

SALOON

The Epic Weird West Poker-Storytelling Game

Welcome to the game of Saloon. For this game you will need some simple items in order to play. You already have the Primary Rulebook. You should also have a 54 card deck, with Jokers inside, or a Saloon deck. You should also have character sheets, though you can simply use paper and pencils.

The world is like the Old West films that you can see from Turner Classic and such. Small towns of maybe a dozen people, often with a religious center. Most, if not all, citizens in a town will carry a weapon in some way, shape, or form, whether it's a knife, a firearm, or a magic item or knowledge. In fact, knowledge is the most powerful weapon one can have. Knowing how to combat an enemy before they even register you as an enemy is the best way to go about any situation.

In this world, you will be playing as a character in a Western Film of your Dealer's creation. The Dealer is the one who creates the world, fills it with people and situations, and gives you the chance to run lose and have fun. When you come across situations, you can make decisions on how to approach them, sometimes given subtle (Or obvious) hints by your Dealer. The Dealer will call you and others playing in the world they made as "Characters", or "Protagonists". Situations should be built as though they are films. But keep in mind John Wayne's character in The Cowboys. Death is always an option. And sometimes it is your fault.

Let's give an example of a Scene in Saloon! The people involved will be marked as following

Dealer: The Dealer.

Shoots MacGun: A comedic based character using the Bounty Hunter trope.

Sha'kir: A dark magician who bends reality to her will using the Shaman trope.

Jim Robinson: A former slave that has managed to gain his freedom that seeks to free other slaves using the Agent trope.

Wanda Reigns: A prospector learning about Life Magics using the Explosives Expert trope.

Benham Smith: A corrupt sheriff that is the villain of this short story, who the players are each trying to hunt and bring to their own definition of "Justice".

Dealer: You wake up in the large town of Goldrush, each of you coming in your own ways for your own reasons. You know you have a target for some reason. Benham Smith. Whether you seek him for a magic artifact, or because someone's paying you, or because you suspect him of something you're against, or perhaps most likely, you're just bored and want to see what happens. You've seen each other in the saloon while getting your evening meals and purchasing your rooms for your stay. You come back into the main hall for breakfast, and you see each other again. How do you introduce yourselves in the small area?

Shoots MacGun: I want to tip my hat to each one, and say to them, "Howdy dudey, you toody!"

Dealer: Howdy... Dudey... Okay... Sha'kir?

Sha'kir: I'll give the standard salute of my tribe and go to the counter to ask about breakfast.

Dealer: The barkeep waves to a chalk board, but knowing most in this town can't read, he states that there's ham and eggs for breakfast, if you're interested.

Sha'kir: "Very much so. Thank you."

Dealer: Okay, how about you, Wanda?

Wanda Reigns: I'll go up to Shoots MacGun there and sit with him, giving him a tip of my hat and asking if he's here to land grab for gold!

Shoots MacGun: "Nope! Here for a bounty. Although, the thought of gold does strike my fancy..."

Jim Robinson: Hearing them say that, I'd sit down at their table too and say, "It'll be hard to get any sort of land around here with the Sheriff. He might not want you making profit without his allowance."

Shoots MacGun: "Sheriff Benham Smith, right? Weirdly enough, that's a name on my list! I thought the guy misspelled it, actually... Did he?"

Jim Robinson: "Believe it or not, that actually is his name. I'm conducting an investigation on the man. I believe him to be forcing the town to give him a ransom so they can keep a limited amount of freedom..."

Sha'kir: Hearing them talk about Sheriff Smith, I'll join their table with my plate of food and say, "I seek the Sheriff too. He has a powerful spellbook from a northern tribe I wish to get my hands on. Powerful Physical Magics enchant the book, and I want to know more about what it can do."

Dealer: Alright! Now that you've all made introductions, you each, one by one notice something. The innkeeper has left, and now there are men walking into the saloon, one by one, each one with a hand on their weapons. Most have guns, but one carries a yew stick, a rare wood in these parts, probably signifying them to be a magician. Let's deal out for a hand. Left to right, tell me what type of skill you'll want to use.

Shoots MacGun: I want to use my Ranged Combat to fire off with my revolver to try and hit my targets. We're still early, they can't have more than a luck or three, right?

Jim Robinson: I want to use my Analysis ability to add or subtract one from my next attack, which'll cost me one Lucky. I'll also be using my ranged combat as well to shoot at a gunner.

Wanda Reigns: I'm gonna use my Explosives skill to blast a hole in the wall and hopefully blast some enemies away too!

Dealer: Ho' boy...

Sha'kir: I'm gonna use my Physical Magic skill to bend the metal in the ground to strike their feet, maybe making them fall if I hit 21.

A hand will be drawn played, which will be explained on page 4.

Shoots MacGun: I got a 19! Yes!

Jim Robinson: 20, myself!

Sha'kir: Jack! Hell yeah!

Wanda Reigns: I... Bust...

Group: Oh no...

Dealer: I got 19. So, let's go down the list! Sha'kir! With your motions and words, the metal in the wood beneath the feet of the targets, stabbing each one in their feet! They take a negative or positive to their hand, your choice on which! A few are also dead on the ground as they fall and their heads pierced by nails!

Sha'kir: Negative, positive would shoot us all...

Dealer: Okay, then we go to Jim! You said you used your Analysis, I assume you want to add one more, giving you Blackjack?

Jim Robinson: Oh! Shoot! I forgot about that! Yes please!

Dealer: Okay, you dodge out of shots fired to you, and fire at the first gunner you see! They take a headshot as they're distracted by their goals. You bring them down and their head hits the ground, piercing into his already holed skull, blood gushing everywhere! But now to Shoots!

Shoots MacGun: We tied, but with the negative from Sha'kir, I should beat them, right?

Dealer: Yes! You dodge out of the way of shots fired and take cover behind a table you knock over, pulling yourself up to fire into the knee of a target, then through their heart! Blood flies as the window behind him shatters, and he falls out! Now we go to... Wanda Reigns...

Wanda Reigns: Yeah... let's get over this...

Dealer: You pull a stick of dynamite and light it up, counting your ignition to throw it properly, but you're struck in the arm and lose a

second. You toss the explosive, but losing that second means is blows too close to you. They're all dead, but you'll also take a hit, losing your pot there...

That is the basics of one scene. It shows risk, and failure, which are distinct possibilities. Now we'll go over how exactly these things work. We'll go over it through the character tropes, the skills, and the progression system.

Now, we just used a lot of words in that scene that you likely won't understand going into this, and there's a few more you'll need to know before you start, so let's talk about them!

Scene: Scenes are the scenarios you are acting in, and needing hands to perform the actions. A scene can be combat focused, or social focused, or even survival or hunting ideas. Some scenes don't even need the cards of a hand yet, as they can simply be Tropes talking to one another.

Hands: These are your skill checks. You make a skill call at the beginning of each round of a scene and then the hand is played. You are given 2 cards at the beginning, make your call, and place your bet.

Lucky: These are your everything. Luckies are the chips you use to make bets for scenes, buy abilities, purchase skill upgrades, or use some abilities.

Trope: These are your characters. There are several pre-designed tropes you can use to start the game, but nothing is forcing you to stick with how the character is built, and with the Dealer's permission, you can change things to fit your idea better.

Abilities: Every Trope starts with 1 ability. Most abilities cost 500 Luckies to purchase. These abilities sometimes cost Luckies to use, so you'll need to weigh the value of the Bonuses with your need of Luckies.

Bonus: A bonus comes from skills, abilities, and items too. With a bonus, you can add or subtract, up to your Bonus number, from the target hands, in order to keep yourself from going bust, cause your allies to get better hand, or make

your enemies hands so low they can't even begin to hope!

Bust: Bust is a brutal failure. When your hand hits the number 22 or higher, including your bonuses, you've gone bust and lose your pot and letting the Dealer decide to give a bonus to an enemy or ally you had targeted. Got to weigh the odds and options in betting big, and losing big.

Jack: Jack (often called Blackjack) is when your hand reaches, but does not pass, 21. This is an absolute success. You win your pot and gain the ability to give an ally or enemy a bonus! Getting Jack allows you to take **twice** the number of Luckies from their pile, unless the weapon deals Puncturing type damage.

