want to give them away and you cannot sell the plans. If for some reason it is pried from your fingers, it becomes that persons Prized Possession as well...
- ♥ *Vile Creation* - This design is a solid piece of work in your eyes, but no one ever seems to appreciate it. Infact they hate it. Its not safe, completely untrustworthy, its always going to blow up, its ugly, etc. Its more than just cosmetic, people REALLY hate it, and its users, and anyone associated with it. Think thrown tomatoes and rotten eggs.



- ♠ *Bad Luck* - This device just is a lighting rod of unfortunate circumstance. Whenever it is in use, everyone benefiting from it has the hindrance *Bad Luck*.

### King – Number Crunching

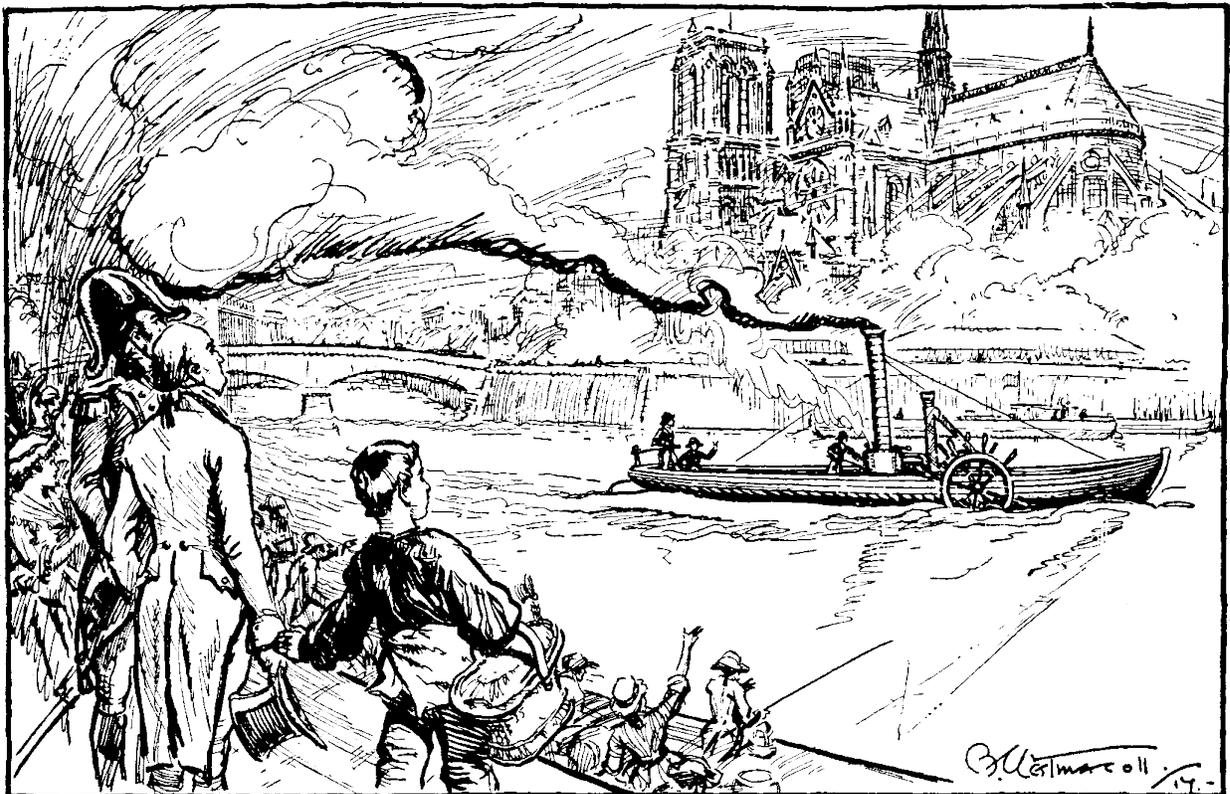
- ♣ *Statistical Anomaly*: This device is statistically more likely to malfunction for some reason. Don't roll a d20, roll 2d10 and add them (they don't explode).
- ♦ *Percent Chance*: Your device malfunctions at a slightly more predictable rate. Multiply your Base reliability by 5 and roll percentile dice to determine malfunction. Base reliability is 50%
- ♥ *Unreliable Malfunction*: Your device has no set malfunctions. The Marshal at the time of the malfunction comes up with the most appropriate Minor, Major or Catastrophic Malfunction.
- ♠ *Inconceivable Malfunction* – This device has an additional malfunction. Whenever a natural 20 is rolled on reliability, do not consult the malfunction table. Instead it is an Inconceivable Malfunction. This malfunction is completely up to the marshal and the mood of the scene. It can be Scary, Wacky, Over the top whatever is appropriate to the scene.

## Ace – Surface Details

- ♣ *Cosmetically Challenged* – Your device is just ugly. Its function is not impaired, but Yee Gawd that device is one only its inventor could love.
- ♦ *Comical Operation* - Your device works like a charm, it just puts you in an amusing position, makes a strange noise, smells funny or the like. Its gonna be a hard sell unless you know a circus.
- ♥ *Disproportionally Loud* - This device makes a racket that is impossible to ignore. Its functions just fine, but whenever it is in use it is ear piercingly loud. You might want to invest in some ear plugs.
- ♠ *Terrifying Contenance* – Your device is down right scary. Its function is not impaired, but some or all of this device is just plain terrifying. You might find a market from a black hat if you are lucky.

## Jokers

*Marshal's Call* – Something is weird with your device or the plans. The Marshal has a free hand to bring in whatever they want to mess with the user. Some Marshals may opt to make the Red “Good” and the Black “Bad” but we recommend on a Red it effect people around the mad scientist’s device, on a Black, it effects the wielder of the device (Or Both). See things man was not meant to see, User Possession, Jynx, or simple malfunctions at the Marshal’s whim. If the marshal is in a hurry, they can also just pick a few items off this list. Whatever they want.







## EXTENDED JOKER

Saddle up, its time for 'That Joker oker draw! This replaces that ole' simple chart, so grab a fresh deck and draw a card to see what sorta quirk lands on their lap.

Keep in mind, the color of the joker is important, as it is the source of the effect. In a lot of cases, it'll tell ya what is what but just keep in mind if the Joker was Red, generally there is a positive source of your odd twist of fate or the good outweighs the bad. If it's Black, you're looking at a source from the other side of the tracks, or the bad of the effect outweighs the good. Bear in mind, a red joker can still screw you, and a black might actually help... but is it really help you want?

You'll notice that some results have specific differences; while others have the same ability with the flavor is left to the Marshal to figure out. In either case, the examples should help provide a good basis. Don't forget your grain of salt. This list is about creating interesting story, so if you pull a card that doesn't sing, draw again.

Good luck!

## 2 - Fickle Fortune

- ♣ **Last Chance:** When your time comes, and the chips are down, Fate has a card sleeved for you. When you die and draw for Harrowed, treat the 2♣ as a joker with a color to match the Joker that gave you this.
- ♦ **Strange Luck:** Generally routine tasks like tilling the field, riding a horse, or even speaking a language periodically have spectacular results.
  - Black:** When you botch, your friends cringe as they are affected instead. The Marshal makes the call on the how, but one of your posse, and NPC, or maybe just your horse feel the burn.
  - Red:** When you botch, it has an unforeseen upside. A botched riding role might have your horse run off, but tracking it leads you to a watering hole, or a botch shootin' roll results in your pistol falling to the ground and shooting the weapon out of a nearby Black Hat's hand.
- ♥ **Just Plain Lucky:** You are luck... maybe damn lucky and it shows. You were born under a lucky star, have a lucky rabbits paw, struck a deal with the devil or just are too slick for words. You have the *Luck of the Irish* edge, the source of your luck being dependent on the color of your joker. Moreover, you can spend that chip for bounty.
- ♠ **Fate's Fool:** Fate is a very active force in the world, and for whatever reason has seen fit to mark you. It's probably going to be a bumpy ride.
  - Black:** When drawing fate chips, you can draw and choose to hang onto Black Chips. You cannot use them for anything (nor can you pass them if you somehow get two) but you can keep it out of the marshal's hands.
  - Red:** Your max fate chip pool size is 11



## 3 - Hombres

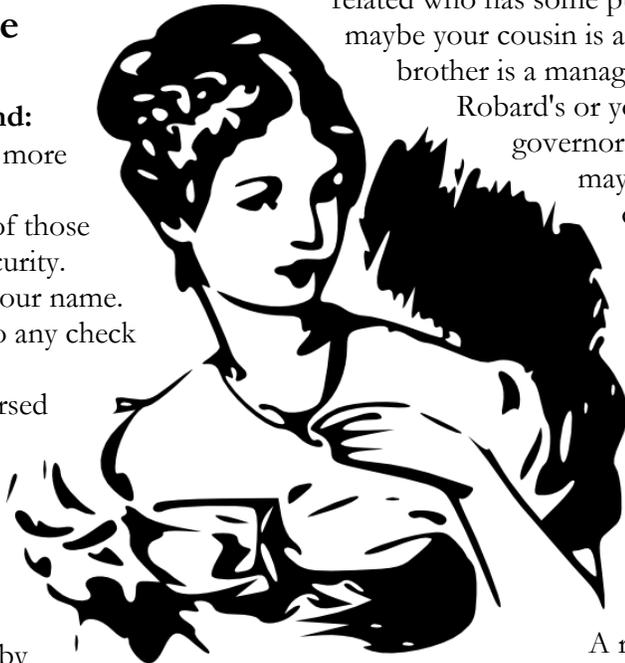
- ♣ **Guardian "Angel":** Someone is watching out for you, though it's not always for what you would think of as the better and not always in the way you expect. With the Marshal's approval, you may spend a chip to try to bring them into play. It maybe done once per adventure and can take any form the Marshal sees fit, though the value of the chip may affect this. Once invoked, it is out of the players hands.
  - Red:** They are generally good guy or gal like a Ranger who knew your father and has ties with many local sheriffs who look out for you or an Crazy Uncle at Smith and Robards who sends you random devices with questionable reliability.
  - Black:** The Angel is a Black Hat of some sort like Corrupt Pinkerton who is "Looking out for you," a cult that sees you as "the Chosen One" or a particularly helpful Manitou that has plans for you.
- ♦ **Something Odd:** You've heard "*Yeah, I remember 'im. There was something odd 'bout that fella,*" before? That's you partner. For some reason, people pick you out of a crowd and they never seem to forget and you destined to be the talk of most towns you pass through for a good couple weeks. On a **Red**, it's a positive memory, painting you in a good light. On a **Black**, its your lesser qualities that stuck and your name might even accompany a curse. Either way, all Tale Telling involving you are made at a +4.
  - ♥ **I know a Guy:** You have a connection or ally who likes you and actively seeks to aid you. They have some specific and useful position, giving some specific, reliable benefit. Perhaps you ride for free on Wells Fargo Stage Coaches, can stay for free in New Babylon, KA or get the employee discount from Smith and Robar.

What ever it is, it is a On a **Red**, your family member is above the board, and the benefit is legitimate. On a **Black**, it's a bit shadier...

- ♠ **Friend in Every Port:** You seem to know someone in every town, city and whistle stop. Maybe you've been around, you have a huge family, or possibly even the bounds of coincidence are a bit thin around you. You may spend a fate chip to know someone in the town who is generally friendly towards you. The better the chip, the better the friend or better connected the friend. The color of your joker determines the side of the tracks your friend comes from, and the Marshal, of course, may opt to not allow use of this ability in particular circumstances.