Pot: When you get your hand, you'll place a bet on the two cards you've been given. The Dealer must meet your bet for the same amount you've placed. Should you lose, you lose those Luckies you put into the Pot. Should you win, you win twice as much back! Each player has their own Pot against the Dealer, so you can play competitively, or cooperatively, with little quarrel as to who gets what.

Pile: This is essentially an enemy's health pool. Starting out, an enemy will usually have no more than 3 Luckies in their pile. When a Lucky is removed from the Pile, it's returned to the Bank, and not added to the Pot.

Bank: This is the limitless pool of Luckies that the Dealer will pull from to balance your bets or to give targets their hit counters.

How to Play

Saloon is based off the real world game of Blackjack. You can play with a standard 54 card deck, with Jokers, or with an official Saloon deck (To be created). Every scene starts with a situation where players want to use skills, or the Dealer initiates a sort of encounter, whether combative, or social, in order to put the Tropes into a survival situation or push them into the story further. Most of these situations will have base in the Western film industry, so keep your know-how in the Old West.

A scene starts when the encounter is started. First, the Dealer will shuffle the deck before each Scene, handing it to the person to the **right** of the Encounter Starter to cut. The Dealer will pass **two** cards to each player, **one card at a time**, starting from the one who initiated the scene, and moving to that person's left. After one player is handed a card, the next will be given a card, and so forth. **The dealer will skip himself**, moving onto the next until all players have two cards.

Players will look at their cards, state what skill they want to use, and bet on their hand. If they choose to use a Gun Combat skill, and they have 3 ranks in it, they can **add** or **subtract** 1, 2, or 3 from their hand to get as close to 21 as possible, without going over. They will place a bet, putting as many Luckies as they want into their individual pot, starting with the initiating player. The maximum bet is determined by the Dealer. We suggest a 5 Lucky maximum bet. Each player can put as many as 10 Luckies into the pot on a single hand. The Dealer will then put the same amount of Luckies into said Pot, and then place a small pile of Luckies representing the said number of targets.

The Dealer will then go to each player and ask the Hit or Stay, starting with the Initiating player. To Stay means they are happy with just the cards they've been given, and the dealer will move onto the next. To Hit means the player wants another card, and the Dealer will hand over a card off the top of the deck.

Once all players have called Stay, the Dealer will then reveal cards one by one as their own hand. The Dealer **MUST** stop once their revealed hand reaches 17 or more. The Players will then show their Tropes hands. Each Trope and Target can then add or subtract up to their Bonus in the skill being used, or break the maximum of 3 Skill Bonus by having called an Ability being used in said skill.

Most targets will start with only 3 Luckies, and each lost hand by the dealer against the player targeting a pile removing one Lucky from said pile. For example, in the Scene on pages 1-3, 2 players targeted a different individual in the Scene, while 2 targeted all enemies in the scene. The two who took on a single target won, and took a single Lucky from the targets' piles, while the one who used Life Magic managed to Jack, taking a single from all targets and winning their pot, while also giving a bonus to the other Tropes in the group.

However, the Explosives Expert Trope managed to Bust, which lead to each individual in the scene taking a Lucky from their Pile, but the player did not receive their Pot.

If a player does not win their hand, the player will lose their pot, but the target will not lose a Lucky from their pile.

Your goal with your hand is to get as close to the number 21, without going over it. Your hand must be a higher number than the cards the Dealer reveals.

Now, if ALL Tropes **and** the Dealer get 21, then there will be a Double or Nothing. The piles stay, and everyone **MUST** put the same number of Luckies into their Pot that they put before, **INCLUDING** the Dealer. One card is given to **EVERYONE** including the Dealer! Once all Pots have been doubled, everyone will show the one card they got. The Tropes that get cards higher than the Dealer will get all the Luckies, while the ones losing will get their pot placed into the Bank. The Target Piles will lose 2 Luckies for every Trope win as well.

A Scene ends once, either, all Targets no longer have any Luckies in their pile, or the Dealer decides it's a good place to end the encounter and move on to the next scene resulting from the Hands previously. An encounter can take about 3 hands, but can take more, or even less.

Now, if you have a Saloon styled deck, you'll notice it doesn't use the Standard Deck design, so we've created a chart to help you use it in whatever way you wish to.

Suits

Saloon Set	Standard Set
Knives	Hearts
Rifles	Spades
Arrows	Diamonds
Wands	Clubs

Faces

Saloon Set	Standard Set	Value
Marshal	King	10
Sheriff	Queen	10
Deputy	Jack	10
Dual	Ace	1 or 11, holder's choice
Wizards	Joker	Holder's choice, usually an auto Jack

Marshals are represented with a hat in place of a number with the suit on it.

Sheriffs with a Star with the suit of the card.

Deputies with a single round of ammunition with the suit on it.

And Duals are represented by two of the Suit Signs side by side.

Damage

Let's go into damage types now. There are 3 kinds that weapons deal. Cutting damage, Concussive damage, and Puncturing damage. Each damage type can deal a bonus of **your** choice of bonus to enemies to certain hands the enemy takes, or other such things. Let's go over them!

Cutting damage: Cutting damage is weapons like swords and certain firearms. This type of damage gives a 1 bonus of the damage dealer's choice to the target on the next hand that deals a weapon's damage. For example, if a Trope uses a sword and wins the hand, they'll take 1 Lucky from the target's pile, and the target will receive a 1 bonus of the Trope's choice to their next weapon attack, whether it's Melee, Gun, Bow, or Unarmed combat skills.

Concussive damage: Concussive damage is from weapons like certain shotguns, hammers, or even fists. The impact from a concussive hit can cause magicians to make mistakes with their magic. When a concussive hand succeeds against an enemy who was using Magic, their spell backfires and affects themselves alone.

Puncturing damage: Puncturing damage is from weapons like most firearms, knives, and spears. It can punch through the bodies and defenses of many different enemies. **If** your hand in using a puncturing type weapon hit a Jack, your weapons takes x4 the number of Luckies from the target pile.

Death

Death is a VERY real possibility, though unlikely, depending on the Tropes made and played. Death can happen when a Trope loses their last Lucky, and can no longer make any actions with it. Losing your Luckies with certain skills may seem foolish, for example, Negotiation, but think of it in more of a story way. You just tried to strike a deal with a man, and they did not like the bargain made, or how you said it,

so they shot you in the head. We have multiple options for death, depending on your group. We'll start with our favorite option.

Death's Game: Death likes games. But it likes stories more. When you lose your luck and meet death, Death will sometimes ask why he should allow you back to the realm of the living. If given a good reason, Death may offer a card game. Saloon is his game, where he is the dealer. This follows the rules of Blackjack, where Death follows the rules of the Dealer in our game. Should the player succeed, they will be given 1 Lucky and be brought back to life. They can doctor themselves, be doctored by another Trope, or seek medical attention at that point, or simply try to rebuild their Luck by drawing a firearm and going on a rampage.

Cheating Death: Death doesn't like to be cheated. Maybe you looked at your Dealer and told him you'd like to use a Lie hand in Death's game. This makes it more likely for you to succeed, as you're cutting the deck in certain ways to make it so you'll get the cards that you want. If a Trope decides to do this, they have given you permission to make Death hunt them. Death loves games, and stories, but **HATES** cheaters. The creatures that come after the Trope might become more dangerous, might be more destructive, or might even be different than their normal forms. The best way to solve this issue is to find a way to talk to Death, and perhaps make a deal.

A Deal with Death: Death is still a person. And everyone can be bought. What Death can be bought with depends on the Dealer, as the Dealer is Death. Maybe the Trope doesn't want to die, so starts throwing out offers left, right, and center. Maybe one of these offers catches Death's hollow ears? Should Death accept these offers, the Trope **MUST** follow through with it, and get the thing offered, or else Death will come again, with no remorse.

Death is Final: This is the ultimate "Succeed or Die" sort of game, best for players who enjoy hard-core type of games. When you run out of Luckies, you are dead. Make a new

character. No coming back unless a player can perform certain Life Magics.

Maps

Maps are an **OPTIONAL** rule that some tables will prefer. The Saloon system uses a Hexagonal Map, with each creature moving a number of Hexes depending on their type. The average Trope can move 3 Hexes in a single round. With a flaw like *Lame*, they may be able to move only 1 or 2 Hexes. A Horse can move 8 Hexes in a hand as well.