#### 4 - Looks Can Be Deceivin'

- ♣ **Fade into the Background:** You blend in, sometimes more then you might like.
  - Red:** You just have one of those faces that blend into obscurity. People don't remember your name. You receive a free raise to any check to hide your identity.
  - Black:** Maybe you are cursed by the Indian graveyard you disturbed, or you are feeling the after effects of an alchemical experiment gone wrong. Whatever reason, you cannot be photographed by any means. You always seem to come out blurry, or the plates fail to develop all together
- ♦ **Tough Customer:** You are one of those lucky people who can manage pain. Maybe you've suffered some hefty pain in your life and you have the scars to prove it or you just are wired funny. You half any wound penalties, round down.
- ♥ **Stunning:** You are more the handsome or pretty... you are so good looking it is scary.



Your good looks rattle the opposite Sex. You may use Persuasion in the place of Overawe for tests of will. When you do, treat your Persuasion skill as if it was Overawe, resisted by your opponent's guts and following the normal break rules, and the flavor of the break is based on the color of your Joker.

- ♠ **Deep Steel:** You have a little steel in ya, even if it doesn't look like it. Maybe you're from a line of heroes, have had a harder life then you're willing to let on, or are just made of the right stuff. You start game with 1 Grit.

#### 5 - Kin

- ♣ **Family Connection:** You happen to be related who has some pull. With a **Red**, maybe your cousin is a state marshal, your brother is a manager at Smith and Robard's or your uncle was the governor. On a **Black**, maybe your father was a crooked judge, your mother the owner of a famous brothel, or your grandfather is in the Family. Once per campaign, you can call in a favor from that ally. It's not a little one, but a knock down drag out big Favor.

A ride on a Miracle Wagon, call in a hit, clear your name, etc. Whatever it is though, it needs to be in keeping with the ally and of course the Marshal

- ♦ **Rival:** Anything you can do, they can do better. At least that's what they think. You have a close relative who not only seeks to undermine you, but to one up you at any opportunity. With a Red, the competition tends to remain friendly. On a Black, they are cut throat.

♥ **Well To Do:** Someone in your family has hit it big, and you are lucky enough to benefit. On a **Red** Joker it's legitimate such as they struck it rich in Ghost Rock or they own a Newspaper. On a **Black**, they probably robbed a train or claim jumped. In any event, you can count of them for money as long as you are on good terms with them and have the gumption to ask for it.

♠ **Family Name:** You have a famous and important family member, and their name carried some weight in certain circles. You have the edge *Fame* (3). On a **Red**, your relative is a white hat like a lawman or a judge. On a **Black**, it's an outlaw, bandit or otherwise bad guy.

## 6 - ESP

♣ **Eyes in the Back o' the Head:** Hang in there partner, that probably ain't literal. You just have a knack for seeing things coming and being ready. If you are caught by surprise and not allowed to roll for quickness, you may still draw one action.

♦ **Bad feelin':** You have an uncanny Sixth sense. It can take the form of a shudder, an itch, a buzzing sound, an unusual odor, or any other consistent quirk. What it is tuned to, however, depends on where you got it from.

**Red:** You have a knack for sensing danger to your person. Maybe you played *Nerves Of Steel* as a kid, have eyes in the back of your head, or are looked out for by a higher power. When presence the Marshal may call for a Hard (7) cognition roll to notice its presence but not necessarily its source.

**Black:** You have the unusual ability to sense the unnatural, specifically the presences and use of magic. Maybe you were exposed to a Alchemical Potion that went bad, played to often in mushroom patches, or were born with a fairy kiss. When presence the Marshal may call for a Hard (7) cognition roll to notice its presence but not necessarily its source.

In either case, to facilitate this not being a dead give away even if the roll fails, it is often best to give a pool of 10 results to the Marshal before game so they may randomly select one as needed.

♥ **Empathy:** You are a people person, and for better or worse, you connect well with others. Sometimes eerily well. Once per Adventure, you can attempt to discover an NPC's Hindrances. You must interact with them in some way and afterward you make an opposed Spirit Roll. If you win, you can pick up on their Hindrances. The better the difference, the more you learn. If you lose, however, they in turn pick up on YOUR hindrances.



♠ **Child of the Raven:** When you were born, a raven perched on your window sill, at least that's what your mammy always told ya. You gain the Knack *Child of the Raven*, giving you the "gift" of Psychometry. On a Red, perhaps someone was there to guide you, or the visions come in a pleasant manner. On a Black, they probably haunt you or are just plain unpleasant to experience.

## 7 – Happy Birthday

- ♣ **Born Under a Blood Red Moon:** On the day you were born, the moon hung full and blood red in the sky. You have the *Born Under a Blood Red Moon* Knack giving you a way with animals.
- ♦ **Born On Christmas:** You were born on December 25<sup>th</sup> and as such enjoy a measure of blessing. You gain the Knack *Born On Christmas* and aside from getting screwed on presents every year, you suffer no ill effects.
- ♥ **All Hallows Eve:** You were born on All hallows ever, better known as Halloween. You gain the Knack *Born on All Hallows*



*Eve* and the spirits of mischief have their eye on you.

- ♠ **7<sup>th</sup> Son/Daughter:** You come from a big family, and are the 7<sup>th</sup> member of the same sex. Fate has smiled upon you, and you are destined for greatness whether you like it or not. You gain the *Seventh Son* Knack.

## 8 - Arcane Destiny

- ♣ **Spirit Touched:** You have an unusual connection to the spirit world and somewhere in your line you've got a connection to the spirits. You receive the *Arcane Background: Shaman*. This is most likely due to some Indian in you, but other traditions of spirit worship from places like Ireland, Africa, and Australia are a possible source as well. On a **Red**, you are aware of this background and remember the teachings of your Grandfather, the ravings of a long dead Uncle, or even the vision you had in while staked out desert. On a **Black**, you are probably not even aware of this gift, and it's liable to come out in play over the course of play.
- ♦ **Whispers of GENIUS!** You have a knack for dreaming about more than just how things work, but how they could work better. Ideas come unasked for, but hint at greatness. You receive the *Arcane Background: Mad Scientist*. On a **Red**, you are aware of this background and can trace it to that Physics professor you had in college, the *New Science Magazine* that started to makes sense, or the bump you got on your head last week. On a **Black**, you are not even aware of this gift, and it's liable to come out in play over the course of play.
- ♥ **Hosanna:** You might not know it, but you have been chosen by god to be among his messengers. You might wonder "Why Me?" but the lord works in mysterious ways. You receive the *Arcane Background: Blessed*. On a **Red**, you are aware of this background and found your calling with it the inspiration you felt at a sermon, the deep moral compass you abide by, or maybe

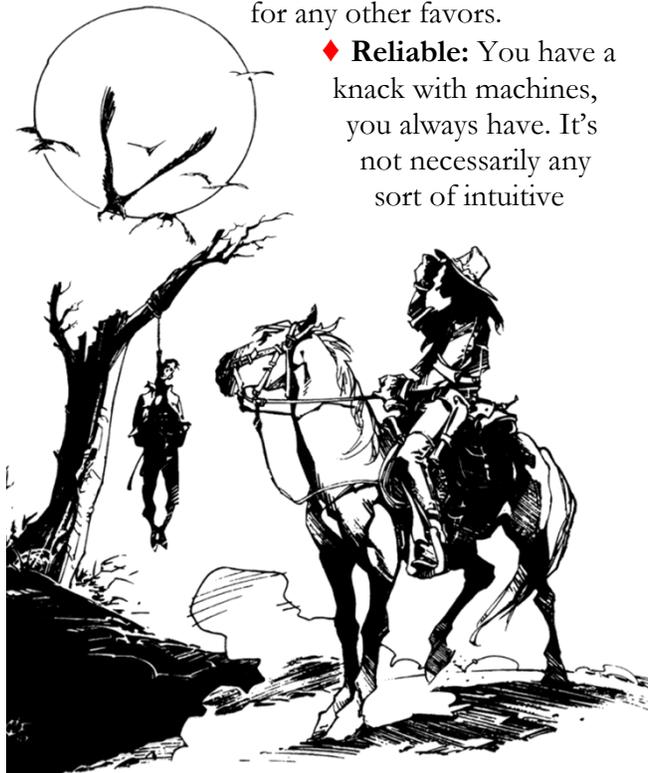
even the burning bush outside your house. On a **Black**, you are probably not aware of this gift, and it's liable to come out in play over the course of play.

- ♠ **Deal with the Devil:** You have a gift for puzzles and games of chance. Maybe you haven't found your first Hoyle's, but when you do the magic hidden in those pages is painfully obvious. You receive the *Arcane Background*: *Huckster*, "No Strings Attached".

## 9 – Receptacle of power

- ♣ **Possessed:** You are the conduit for a nature spirit of some sort. You might have pissed on a sacred stone, you may have eaten from a sacred tree, or possibly even the exact relationship might not be clear to you. However, the spirit now resides within you, for better or worse. You have access to one favor, which you may use by spending Fate chips to gain appeasement. On a **Red**, you get to choose it. On a **Black**, it's the Marshal's call. The ratio is: 1 – white, 2 – red, 3 – blue and 4 – legend. You may not store this appeasement, nor may it be use for any other favors.

- ♦ **Reliable:** You have a knack with machines, you always have. It's not necessarily any sort of intuitive



understanding, but it's just the case that things tend to work better in your hands. You may increase the reliability of a new science device by spending a fate chip. The chip must be spent before the roll is made and can never increase it beyond 19. A white increases it by 2, and red by 4, a blue by 6. If a legend is spent, no roll is needed: It passes with flying colors.

- ♥ **Touched:** Sometimes God blesses the strangest people, for the strangest reasons. You are one such person. You have access to one Gift (see *Fire and Brimstone*) and receive the benefits from it regardless of your faith aptitude or violations of faith. On a **Red**, you get to choose it. On a **Black**, it's the Marshal's call. If you are also a blessed (or become one) this does not count towards your miracles or gift total.
- ♠ **Tempest:** Magic is in you blood, and it likes to break loose periodically. You are a *Tempest* (see *Hucksters and Hexes*). On a **Red**, you get to choose it. On a **Black**, it's the Marshal's call. Good Luck with that.

## 10 - Favors

- ♣ **I Owe Ya One** You have figured out how to tally up a debt for fate that that hasn't come up due... yet. You receive 1 free white chip to use each game. This can never be used for bounty, counts against your total number of chips, disappears at the end of the session if not used and when you spend it the Marshal gets to draw from the pot.
- ♦ **Credit Where it Wasn't Due:** At some point, a notable person, small town or the like believe you saved them from a fate worse then death. They feel they owe you big, and give you *Friend in High (4)*. There is just one problem. You didn't save anyone. On a red, you probably rolled into town after the banditos left, or were just the first person after someone else pulled them out of a fire. On a Black, you were actually part of the problem. Needless to say, things have gone too far to fess up now...

♥ **Child of the Cat:** You have the Child of the cat knack. See Quick and the Dead

♠ **Fate's Favorite Son:** Fate owes you one, and not a small one. Maybe it's the wheel of karma coming around, or maybe it's making up for the bum rap it gave your father. When you draw chips at the beginning of a session, you may choose to toss your pull back in and redraw your entire pull. You are stuck with that pull.

### Jack – Survival of the Fittest

♣ **Cut above the Rest:** You are in great shape, or at least have the makings of a natural athlete if you tried.

**Black:** You are just as healthy as a hog, even if you might not look it. You may make healing rolls 1 day faster than normal. If you have some ability that speeds your healing, it will improve by one increment.