When you are in the middle of a fight, that is the only time you truly **NEED** to track movement, as you do not need to track much more than general time traveled when outside of combat. But when in a fight, a Trope can move their number of hexes, and take their shots. Melee or unarmed combat hands must be made adjacent to the target, while ranged can be made at further distances, depending on the weapon. If you do not wish to attack during that hand, you must still make an opposing hand using the same skill that the target uses, but if you do not attack, you can move double your normal number of Hexes, or your mount's Hexes.

A **Full Movement** gives you a 1 beneficial bonus on your hand against the targets' attacks.

There are also Melee Combat Options involving movement. One of which is the **charge attack**.

The Charge Attack allows a Trope to double their movement and still make a Melee Weapon Combat hand or Unarmed Combat hand with their normal bonus.

Cover

Cover is an important part of ranged combat, used primarily for Firearms and Bows. As a part of your movement, you can leap behind cover. When behind cover, your melee or ranged combat attacks get a 1 Detrimental Bonus. **BUT** any ranged attacks attacks against you need to get a 21 hand in order to be hit. Under a situation

where neither player succeeds in attacking, like in normal situations, all chips will be returned to the Trope who bet them, or to the Bank.

Character Creation

You can create a character in 3 ways, often your characters are referred to as “Tropes”. You can choose a pre-created Trope with its already chosen skills, bonuses, ability, and items. You can adapt one slightly for your own idea. Or your Dealer may give you a set number of Luckies to create a character using the following rules. Any Luckies granted to you for character creation that are NOT used are lost upon starting the game!

The average cost of a character in Luckies is about 600. For our provided Tropes, we split 500 Luckies into 5 different skills, then 1 ability, but you can spread them as you wish. Maybe you want 6 skills? Or only 2? Perhaps you want nothing but abilities of various kinds? Or perhaps you want to be an ultimate focus into one skill and abilities only revolving around that skill? All of these are perfectly valid options to build into!

When you purchase bonuses for Skills, you can have a maximum of 3 in any one skill. For example, if you spend 300 Luckies to make your Gun Combat skill a 3 Bonus, you cannot put any more points into that skill. Your equipment also will not stack on top of skills at that threshold, meaning if you are that skillful, a cheaper firearm is just as deadly as the most powerful. But if you you a 2 bonus in a skill, and the item gives you a 2 bonus, you can consider yourself as having a 3 bonus in that skill. Abilities that cost Luckies to use, however, can increase the Bonus you can use, however, beyond 3.

Now, your Dealer will likely stick to these numbers, but could change things to suit their idea to their game. The equipment you start with goes through the chart bellow, but there is also a cost list of items if you'd like to expand your arsenal.

Starting equipment is rather simple. 3 weapons, or 2 weapons and a horse, **AND** 4 base items.

Base equipment starts on page 17.

Now, all GOOD movie trope can't be perfect. If they are perfect, they're boring and can't fit well into a scene. If you want to make a good trope, you need to have flaws! Whether it's like Indiana Jones being terrified of snakes, or The Man with No Name not making friends who don't pay him, or Wil Anderson having trouble becoming a father figure to a dozen children! There are a LOT of flaws you could come up with, and ALL of them should be able to create a character! Let's go over a few!

Illiterate: In the old west, knowing to read was a VERY rare and valuable skill, but not everyone valued it. When you have this flaw, signs, notes, and anything with written words are impossible for you. But maybe you're trying to overcome it? Maybe you're trying to understand how to read! This could make a story arch, going from a dumb nobody to a literate member of society!

Can't swim: The inability to swim was also fairly common in the films, most famous is a scene where John Wayne throws a child and a woman into a river to force them to learn to swim. During scenes, you might need to cross a river, or sail on a sea, or similar, but your inability to swim might stop you from daring to set foot, as death may be your end!

Drug addiction: It's not usually recognized by the person with the addiction, but it happens a lot. Whether it's an addiction to tobacco, or caffeine, an addiction can still hurt you when you come down from that high. Maybe you get irritable when you can't get your hit, or maybe you just become slow? Talk to your dealer about how to go about this sort of flaw. And if you have a real addiction, please seek help... People care about you.

Rage: an angry character can often mix with a proud or lone wolf character. All three of these are good flaws, but let's focus on the rage right now. A trope with rage issues might blow up for minor inconveniences, or start shooting with only the slightest of provocation. Be careful not to

piss off anyone at the table with this flaw, though. Be sure everyone at the table understands what you're going for.

Pride: Pride is similar to the Lone Wolf flaw. Being prideful can keep you from asking for help, accepting gifts, or even accepting less than perfect. To you, the best is the ONLY option! Anything less than perfect will simply not do, whether it's your doing, or someone else's. Be sure to keep in mind how your character would react to anything that isn't the absolute best.

Lone Wolf: This is a DANGEROUS flaw if you are playing with other people. The Lone Wolf character tends to avoid working with anyone or everyone. This can be for a multiple of reasons. Whether it's because of pride keeping anyone not as good as you from joining, or from your anger pushing those away. Perhaps you simply find people too much to bother with? That can easily happen with anyone, not just tropes in this game.

Character tropes

Character tropes are what each character starts with. You can choose a trope, but you do not need to continue with what the trope gives you. You could focus on what the trope already gives you, or you could extend points into everything, becoming a Jack of all Trades. You could start with a Ranger trope, but delve into Life and Physical magics. Let's go over the tropes.

Agent

Agents are those working for federal branches. Masters of lying and making their way into areas undetected. Though the assumption is that you work for a government branch, you could simply be a sneak, a thief, or a master liar. They get the following bonuses!

Detection, Gun Combat, Lie, Melee Weapon Combat, Negotiate

Analysis: You can quickly see weak points in your target's defenses. You can spend 1 Lucky to give yourself a bonus 1 to hit a single target with a Gun Combat, Melee Weapon Combat, or Unarmed Combat.

Bounty Hunter

Bounty Hunters are almost always in it for the money. They're best suited for tracking a target, taking it out, or capturing it, and claiming a reward. Dead or alive, a Bounty Hunter will find their target. Now, despite the assumption that the Bounty Hunter trope is going for the money, you don't need to be a man helping the law or hunting personal grudges. You could be a gang member, or a mercenary, or even just a man with no name! They get the following bonuses.

Detection, Gun Combat, Husbandry, Weapons Crafting, Survival

Crippling Shot: You've become great at taking out your targets non-lethally. You can

spend 1 Lucky to cripple your opponent to the point that they can't attack anymore. If you beat the Dealer's hand, the target is incapacitated.

Brawler

Brawlers are unarmed brutes, able to go in with little to nothing in the way of weapons, and still managed to come out on top, whether it's in a ring, or in a bar. While the brawler is a common movie trope, you can make this a competitive boxer, a martial artist from a far off land, or even just an alcoholic with confidence issues! The choice is yours! You gain the following bonuses!

Husbandry, Melee Weapon Combat, Negotiate, Survival, Unarmed Combat

Power House: Your fist is stone. Your body is stone. You are stone. You may spend 1 Lucky to give yourself a 1 bonus to an Unarmed Combat hand for the purposes of attack, or defense.

Courier

The courier is a common, but unappreciated trope. The man who brings the message. The man who tells the news. The one who travels farther and faster than anyone. Going through dangerous areas or friendly neighborhoods, everyone needs one in the films! You may not be a messenger. Perhaps you're just on the track team? Or maybe you're a parkour traveler, looking for new grounds to challenge themselves? You gain these bonuses!

Detection, Husbandry, Sciences, Survival, Understanding

Run Through: You are always moving! You can spend 1 Lucky to move through a target during a hand you chose a combat skill, giving you a 1 bonus to said skill.

Detective

This trope is meant to find things out. They get in, ask the important questions, and get the true answers. You could be an investigator, a

journalist, a parent looking for their lost son, or whatever you feel works with the base! These are your bonuses!

Detection, Gun Combat, Negotiate, Science, Understanding

Reading the Room: You know exactly how a person works. You can spend 1 Lucky to read a specific individual, giving yourself a bonus of 1 to Negotiate or Understanding against them.

Explosives Expert

The explosives expert is just what the name implies. They tend to have a love of things that go boom. Mines, bombs, dynamite, or even straight nitroglycerin. If it goes boom, they'll probably use it! The explosives expert can be a prospector, a military trap maker, or perhaps just a deranged nut suffering from paranoia! You'll gain the following bonuses!