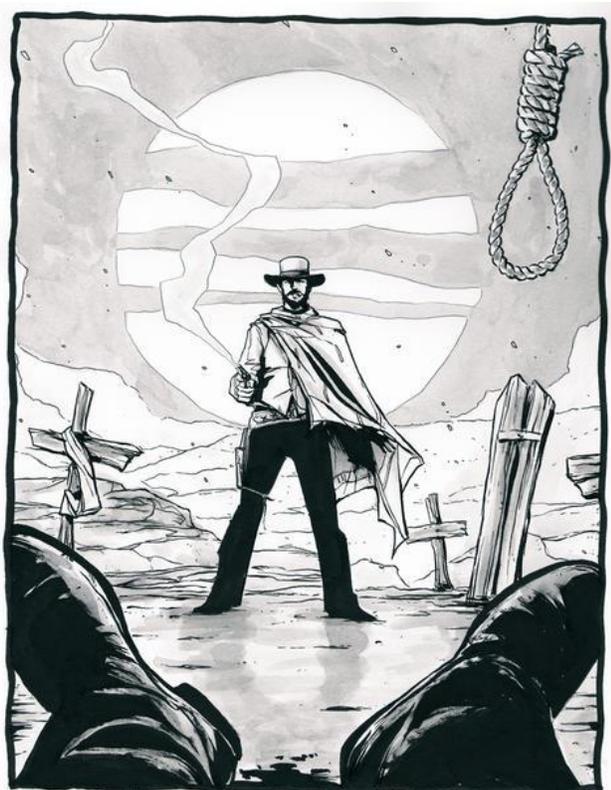
**Red:** A marathon runner has nothing on you. You can run for hours and hours. You can spend chips to clear out wind loss rather

then absorbing it at the time. A While Removes 5 wind, a red 10 and a blue 15.

♦ **Glimpses of the Future:** You are gifted with dreams and visions of what will be, what could be, and what never will, there is a cost though. When you roll, roll an additional separately (or of a different color). This is what you would roll on the next die roll if you spent a chip. You may buy that die at normal chip costs. If you spend multiple chips, you may roll as per normal, the first one is just always that die. However, if it comes up a 1, it is always taken into consideration for botching.

♥ **Nunquam non Paratus:** You are the type who is always ready for anything. Maybe you are just a little faster on the uptake, a little quicker to see what's comin' around the bend, or maybe you prepare for every eventuality. When you draw actions for the first time in a combat, you may sleeve your highest action immediately. You are still, however, slower than the Red Joker.

♠ **Earth Bond:** You have the Earth Bond Knack, see Quick and the Dead



### Queen – Born That Way

♣ **Bastard:** You might not know it but you are a bastard. No no, not that kind. Your parents had you out of wedlock. Normally this doesn't much matter, save to some high falutin' folks, but in your case the folk lore is true. You have the *Bastich* knack.

♦ **True Seer:** You were born with two different colored eyes. In addition to more than a few odd looks, you are a true seer. You have the *Blue Veil* knack

♥ **Breech Birth:** You have the knack of the same name, See Quick and the Dead

♠ **Prodigy:** Ever since you were young, you have been special. Maybe you were better at math than your teacher, a musical genius, sports seem like a cakewalk, or maybe you have simply a gift with people. The aptitude you place this joker in has 5d12.

## King – Inheritance

- ♣ **House on a Hill:** You are proud owner of a stately abode of some sort that has, perhaps, seen better days. Maybe you had a rich uncle who left you his mansion, or perhaps you won the deed in a card game. In any event, the place On a **Red**, it's got a lot going for it. Maybe it's got grounds, a cattle ranch, servants etc. On a **Black** it has a bad reputation in the area. Rumors of murders, cults, haunting, bogarts, gremlins, and the like run rampant but no one seems to have any real details. Anyway, who in their right mind would believe that, right? Either way it is tied up for some reason that prevents a quick sale.
- ♦ **What's in the Box:** You are the proud owner of a box. Perhaps it's been handed down from father to son for generations, or maybe you picked it up an auction. In any event, it is closed in some manner that prevents easy opening. What's inside? Good question. The people who are after it would like to know as well.
- ♥ **Unusual inheritance:** A good amount of money has been left to you, but its in a very strange format. On a **Red** its a collection of ghost steel sprokets, a collection of rare wines or the like. On a **Black** perhaps it's a collection of rare Aztec coins, each showing

a stage of human sacrifice or a collection of Onyx knives, some still a little crusty. Whatever it is, its either not pleasant, immediately useful, or easy to transport but has a value to the right buyer.

- ♠ **Part of the whole:** You have come into ownership of one part of something interesting. It could be a big old iron key with strange carvings that doesn't fit in any lock you find. Possibly it's the hilt of an ancient sword with not a blade in sight. Maybe it even looks like something that fell out of New Science Magazine. Regardless, it's obviously not a normal object, and definitely missing some vital piece.

## Ace – Relics

- ♣ **Mojo focus:** You have stumbled upon a real, honest to goodness item of spiritual power. You can almost feel the hum of spiritual energy in it. Perhaps it is Sitting Bull's pipe, a druid's staff, or Zulu war shield. Whatever shape it takes, it is a *Relic* ranging from (3) to (5), depending on the powers. Remember all relics have drawbacks. If it is **Red**, the good outweighs the bad. If it is a **Black**, it is cursed and the bad outweighs the good.
- ♦ **It Works!:** You have possibly one of the rarest things in the Weird West: a New Science device that works. Seriously though,



this item is significant enough that it is now a relic. Perhaps it's the first galling pistol Smith and Robar ever made, the epitaph camera that captured the first abomination on film, or even the bullet proof hat Wild Bill ordered two days before he was shot. Whatever shape it takes, it is a *Relic* ranging from (3) to (5), depending on the powers. Remember all relics have drawbacks. If it is **Red**, the good outweighs the bad. If it is a **Black**, it is cursed and the bad outweighs the good.

- ♥ **Holy Relic:** You have come into possession of a true relic of the church. Perhaps it is St. Edmunds Hand, the Peter's sword, a piece of the first tablet or some other holy item. Whatever shape it takes, it is a *Relic* ranging from (3) to (5), depending on the powers. Remember all relics have drawbacks. If it is **Red**, the good outweighs the bad. If it is a **Black**, it is cursed and the bad outweighs the good.
- ♠ **Damnedest Thing:** You've got a *Relic* on your hands that's a bit unusual. A Damnedest Thing is a common item that has been empowered in some manner. It could be a normal object given significance and power, like the lucky deck of Bret Maverick, Wild Bill's guns or Lincoln's stove top hat. It could also be something made with a purpose by a Huckster, like a Deck that always deals a certain way, a derringer that never needs to be reloaded, or a first edition of Hoyles. Whatever shape it takes, it is a *Relic* ranging from (3) to (5), depending on the powers. Remember all relics have drawbacks. If it is **Red**, the good outweighs the bad. If it is a **Black**, it is cursed and the bad outweighs the good.

### ♣ Black Joker ♣

- ♣ **Soulless:** Your body is moving, living, breathing, but you've got no soul. Maybe it's because heaven flubbed up and you got skipped in line or maybe you're a construct

of some sort. You probably don't even know why. As a result, you may not take the *Arcane Background*: Blessed or Shaman. If you have the Faith ability, it does not provide the *Protection* Miracle. The Marshal is encouraged to add further effects both beneficial and detrimental (Soul Blast passing right through you, bonus and penalties to empathy related skills, Lay on Hands not working, etc.)

### ♥ Red Joker ♥

- ♥ **Destiny:** You have been singled out by fate, destined to do many great deeds. Your peers are the greats of history, Caesar, Odysseus, Sampson, Alexander, and the Apostles. The very forces of fate and fortune seems drawn to you like a flower reaching for the sun. All posse members may pass you chips on a one for one basis, though it still costs you 2 for 1 to pass to them.



"You're a good old -fellow-  
come, let us go"



-LASTON-

# VETERAN OF THE WEIRD WEST

The Extended Veteran table, much like the Joker table, is designed to be a guide. So take out that bag of salt and a deck of cards and start looking. For the most part, these effects have a negative effect that is tied to some supernatural horror you experienced in life. Have fun!



## Deuce – Marred by Fate

♣ **Bad Karma:** You must have done something pretty bad in the past because now it's catching up to you. Your maximum Fate Chips you may have at one time is reduced by 2, all others must be discarded.

♦ **Cursed:** Your very soul was cursed by one of the insidious creatures you left in your terror-filled past. You draw one less chip at the beginning of each play session.

♥ **Fate's Fool: What did you do to deserve this?** Lady luck has turned her fickle back on you. You must spend twice the Fate Chips to modify any die rolls. You may still use Fate Chips as normal on special affects, for bounty and to reduce wounds. Don't forget chips that are passed to you are yours.

♠ **Dyeing Breath:** You made something mad enough to want revenge even from the other side. Some intelligent and phenomenally evil abomination from your past left you with its death curse. You must spend two fate chips to get the effect of one when attempting to negate damage, or wind. Don't forget chips that are passed to you are yours.

Three - Fear

♣ **Insane:** Fear has touched you, and shaken you to the core. Whatever you saw gave you a major phobia (see the Scare Table).

♦ **Fearful:** In your travels you've seen things that would curl the hair on a grizzly's behind and you've never gotten used to it. You flinch in the face of such things, and suffer a -4 to all *guts* rolls against either supernatural or Natural fear effects, which ever is more appropriate..

♥ **Unhinged:** You are overly sensitive to fear, and are more likely to have the pants scared off of you. Whenever you fail a *guts* roll, the marshal may add +10 to the result of the Scare table.

♠ **Not Cut Out for This:** You are not cut out for this line of work. The Monsters, the Horror, the madness, you've never gotten used to it and never will. As a result, may never gain Grit.

## Four – A Reckoning

♣ **A Taste of Famine:** You have seen first hand the terrors of hunger. Perhaps your town's food shipment was hijacked, or a hunger riot broke out and you nearly died. Whatever the case, you had a taste of true hunger and it's left its mark on you. You have either the *Scrawny* hindrance, owing to your gaunt stature or *Obese* from over compensating.

♦ **A Touch of Pestilence:** You suffered first hand the loss and powerlessness of disease. Perhaps you were stuck in a plague town, or the government sent you infected blankets. Whatever the cause, you still bear the remnants of that encounter. You have a possibly unique supernatural *Ailin' (3)*.

♥ **A Slice of War:** You have seen war in its full bloody "glory". Perhaps you've lead men in charges against an enemy line, or maybe your home was ravaged by foragers. However



it touched you, the experience has changed

you. You have one of the following: *Loyal*, *Heroic*, *Cautious*, or *Cowardly* hindrance, depending on your reaction to war.

♠ **A Brush with Death:** Your life and death have become strangely entwined. Perhaps you were part of an Indian massacre or are a Doctor who's patience just don't seem to make it. Death follows you, and you have *Grim Servant of Death* hindrance. How you play it is variable, but in the end people seem to just die more often when you are around. As a result however, you receive the *Shell Shocked* edge for free.

### Five – Mystical Screw

♣ **What a Deal:** You wanted to be the best bad enough to strike a deal you probably shouldn't have... A deal with something that was not human. Maybe you met the devil at the cross roads and he taught you to play, or maybe something found you in the woods and

taught you its secrets. You receive a +2 to straight rolls to any one mental or corporeal trait, or one skill for only a "small" favor to be redeemed at some point in the future.

♦ **You're a Monster!:** No, seriously you are. Some creature of the reckoning saw fit to make you its kin. You poor soul. For some ideas, see *Rascals*, *Varmits* and *Critters II* or let the Marshal go nuts.

♥ **Supernatural Susceptibility:** Your resistance to bad supernatural effects has been almost completely worn down. Any bad supernatural effect gains either +2 damage dice or +2 raises whichever is higher.