Explosives, Sciences, Survival, Thrown Weapons Combat, Weapons Crafting

Risky Business: If it goes boom, you can utilize it! If a target uses an explosive, whether it's a mine, a grenade, dynamite, or other, you can spend 1 Lucky to make an opposed hand to it and add it to your equipment!

Gambler

The Gambler is an addict, but that addiction has led them to some great highs, and rather horrible lows. Whether they gain their adrenaline through cards, horse races, or fight bets, if they can make or lose a profit, they'll likely want in on it. This has led many to some risky adventures in order to pay off debts, or avoid paying them! You could be a gambling addict, or maybe an investor who lost it all when a mine didn't deliver gold, or perhaps you're a prospector who's hoping to strike it rich in them hills! You'll gain these bonuses!

Detection, Gun Combat, Lie, Survival, Understanding

Risk vs Reward: Is it really worth it? Definitely! You can spend 1 Lucky to gain 1 bonus to a Lie hand, but should you fail, the target is immediately hostile to you.

Lawman

The law is an important trope in every scene! You keep your allies from getting on the wrong side of the law, or perhaps you give them better ideas on how to avoid the law? Whether it's the sheriff of the town, or a marshal in the district! Perhaps you're part of a government agency, or maybe just the bodyguard hired by a wealthy individual. As a Lawman, you gain the following bonuses!

Gun Combat, Husbandry, Melee Weapon Combat, Negotiate, Understanding

Judge, Jury, Executioner: You are the only law in sight. Your word is law. For 1 Lucky, you gain 1 bonus on a Negotiate hand to interrogate, convince someone to allow you to act against normal conventions, or avoid repercussions for breaking a minor law.

Outlaw

You are the opposite of the Lawman. A criminal by your nature. You work against the law to gain for yourself or another. Maybe you're a psychopath, looking to see how far you can go? Or maybe you're desperately looking for a cure for a disease you or someone you care about has? You gain the following bonuses!

Explosives, Gun Combat, Lie, Melee Weapon Combat, Sneak

By the Gun: Your exploits are legendary at this point. For 1 Lucky, you can use your Gun Combat or Melee Weapon Combat (Chosen upon taking this Ability) to your Negotiate or Lie skill (Chosen upon use).

Rancher

The Rancher might not seem like much, but they work horses, cattle, fields, fights wild beasts and supernaturals, and anyone else who threatens their home and hearth. You may be like Chuck Conners in *The Rifleman*, or perhaps you're just a laborer looking to make a living, but somehow you got sucked into this mess. You gain these bonuses!

Bow Combat, Gun Combat, Husbandry, Negotiate, Survival

Homefront: You will defend your home with your life! You can spend 1 Lucky to designate a place or person as part of your home. You gain 1 bonus on a Combat Skill or Survival Skill to protect the location or person designated.

Ranger

You are a survivalist. Perhaps it's because you study the fields, or maybe you're a hunter. But the wilderness of the plains, or perhaps the woods, maybe the winter north, is where you find your home. Your bonuses are as follows!

Bow Combat, Husbandry, Sciences, Sneak, Survival

Unseen Strike: You have mastered being unseen in your environment. You can spend 1 Lucky to grant your Sneak bonuses to your Bow Combat bonuses when you are undetected.

Shaman

The Shaman is an elemental force of nature, using physical magic to bend the elements of the world to their own will or ideas! The stone bends by your command, or the winds blow by your call! The fires roar from your desire, or the water approaches with your will! You may be a worshiper of the natural elements, or perhaps a mad genius who plans to use them to conquer the world! In your intellectual growth, you've gained these bonuses!

Detection, Melee Weapon Combat, Physical Magic, Sciences, Survival

Shape Physical: You focus on a single element to shape! You may spend 1 Lucky to shape an element of non-living matter (Chosen upon taking this Ability) to make a Physical Magic hand, to give a target a 1 bonus of your choice, whether it's an enemy or an ally. Upon failing, the target will receive the opposite kind of bonus.

Trapper

The Trapper is but a combination of the Ranger and the Explosives Expert, right? Heavens no! They've learned to profit from understanding the wild, the supernatural, and the human mind! They're known to prepare and watch and laugh! You could be someone defending their home, or perhaps part of a caravan on the run from some bandits? Maybe you're just looking to sell some furs or vampire fangs? You gain these bonuses!

Explosives, Husbandry, Science, Understanding, Weapons Crafting

Predictable: You knew where they'd be! You can spend 1 Lucky to make a Weapons Crafting check as though it were a Combat skill in order to say you laid a trap! When doing this, you may grant your bonus from any 1 Combat skill or Explosives to this hand.

Wilder

The Wilder is a user of the Life Magic arts. Whether they use them to transform themselves, heal wounds, or communicate with those now passed! Those who use the Wilder trope may be a shapeshifter, maybe a doctor, or perhaps a necromancer? Those who use this trope will gain these bonuses!

Bow Combat, Husbandry, Life Magic, Melee Weapon Combat, Survival

Siphon Life: Life is transferable. You may spend 1 Lucky to perform a Life Magic hand to a

target, giving ½ of their lost Luckies to another target, other than yourself. If you lose that hand, your Luckies go to healing the target you were trying to pull from.

Witch Doctor

The Witch Doctor takes both Life Magic and Physical Magic to perform hexes and blessings in order to manipulate the battle to their advantage. Whether they're a hexer from the Souther Islands, or a War Magician from the Old World, your magics are universal. You gain these bonuses!

Life Magic, Negotiate, Physical Magic, Sciences, Thrown Weapons Combat

Hex: You can call upon your knowledge of Physical and Life magics in order to give your enemies bad luck! You can spend 1 Lucky to make a Hex attempt against a target. You make a Magics hand, with a 17-21 range, to give a 1 Bonus of your choice of positive or negative.

Skills

Skills are what grant you the bonuses to add or subtract from your own hands. When you start a scene, you call out what sort of hand you'd like to play. You may take your bonus in that skill and add it so you get a better hand, or subtract it so you don't Bust. You must choose how much and in what direction when you claim your hand. In this part we'll go over each Skill and what they entail. Not everything we write in this book is the final, though! Note we don't have an intimidation style skill? You and your Dealer can decide if that would fall under a Combat Skill, a Negotiate hand, a Lie hand, or other options.

Skills cost 100 Luckies to obtain 1 Bonus in, and you can use said bonuses in a beneficial way, whether that adds 1-3 in said skill, or subtracts that amount. You do not need to use the entire amount of skill ranks, so if you have 3 in said skill, you can add or subtract 1 or 2 from said hand.

Bow Combat: Bow combat is utilized for stealth, minimal damage hunting, or perhaps otherwise. Bows, crossbows, and other similar weapons with strings will fall under this skill.

Most bows have a combat range of 4 Hexes, aside from the Longbow or Bowgun, which has a range of 6 Hexes.

Detection: Sight, sound, smell, possibly even psychic detection will fall into this skill. How capable you are at noticing things, like chinks in the armor, or secret passages in the walls, or even hidden clues leading to the treasure?

Detection is usually a Non-Combat skill, but when in combat, it can be used to give yourself a 1 beneficial bonus to a combat skill in the next Hand.

Explosives: This one should be obvious. You know how to use explosives, whether it's setting up traps, disarming bombs, how to throw chemicals together, or knowing where to put them to deal the most damage.

Explosives usually have a range of 4 Hexes, with an explosions range of 2 Hexes. All creatures that do not pass their hand against the throwing, within the explosion range have 1 Lucky taken from their Pile.

Gun Combat: You know the firearm. Handguns, long arms, shotguns, turrets, or other similar things. This is equivalent to your aim, while the bonus from the weapon in question is equivalent to the damage.

Hand Guns and Shot Guns have a combat range of 4 Hexes, while long guns have a combat range of 8 Hexes.

Husbandry: Whether it's raising an animal as a hunting partner, or a steed to travel across the plains or through the air or under the ocean, husbandry is your understanding and ability to work with animals.

Husbandry can be used in place of a Melee Weapons Combat skill while riding a mount, but any bonuses provided by the Mounts are dependent on the type.

Lie: Deception, bluff, and other such similes. You can use a lie hand to gamble, to convince someone of something that isn't, or even an argument can be made for intimidation?

Lie is primarily an Out of Combat skill, but when used in combat, it can make the target stall on their shot, giving an opportunity to get away, move, or hide.