♠ **Darkness Magnet:** Something in you calls to the dark. Maybe you are a good soul, or maybe like calls to like. Abominations will seek you out for destruction and can usually detect your presence within a mile area. If possible they will attack you over other targets.



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## Six – Failings of the Flesh

♣ **Bum Limb:** Pick a Limb. At some point, you had a grievous injury in that limb and have lost feeling in it. You suffer a -2 on all actions involving that limb, as you can't feel it. Moreover, if it is an arm, it is your primary arm. If it is a leg, you -1 from your pace. If it is your head, you take that -2 on all Cognition related skill checks. It cannot be your chest. On the up side, you never suffer wound penalties for that limb.

♦ **Swollen Joints:** You have had a hard life and it shows, you often feel like maybe you've joined the ranks of the walking dead. In humid environments (or when the Marshal says the word), it's painful for you to move, because of this all *Quickness*, *Strength* and *Vigor* rolls are made at a -2 penalty

♥ **Bad Heart:** How you've made it this far is anyone's guess, with terrible chest pains. You now have the *tuckered* Hindrance at level 3 (or +3 up to level 5, whichever is higher). Also if you ever botch a *guts* roll, you have a heart attack as indicated on the Scare table.

♠ **Slow Learner** Perhaps you've been kicked in the head by one too many mules, or book learning never was your style. Either way, you may not turn in White Chips for bounty.

## Seven – No evil

♣ **Speak Seven:** You've said something you shouldn't have, mate a promise you didn't keep or the like. As a result the world doesn't listen to you as much as the rest of the world. When calling out the Cog rolls, each game you roll only 7 times. The eighth is a Botch.

♦ **What'd you say!:** Some event or abomination has stolen your sense of hearing... or possibly your ears. When making any cognition check relating to hearing,

subtract one die from the roll. If this means you Roll zero dice, you fail.

♥ **Blind as a bat:** During your travels your vision has gone bad. Maybe too much time spend looking at occult texts by candlelight, or maybe they were damaged beyond repair by a failed experiment. When making any cognition check relating to site, subtract one die from the roll. If this means you Roll zero dice, you fail.

♠ **Maimed:** You have been messed up bad by something nasty and one of your limbs is horribly maimed or entirely missing. If it's your leg, you are *Lame: Crippled*. If it's your arm, you are a *One Arm Bandit*. On the upside, you get to pick!

## Eight – Just because you're Paranoid...

♥ **Malevolent Force:** You often feel as if some malevolent force is at work in your life and it's trying to destroy you. Well congratulations, you're right, it is. When ever you Botch, in addition to the effects,

you loose your lowest Fate Chip to the Marshal

♦ **Dark Parasite:** You have picked up some type of bizarre parasite that lives off your fear. It might look like a worm seen crawling underneath your skin, a movement of your shadow that is not your own, or a cold chill in the air around you. What ever form it takes, It feeds upon your fear and every time you fail a *guts* roll, the marshal takes your lowest Fate Chip and kept is for themselves.

♥ **Evil Begets Evil:** You involved with something bad... Really bad. Maybe it didn't seem like it at the time, but you the world a better place for evil and the world remembers that. You cannot have a legend chip, If you draw it, toss it back in the pot and do not draw a chip to replace it.



♠ **One Move Ahead:** The powers of darkness are using you in ways you don't understand and your very presence helps set their plans in motion. Each session the Marshal gets to draw an extra chip to reflect their manipulations.

### Nine – It's all in your Head

♣ **Hallucinations:** Sometimes the mind just snaps for a few moments. Congratulation you have one of those minds, you often see things that aren't really there. Whenever you fail a roll of any Cognition related roll, the Marshal may have a hallucination occur. Heaven help you if you botch a cognition roll.

♦ **Hearing Voices:** You hear the howling of demons inside your skull. Literally. Maybe you were cursed, or maybe you snapped. Either way, with all that noise it's hard for a fellow to think properly. All *Cognition*, *Knowledge* and *Smarts* rolls are at a -2 penalty.

♥ **Shell Shocked:** You've seen one too many horrors of violence. It's shaken you up and sometimes slows your reactions. During combat you only get a card if you have at least a 5 on your Quickness. If you fail, you receive no actions. Botch, and you are surprised.

♠ **Paranoid:** After seeing creatures jumping out of nowhere, friends going off alone and get killed, and kindly old men summoning daemons to destroy the whole town, its gotten to you. You're sure terrible monsters lurk in every dark patch, conspiracies are at work in every town, and they are all out to get you. You are *Jaded*.

### Ten – That's your Business

♣ **No Sense:** You will never have money. You have *poverty*. Maybe you are cursed, or just moving around so much over the years has caused your bank accounts to dry up.

♦ **Bollixed:** You suck with machines, there is ain't a polite way of putting it. New Scientist cringe when they see you, and you should just plain avoid anything labeled "Smith and Robards". Maybe you pissed off a spirit, have a case of gremlins, or are just all thumbs. Every mechanical item you use has a Reliability of 19. Devices you use which were previously prone to malfunction lower their Reliability by -2.

♥ **Debt:** Either the Agency or Texas Rangers has something on you that could make you swing if revealed.

They frequently recruit you for the roughest assignments.