Life Magic: Life Magic is understanding the life and death are two sides of the same coin. It can heal allies, call upon the dead, or even alter yours or others forms to give an advantage!

Life Magic has a range depending on the magic. Most have a range of 4 Hexes, when single targeted, while those in an area affect **ALL** creatures within 4 hexes of the magician. Magic Ranges are noted on their ability description on page 29.

Melee Weapon Combat: When going hand to hand with someone, you use this skill.

With a knife, a sword, or even a chair or whip, you can use this for your hand to face off in close quarters combat!

All Melee Weapon Combat skills need the target to be adjacent to the user of the skill, though some weapons can be thrown, but when thrown they will use their Thrown Weapon Skill.

Negotiate: Your ability to talk prices down, to convince someone of something wild, or perhaps even to try to talk the Villain out of their hair brains schemes, you need to Negotiate!

Negotiate is primarily a Non-Combat Skill, but when used in combat, it can make a target stall long enough for the user to run away, take cover, or grab a new weapon without a movement charge.

Physical Magic: This is your elemental power. Physical Magic can reshape the stone, heat the air, chill something you touch, or cause the wind to create storms.

Physical Magic has a range depending on the magic. Most have a range of 4 Hexes, when single targeted, while those in an area affect **ALL** creatures within 4 hexes of the magician. Magic Ranges are noted on their ability description on page 29.

Sciences: You use science to get an idea of physics, chemistry, or similar sort of situations. You could use this to create physics traps, or perhaps to figure out how the weird decide the legless villain made?

Sciences can be used to create items on the fly in combat, or even perform first aid on a target. If used for medicine, the target gains up to half the Pot you would have won on the hand.

Sneak: Stealth, move silently, or whatever you want to call it, this skill should be fairly obvious. You can use it to move around and assassinate targets, or perhaps just eaves drop on what some guys are talking about.

The Sneak skill is often used before combat begins to give one a 1 benefit to their next combat hand, but in combat it can be used to

make a target lose sight of the user, also giving a 1 benefit to their next combat hand.

Survival: Survival can be used to hunt a target, finding a safe place to rest in the night, or figuring out how to avoid unnecessary dangers. You use this skill in hands where you need to figure out how to get out of a situation.

Survival is most often used to track targets, or gather tools to be able to survive in the wild. It can also be used to find locations to lay ambushes to traps very easily if you do not use a trap or know of a location yet.

Thrown Weapons Combat: This is a debatable one. It counts for throwing knives, axes, even just rocks, but does it also count towards grenade and dynamite throws, or no? Talk to your Dealer about this, should you want to use it in such?

Thrown Weapons have a range of about 3 Hexes. If they're explosives, they have a blast range of 2 Hexes. If the weapon does have an area of effect, it will take 1 Lucky from each target in the blast range who does not pass your Hand.

Unarmed Combat: Bare knuckle boxer? Gauntlet warrior? Or shapeshifting claws? If you're using your natural weapons, even if it's in an unnatural form, you can use this skill in your hand!

To use your Unarmed Combat, one must be in an adjacent Hex to the target. Some weapons use Unarmed Combat usually doesn't use a weapon, but some like Knuckle Busters do use the skill, but give different bonuses than normal combat weapons.

Unarmed combat has a special mini game involved with it. Because there are so few weapons involved with it, you can **always** spend 1 Lucky when they succeed a hand. This will allow them to draw 1 card. This card is your **base**. You then draw and show another card. If this card is of a higher value or face than your base. You can then **choose** to continue the combo, or end it here. If you continue your combo, you can draw another card. If it's higher, you draw another card.

If it's higher than the last card drawn, you can choose to continue or end the combo, but if it's a lower card, the combo is **failed**. Should you choose to end the combo, you can take a Lucky for each combo succeeded. But if you fail the combo, you only take the 1 Lucky from the pile.

Understanding: To understand a person is you know their strengths and weaknesses. You use this when you're trying to get a read on a person's motives, ideals, personality, or similar.

Understanding is used to get a better guess on what a target will do, or even read the psychology of a person. It can be used against a person outside of combat to determine if they're

lying or negotiating, but in combat it can be used to predict moves and gain a 1 beneficial bonus to your next combat hand.

Weapons Crafting: This is an understanding and creation of weapons, whether they're swords, guns, traps, or whatever have you. This could be used in an attempt to break enemy weapons too, should your Dealer allow it!

Weapons crafting is usually used outside of combat, but when used in combat, it can be used to quickly create improved weapons, though they only last for 1 round, they can be devastating. A quick crafted weapons takes an extra Lucky from the target's pile.

Equipment

Base Weapons

Weapon Type	Skill Bonus	Hand Used	Range	Damage Type
Knife	1 Melee Weapon Combat	Melee Weapon Combat skill	Adjacent	Cutting or Puncturing
Sword	1 Melee Weapon Combat	Melee Weapon Combat skill	Adjacent	Cutting
Cane	1 Melee Weapon Combat	Melee Weapon Combat skill	Adjacent	Concussive
Club	1 Melee Weapon Combat	Melee Weapon Combat skill	Adjacent	Concussive
Spear	1 Melee Weapon Combat or Thrown Weapon Combat	Melee Weapon Combat	Adjacent or 4 Hexes	Puncturing
Hatchet	1 Melee Weapon Combat or Thrown Weapon Combat	Melee Weapon Combat	Adjacent	Cutting
Throwing Axe	1 Thrown Weapon Combat	Thrown Weapon Combat	4 Hexes	Cutting
Throwing Knives	1 Thrown Weapon Combat	Thrown Weapon Combat	4 Hexes	Puncturing
Atlatl	1 Thrown Weapon Combat	Thrown Weapon Combat	8 Hexes	Puncturing
Hunting Bow	1 Bow Combat	Bow Combat	6 Hexes	Puncturing
Longbow	1 Bow Combat	Bow Combat	8 Hexes	Puncturing
Horseback Bow	1 Bow Combat or Husbandry	Bow Combat or Husbandry	4 Hexes	Puncturing
Crossbow	1 Bow Combat	Bow Combat	6 Hexes	Puncturing
Revolver	1 Gun Combat	Gun Combat	4 Hexes	Puncturing
Hunting Rifle	1 Gun Combat	Gun Combat	8 Hexes	Puncturing
Shotgun	1 Gun Combat	Gun Combat	4 Hexes	Cutting
Bowgun	1 Gun Combat or Bow Combat	Gun Combat or Bow Combat	8 Hexes or 4 Hexes	Puncturing
Dynamite (10)	1 Explosives or Thrown Weapon Combat	Explosives or Thrown Weapon Combat	4 Hexes with 2 Hex Blast Range	Concussive
Incendiary	1 Explosives or	Explosives or	4 Hexes with 2	Burning

Grenades (10)	Thrown Weapon Combat	Thrown Weapon Combat	Hex Blast Range	
Mine	1 Explosives	Explosives	3 Hex Blast Range	Concussive
Medicine Shield	1 Life Magic	Life Magic	Life Magic Ability Range	Magic
Yew Wand	1 Life Magic	Life Magic	Life Magic Ability Range	Magic
Spirit Dust	1 Life Magic	Life Magic	Life Magic Ability Range	Magic
Beast Skin	1 Life Magic	Life Magic	Life Magic Ability Range	Magic
Earth Totem	1 Physical Magic	Physical Magic	Physical Magic Ability Range	Magic
Ember Stone	1 Physical Magic	Physical Magic	Physical Magic Ability Range	Magic
War Fan	1 Physical Magic	Physical Magic	Physical Magic Ability Range	Magic
War Oar	1 Physical Magic	Physical Magic	Physical Magic Ability Range	Magic
Voodoo Doll	1 Life Magic or Physical Magic	Life Magic or Physical Magic	Life Magic or Physical Magic Ability Range	Magic
Spell Book	1 Life Magic or Physical Magic	Life Magic or Physical Magic	Life Magic or Physical Magic Ability Range	Magic
Tarot Cards	1 Life Magic or Physical Magic	Life Magic or Physical Magic	Life Magic or Physical Magic Ability Range	Magic
Soulstone	1 Life Magic or Physical Magic	Life Magic or Physical Magic	Life Magic or Physical Magic Ability Range	Magic

Atlatl: The Atlatl is a weapon used by the natives of New Alba. The weapon is the name of the stick used to throw spears great distances, but is often used for the spear itself as well. With a greater range and more force behind it, the atlatl was originally used for hunting larger or better armored prey on the continent. It is now used by well trained warriors to fight against other factions of people at greater distance, often never

being seen until the spear strikes its mark. Unfortunately, the atlatl is not an accurate weapon, making it necessary to have many carrying it on a normal field, though in close range is can be devastating.