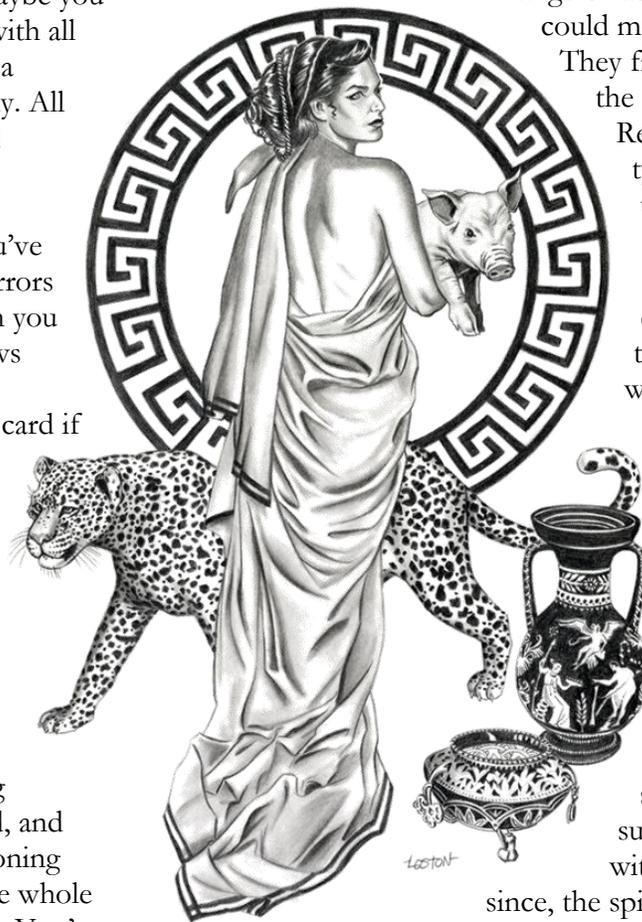
Refusing is bad. Neither type usually ask nicely, or takes no for an answer.

♠ **Aura o' Destruction:** You've seen so much death, destruction and terrible things that it has warped your very soul.

Every session roll a d20 on a 20 a random item you own (or care for) is completely lost or falls apart and cannot be repaired. Relic's are unaffected by this

### Jack - Damned

♣ **Forsaken:** You did something horrid to survive your encounter with the supernatural. Ever since, the spirit world wouldn't aid you on a bet. No beneficial supernatural effect works on your character. Bad magic fries you normally. Remember New Science is NOT Supernatural.



♦ **Mundane Touch:** Thanks to a twist of fate, curse, or just plain disbelief, Relics simply have no special powers in your hands. If they possess any taints they work just fine. Oh, by the way they work just fine against you.

♥ **Defilement:** You have touched hell and it has touched you back. You may not enter a holy place without serious problems. As you approach a holy spot, an uneasy pain begins to build in you. If you actually enter a holy place, you suffer 3d6 damage to the guts and are a -2 to all actions while you stay.

♠ **Soul Sympathy:** You have looked into the eyes of death and tasted its pain. Whenever you deliver the deathblow to a creature with a soul (Marshal's Call) you must make an Onerous (9) guts check or fall to the ground in agonizing pain for d10 rounds as you feel the creature's soul rip through your guts. This doesn't actually cause any damage to you but is very inconvenient.

## Queen - Broken

♣ **Shattered Nerves:** You're no longer a people person, whenever you make an opposed roll versus *persuasion*, *ridicule* or *overawe* your base TN is 10 instead of 5.

♦ **Addicted:** You'd like to forget the things you've seen out there. You have a severe *hankerin'* for alcohol or a drug.

♥ **Flashbacks:** You've seen a lot of death and dying and the so-called glory of war. Often your mind will flashback to the violence you've witnessed. During any tense situation make a hard (9) Spirit roll or suffer -4 to all your actions until the situation has been resolved.

♠ **Blackouts:** Sometimes during the heat of battle you just blackout. Whenever you draw the Black Joker during an action round for initiative, then you lose all your cards, including any sleeved card.

## King - Tainted

♣ **Cursed to Wander:** A hefty curse has been laid upon you, deserved or not. Thanks to it,

you have learned that staying in one place is bad. Anytime you don't do so for more than a few weeks, things start to go badly for the residents. Mills break down, Rats destroy a crop, fires start, and generally incrementally worse things happen, particularly to those closest to you. The Marshal

♦ **Bad Company:** Something you experienced still clings to you and it affects everyone around you. The Marshal may spend two blue and get the effects of a black chip.

♥ **Jinxed:** Something you encountered cursed you. Your luck's fine, but your companions suffer minor mishaps constantly and act as if they had the *bad luck* Hindrance.

♠ **Aura o' Death:** You must have been touched by the Angel of Death because around you is an almost visible aura o' death. Animals and small children that are around you for any real length of time are treated as if they have the *ailin': fatal* Hindrance, until you've been out of their presence for a day or so.



## Ace – Pawn Of Darkness

♣ **Malevolent Aura:** A past brush with evil has rubbed off. Lights dim and the temperature drops when you enter a room. People usually go out of their way to avoid you. You get a +2 to overawe rolls and a -4 to *persuasion*, *animal wranglin'* and *teamster* rolls.

♦ **Marshal's Best Friend:** You have pushed the limits of fate to far, and she is lashing out at your whole posse. While you are in the posse, the Marshal's maximum chip limit is 12.

♥ **Dark Soul:** You're not one of the good guys. You might think you are, you might do good, but you are not. Something in you, maybe about you, causes evil to be more powerful. Treat fear levels as one higher.

♠ **Devil in Ya:** You have a bit of the devil in you, maybe literally. As a result the marshal can toss back their fate draw and draw again. He's got to keep the second draw though.



## Red Joker

**Eternal Hero:** Fate chose your miserable soul to combat the forces of darkness across the centuries. The good news is you are really hard to kill. The Bad news is, you are really hard to kill. When you take 5 damage to the chest or head, you do not die. Instead, reduce a trait by 1 step permanently per level above the 4th. You still must heal from the damage as normal (Increase TN to heal by 2 for each subsequent level). This has no effect on your limbs, if you take 5 or more to a limb, its crippled or removed as per normal.

## Black Joker

**Damned:** Your hero paid the ultimate price for something, their mortal soul. Maybe you lost it at the cross roads, maybe you sold it to save your sick aunt. Whatever it is, and weather you believe it or not, your soul has been mortgaged. First and Foremost, do no draw for Harrowed. Your soul has a date with destiny. Next, at the beginning of the session (after chips have been drawn) the Marshal may select one of you chips and take it as his own.