Beast Skin: The Beast Skin is a very simple item. It's an animal's hide, often still with the fur, imbued with small amounts of Life Magic

to allow the wearer to take the form of the animal, or better channel their life magics through the natural world itself. The Beast Skin is often the symbol of the dark Life Magicians of the south western tribes, known as Skinwalkers, using the skins to bring out not just the natural animal within, but the savagery that is natural too.

Bowgun: The Bowgun is an odd weapon that seems to be designed primarily to show off, rather than for actual use, though it has been adapted in times of war in a simple way to allow it for two uses. It can be switched between crossbow mode with a close range limit, but a silent advantage, or the rifle mode, which has a longer range, but will notify everyone for almost a mile where you are. Though, there is an in between firing mode as well, which can be used for devastating blasts in mid range, but it can also destroy itself. The weapon, despite using fire powder, only uses crossbow bolts, each bolt destroyed upon hitting its mark.

Cane: The Cane weapon is a simple stick, often used by traveler to help them move long distances, or spies to make themselves seem less powerful. Though in the right hands, a simple cane can be used as a powerful weapon. When wielded like a sword, it can be used to punch and pierce at weak points or enemy defenses. While held like a staff, it can be used defensively or brutishly to slam into enemies. Some martial artists focus on the use of the cane, becoming masters of using it at close quarters combat, or as a defensive tool.

Club: The club is the most ancient of weapons. Older than even the bow or magic uses. The club may be simple, but that does mean it isn't useful. A powerful arm can slam into an enemy and crack skulls open, or be used precisely for torturing to gain information. Though some cultures will view the club as a brutal beast weapon, others will view it as a tool of tradition.

Crossbow: Crossbows are a creation that needs no introduction. A predecessor to the

modern rifle, the crossbow is still used for stealth, or even for hunting, as it is said to be less likely to rip through flesh in prey. While it can't be used to punch through most defenses, it can be used in close proximity to deal lethal damage or at a great distance with rather remarkable precision.

Dynamite: Dynamite is a tool designed for mining purposes, but as with any tool, it can be used as a deadly weapon. Most who use dynamite have learned through trial and error of the burn time of the fuses. Long ones for setting up traps or getting safely away, shorter ones for in the air explosions, or in attempts of all or nothing deaths.

Earth Totem: Earth Totems are odd in what they are. Pieces of wood, usually with crystals or rocks imbued into them, often carved into spirit representations, like Wood Spirits, or Mountain Spirits. Small totems are often held in the magician's hand, while larger ones are often tied to the back of said magicians. Size tends not to matter when it comes to their potency, but it can held in the magician's confidence.

Ember Stone: Ember stones are something like coal, but they have natural physical magics that always leave them hot. Despite their intense heat, they seem to be cool to the touch of a Physical Magic user who's trained in fire magics specifically. Some of those who learn Stone and Fire magics can even make the Ember Stones orbit around their bodies, though this is considered a useless parlor trick.

Hatchet: A Hatchet is an ax, simple as that, small enough to be held in one hand and be used for survival purposes. Though with enough power behind it, anything could be used as a weapon of death. The Hatchet is often looked at as a symbol among some people as a sign of brutality and power, but some look at it as a sign of justice and honor.

Horseback Bow: The Horseback Bow is a short bow meant to used while riding an animal.

Sometimes for the purpose of hunting, the history of the bow goes back to raiders invading small villages or greater citadels with the philosophy of stay moving and don't get hit. In the modern day, the bow is mostly just a show piece, very rarely being used in combat, with the creation of the firearm.

Hunting Bow: The Hunting Bow is designed for a simple purpose. Hunting. Often created from two branches tied together with a bow string being strung between them. Though modern designs have changed, the use is still similar. A small bow that would allow a hunter to keep hidden, while allowing them to put a lot of force behind the arrow being shot.

Hunting Rifle: The Hunting Rifle was not the first firearm created. It was, however, the most common. A rifle intended to hit from a long distance so one can remain hidden or be prepared for the unexpected sighting. While usable at a closer range, it is very much preferred to keep a distance from the prey. This versatile tool can be used in combat as well, though often any sort of defenses will render it rather useless, the intent of it being to pierce flesh and hit vital organs to kill quickly.

Incendiary Grenades: These are grenades meant to burn. They coat an area with a highly flammable substance as an ignition lights it aflame. The substance will coat everything and is often difficult to get out of clothing or hair, sometimes spreading to anything it touches. Death with it tend to be slow and painful, but the heat is not guaranteed to kill, but will certainly leave the victim with a lifetime of pain.

Knife: The Knife is a tool almost as ancient as the club. A tool used to most often to skin animals, it can also easily be used in killing at very close range, or even holding hostages. The uses of the knife vary as widely as words in a single language.

Longbow: The Longbow is designed for a very simple use. Long range shots with a silent arrow. Whether it's for hunting prey that runs at the first sound in the distance, or for hunting bounties that are on edge from being looked for by who ever placed the bounty. The bow has been a weapon of choice across history, and will likely continue for countless more years.

Medicine Shield: The Medicine Shield is a tool used for Life Magic by the natives of the lands across the New Alban nation. The shield helps Life Magicians channel healing magics through them and helps them defend the people the magic is being used to help. The paints on the shield can be changed to better reflect other aspects of Life Magic, from animating the dead, or manipulating plant life too.

Mine: The Mine is a simple explosive with a pressure trigger, similar to the firearm, to detonate the unfortunate soul who steps on it. The only use for a mine is to be a trap, as the creature that steps on one won't have enough meat to be used for a normal trapper. The intelligent man who uses a mine will place them around a main entrance while leaving a secret exit for themselves.

Revolver: The Revolver is the most common style of firearm in the world now. It's design is for closer fights than a rifle, and primarily with self defense in mind. Usually holding three to eight rounds, six being the most common, the revolver's chamber revolves as each round is fired, the chamber needing to be removed or opened to reload.

Shotgun: The Shotgun is a weapon chosen by the second rider in a coach for its heavy stopping power and large spread range. While it is not often considered good for long range, the Slug version of the ammunition can be used for great ranges. The tool can be easily modified because of its simple design practice, but a shotgun is a shotgun.

Soulstone: The Soulstone is a Witch Doctor tool meant to channel the spirit of the living and the elements. Often made from a natural crystal, uncut and unshaped, with the spirits of the dead imbued into it to better channel the Life and Physical aspects, manipulating the luck of the world.

Spear: The Spear is a simple tool used for hunting, protecting, and even competitions. Often used with the atlatl from great throwing distance, the tool is almost never used on its own. The spear has a slight bit of range compared to most melee styled weapons, while also allowing one to pierce through tougher defenses. In master hands, it can be used as a defensive tool as a weapon.

Spell Book: The Spell Book is simple. It is but a book that a magician will take notes in on how to use Life or Physical Magic. Depending on the magician, the book can be hyper focused, or widely ranged. With the combinations of the two magics the book is often looked at as a Witch Doctor, or Hex tool.

Spirit Dust: Spirit Dust is made of ashes from once living things. Whether it's plant life, or human corpses. The dust is less of a material that is gone on use, and more of a channeling focus to allow the magician to focus better on the magics. While it is primarily used for animating the dead, the Spirit Dust can and has been used purely for plant and animal life magics.

Sword: The Sword is an ancient tool, often used by religious groups ent their God's death and resurrection. It is often seen as a sign of distinguish and representation of rank in the military. In the proper hands, the sword is a tool as devastating as a revolver. In untrained hands, though, it is but a toy that can harm the wielder.

Tarot Cards: Tarot Cards were once tools of predicting the future, but with knowledge of Physical and Life Magic, it can be used to not only see the fortune of the future, but also change it too. A favored tool by Witch Doctors, this tool

is simple deck of cards can range from twelve to fifty four cards, sometimes a simple deck of Saloon Cards, other times a custom made deck only the creator can truly read.

Throwing Ax: The Throwing Ax is a simple tool meant for warfare or show. It's a simple axe with modifications to allow it easier to throw, primarily with weight in the head of the blade. In shows the tool is often just thrown at a target in the attempt to get as close to the center of the target as possible. Most competitions are for small fairs and rarely get national acclaim.

Throwing Knives: The Throwing Knife is similar to the throwing ax, being a simple tool redesigned to show off. Though the knife is much more usable in the field for the purposes of stealth. Though the knife is unlikely to actually make a kill when thrown, with a knowledgeable hand, it can be thrown into skulls or vital veins.

Voodoo Doll: The Voodoo Doll has very little use outside of play, but it can be used by those with knowledge on Physical and Life Magics to better manipulate people, bodies, and even fate. Often containing bits of human bodies, whether it's hair or fingernails, or perhaps given elemental items, such as stones or coals, the voodoo doll is unlikely to actually have any magic within it, but allows the magician to focus their magics on the casting.

War Fan: The War Fan is a weapon and tool from the Empire of Yang. The war fan was originally designed to be used in close combat and combat styled shows, often wielded by actors to show off flips. With magicians taking it in their hands, they found the nature of the fan allows them to channel Physical Magic to control the winds. Sometimes they still used for simple show, but more often are meant to be used for full warfare.

War Oar: The War Oar is questionable in its origin. Perhaps it was Breis, or perhaps Ibera. The tool often takes the shape of a great ax, but is

primarily shaped like a boat's oar. The tool is rather large in size, often considered unwieldy, but the magician who trains in physical magic can somehow use the thing as though it's an extension of their bodies, often channeling Water Magics with it. The magics used with the oar can be used to boil water, shape water, or even freeze it in some cases.

Yew Wand: The Yew Wand's origin comes from Breis. The wand used by Life Magicians is often focused on the plant life of the world, sometimes being slightly adapted to poison targets, rather than just manipulating life. The most famous use of a wand was an occurrence where a magician turned a dead land into a lush garden that had later turned into a vibrant and beautiful village.

Base Items

Item	Bonus
Rope	1 Survival or Physical Magic or Weapon Crafting
Matches	1 Survival or Explosives
Saddle	1 Husbandry
Whet Stone	1 Weapon Crafting
Blanket	1 Survival or Husbandry
Skillet	1 Survival
Winter Clothes	1 Survival
Summer Clothes	1 Survival
First Aid Kit	1 Sciences or Life Magic
Water Jug	1 Survival or Life Magic
Gun Oil	1 Weapons Crafting
Mortar and Pistol	1 Sciences or Weapons Crafting
Spurs	1 Husbandry or Unarmed Combat
Marked Playing Cards	1 Lie
Pocket Watch	1 to any skill involving planning
Tobacco	1 Negotiate

More Equipment

Weapons

Name	Price	Skill	Bonus	Range	Damage
Fanning Revolver	50	Gun Combat	1 bonus per shot claimed, up to 3 Gun Combat	3 Hexes	Puncturing
Buck Shotgun	75	Gun Combat	Can hit	3 Hex Cone	Puncturing

			multiple enemies in a close area, taking 1 from each pile of enemies in a close enough area. However, the shotgun cannot hit those at further range.		
Salt Gun	25	Gun Combat	Any shots made with this firearm will not kill a target, but any final Luckies taken from a Pile will be deemed as Incapacitated.	4 Hex Cone	Concussive
Chakra	50	Melee Weapon Combat or Thrown Weapon Combat	A chakra takes 2 from a single pile, BUT you must achieve 20 or more on your hand to claim the Pot. If you do not, the Pot is returned to the Bank.	Adjacent or 4 Hexes	Cutting
Firework Shower	75	Gun Combat	May not hit enemies, but instead cause environmental affects, including rock slides, frightening animals, or cause avalanches.	4 Hex Cone	Fire
Hook Ax	100	Melee Weapon Combat	1 Bonus to Melee Weapon Combat and	Adjacent	Cutting or Puncturing

			takes 2 Luckies from a pile, instead of 1.		
Compound Bow	100	Bow Combat	1 Bonus to Bow Combat and takes 2 Luckies from a pile, instead of 1.	6 Hexes	Puncturing
The Holy Hand Grenade	750	Explosives, Thrown Weapon Combat	This is just an expensive grenade... It follows the Base Grenade rules... However, if you have been unpious, it may blow up on you. Your Dealer decides if this happens...	4 Hexes with 2 Hex Blast Range	Concussive
Ritual Paint	100	Life Magic or Unarmed Combat	You may add your Life Magic bonus to your Unarmed Combat hands, up to the standard maximum of 3. The Ritual Paint can also be sacrificed in place of the cost of 1 Life Magic ability, up to 3 Luckies cost, including Breath Again.	Ability Range or Adjacent	Magic or Concussive
Knuckle Buster	5	Unarmed Combat	1 Bonus to Unarmed Combat hands.	Adjacent	Concussive and Unarmed
Bone Augments	100	Unarmed	2 Bonus to	Adjacent or	Concussive and

		Combat or Physical Magic	Physical Magic, or take 2 from a target's pile instead of 1 from Unarmed Combat hands.	Ability Range	Unarmed or Magic
Phalanx Shield	100	Melee Weapon Combat	You may defend another Trope, giving them a bonus of 1, up to the max of 3, but if they fail their hand, both players lose their pot. If you lose your hand, the defended Trope may still win theirs.	Adjacent	Concussive
Boom Stick	75	Gun Combat or Melee Weapon Combat	1 Bonus to Gun Combat, or cause an incapacitation should you decide to use Melee Weapon Combat to remove their last Lucky from the Pile.	4 Hex Cone or Adjacent	Cutting or Concussive

Bone Augments: Bone augments are an odd weapon and tool. They seem to be designed for the average brawler to give them an advantage, but in order to use have the bone augments infused into the body, a physical magician must place Earth Magic into the bones, often giving a brawler an innate ability to perform physical magics.

Boom Stick: The Boom Stick goes by a few other names. Musket is the primary name it's known by. One of the oldest firearms in existence, but this weapon still finds use, despite being

considered obsolete. It's essentially a primitive firearm, but can use different ammunition or even fire simple rocks or stones. Some have even used it to fire knives or pencils.

Buck Shotgun: The Buck Shotgun is a simple shotgun with that uses pellet shots for hunting deer. The pellets make the tool very difficult to use at very long range, often seen as inefficient in the hunting field. In self defense or even warfare, however, the tool is seen as a great invention of the New Alban continent. With the trench warfare sometimes being used with the

advancement of firearms, the buck shotgun is very much preferred in the close quarters combat.

Chakra: The Chakra is a Yang tool, considered to be a weapon to extend on the soul itself. Bladed rings meant to be thrown and returned, whether it returns because of a rope, or because of Magics used. The user doesn't often understand they're using a magic, the weapon itself seeming to be able to channel the returning magics itself.

Compound Bow: The Compound Bow is a bow with more string, but also pulley wheels, allowing more force into the arrow being shot, but also requiring the weapon user to have more strength to pull the string back. When pulled back to full, it'll lock to make it easier to hold for longer periods of time, allowing one to ready a shot fired. The bow is slow to draw, but released powerful hits. Because of this point, the compound bow is often considered better for hunting than actual warfare.

Fanning Revolver: The Fanning Revolver is a simple revolver with a modification of a non-locking hammer. This modification makes it so the wielder of it can slap the hammer to fire in rapid fire, but with little accuracy. This weapon is preferred in the hands of gunslingers who are quick on the draw and accurate when firing from the hip, a style not recommended by many.

Firework Shower: The Firework Shower is a Yang tool used primarily in warfare against the Black Swan faction. The weapon is a heavy tool that holds a dozen military style fireworks to rain fire upon enemies near or far. The weapon is not good for aiming, and is often only used to disperse large crowds, but those unlucky enough to get caught in the fires tend to burn alive in it, similar to the incendiary grenades.

Holy Hand Grenade: The Holy Hand Grenade is a simple grenade. It has almost no other functions. But it is said by the Diarc Church to be blessed by the Divine itself to seek and

destroy the unholy. The stories of it date back generations, of a hero of the Divine who handed a grenade to a dastardly man, who proceeded to explode upon trying to use the weapon against an innocent family.

Hook Ax: The Hook Ax looks very simple to the hatchet, but with one important difference. The blade is upside down. This upside down blade can be used for stabbing, or for use what is theorized as its original purpose. Ripping the jaw out of an enemy raider. Given the heavy head defenses of the raiding factions, the jaw would be the weakest point of it, making the hook ax very valuable among them.

Knuckle Buster: The Knuckle Buster is a simple tool. A piece of metal bent and shaped to fit and protect around the first knuckle. This is a very favored weapon among brawlers, as it allows them to punch into a person with the force of stone while also protecting their own hands.

Phalanx Shield: The Phalanx Shield is a great shield, often capable of hiding an entire body behind it. These shields are primarily used for defensive maneuvers, but with a tactical mind it can be used to reposition, pin, or bull rush. The defensive uses for the phalanx shield make it valuable for any group with a magician or with long reloading weapons.

Ritual Paint: The Ritual Paint is made of Spirit Dust or even other Life Magic tools, often destroyed at some point. The paint is put on the body, often staining the body with magic markings to give the user powerful bodies, but also tying life magic into their physical form.

Salt Gun: The Salt Gun is a modified shotgun meant for agents to capture targets without killing them. Agents often use the salt gun to incapacitate and stun groups or single targets into submission. In a few questionable societies, it can be used for... Other... purposes...

Mounts

Steeds are important to everyone in the world. They are primarily beasts, but the most expensive can be steampunk machines, or even magic devices too. Below are several options, some capable of being taken as starting options, but some also capable of being created by Tropes of a high enough power capability.

Mount	Price	Bonus	Speed
Horse	Starting item, or 110 Luckies	1 Beneficial to Melee, Defensive, and Horseback Bow Hands, 1 Detrimental to Ranged Hands excluding the Horseback Bow.	8 Hexes
Steam Spider	300 Luckies, or 21 Weapons Crafting Hand	1 Beneficial to Ranged hands and the capability to climb 90 degree walls.	5 Hexes
Otena Ram	110 Luckies	1 Detrimental to Melee Hands, but take away 1 extra Lucky from target Pile.	8 Hexes
(Life or Physical) Magic Carpet	200 Luckies, or 21 Magic Hand	1 to whatever Magic hand was used to create the Magic Carpet, and the ability to fly at human running speed. Carpet cannot move during use for magic, but can fly.	6 Hex Flight
Hippocampus	21 Husbandry Hand	Allows use of firearms, melee weapons, unarmed combat, or magic underwater, while allowing the Trope to breath underwater and travel beneath the waves.	8 Hex Swim

Magic Items

Magic items work different than normal weapons and items. They can only be used so many times in a certain time period. Often times they are used to perform rituals, or as MacGuffins for a story. Sometimes they can be used in other situations, but they tend to not be well for combative scenes.

Name	Price	Use
Black Book	10,000 Luckies	Summoning a dark Outer Entity, or learning about one.
Eldest Seal	???	Sealing an Outer Entity back into the realm they originate from.
Black Soul Stones	800 Luckies	Trapping powerful souls of powerful spirits or humans to use for rituals.
Storm Spear	1500 Luckies	No known use, but theorized to be meant to strike at Gods or Hellspawns.
The Book of Life	250,000 Luckies	Rituals meant to keep the dead in the ground, or even cause a 50 mile radius zone not allow Life Magic.
The Book of Death	250,000 Luckies	Rituals meant to bring Intelligent undead to life, and create Supernatural creatures too.
The Immortal Tome	50,000 Luckies	A book with a list of every person to ever be born and their planned time of death, though every name and date is constantly changing.
The Five Rings	???	Five Rings that seem to draw their wearers farther away from each other. They do nothing when apart, but when together, they are said to bring God like power to the wearer.
Sword of the Sun	2000 Luckies	A blade used to fight against Aluks.
Lunar Bow	2000 Luckies	A bow said to block out the sun for an entire 24 hour period, allowing any night creatures to wander without restrictions.
Golden Apple	???	An apple which will regrow after each bite taken. Those who bite the apple are said to gain immortality, being impossible to kill and can't die of natural causes, except a unicorn's horn

		piercing their heart.
Summoner's Knife	700 Luckies	A crude obsidian knife that is used in dark rituals to grant power to Dark Entities, whether Outer ones, or Demonic ones. Who the sacrifice is sent to depends on the sacrificial sign drawn.
Bowl of Heaven	7000 Luckies	A bowl said to heal any wound, though those who do drink from it usually find themselves drawn to the north, looking for the something nobody else will understand.
The Dark Crystal	???	A crystal that can make an undead creature act, appear, smell, and seem absolutely alive. There are only 3 known, but the likelihood of more existing is rather high. The undead with it will not remember who they once were, but will know they are undead.

Abilities

Abilities are the powers you can use. There are several different type of Abilities, from Combat, Magic, and Social, with Basic and Advanced as well. Basic Abilities are abilities that our own previously created Tropes have, while Advanced Abilities are ones that can be purchased later, or replace an ability you decide fits your idea for your Trope better.

Combat Abilities will give you a bonus to combat skills, or allow you to perform certain actions with your Hands that may be out of the ordinary. They're based around you fighting or trapping, such as Gun Combat, Unarmed Combat, or Weapons Crafting.

Social Abilities allow you to use different hands for social encounters, or get a target in a scene to act in a different way with your social skills. These abilities usually affect skills like Negotiate or Lie.

Magic Skills allow you to use either Physical or Life magic to do various different things, such as healing an ally, raising the dead, causing a rock slide, or throwing fire from your hands. These abilities are usually tied to the Life Magic and Physical Magic skills.

Purchasing an ability costs 100 Luckies, like skills, and you can purchase and combine any number, so long as you can afford the cost of obtaining, and using the action.

Basic Abilities

Name	Type	Action	Range	Damage Type
Analysis	Basic, Combat	You can quickly see weak points in your target's defenses. You can spend 1 Lucky to give yourself a bonus 1 to hit a single target with a Gun Combat, Melee Weapon Combat, or Unarmed Combat	8 Hex Sight	Weapon Type
Crippling Shot	Basic, Combat	You've become great at taking out your targets non-lethally. You can spend 1 Lucky to cripple your opponent to the point that they can't attack anymore. If you beat the Dealer's hand, the target is incapacitated.	Weapon Range	Weapon Type

Power House	Basic, Combat	Your fist is stone. Your body is stone. You are stone. You may spend 1 Lucky to give yourself a 1 bonus to an Unarmed Combat hand for the purposes of attack, or defense.	Adjacent	Weapon Type
Run Through	Basic, Combat	You are always moving! You can spend 1 Lucky to move through a target during a hand you chose a combat skill, giving you a 1 bonus to said skill.	Move Range + Weapon Range	Weapon Type
Reading the Room	Basic, Social	You know exactly how a person works. You can spend 1 Lucky to read a specific individual, giving yourself a bonus of 1 to Negotiate or Understanding against them.	8 Hex Sight	None
Risky Business	Basic, Equipment	If it goes boom, you can utilize it! If a target uses an explosive, whether it's a mine, a grenade, dynamite, or other, you can spend 1 Lucky to make an opposed hand to it and add it to your equipment!	Adjacent+Weapon Thrown Range	Weapon Type
Risk vs Reward	Basic, Social	Is it really worth it? Definitely! You can spend 1 Lucky	2 Hex range, audible required	None

		to gain 1 bonus to a Lie hand, but should you fail, the target is immediately hostile to you.		
Judge, Jury, Executioner	Basic, Social	You are the only law in sight. Your word is law. For 1 Lucky, you gain 1 bonus on a Negotiate hand to interrogate, convince someone to allow you to act against normal conventions, or avoid repercussions for breaking a minor law.	Audible required	None
By the Gun	Basic, Social	Your exploits are legendary at this point. You can use your Gun Combat or Melee Weapon Combat (Chosen upon taking this Ability) to your Negotiate or Lie skill (Chosen upon use).	Gun range	Weapon Type
Homefront	Basic, Combat	You will defend your home with your life! You can spend 1 Lucky to designate a place or person as part of your home. You gain 1 bonus on a Combat Skill or Survival Skill to protect the location or person designated.	Weapon Combat Range	Weapon Type

Unseen Strike	Basic, Combat	You have mastered being unseen in your environment. You can spend 1 Lucky to grant your Sneak bonuses to your Bow Combat bonuses when you are undetected.	Weapon Range	Weapon Type
Shape Physical	Basic, Magic	You focus on a single element to shape! You may spend 1 Lucky to shape an element of non-living matter (Chosen upon taking this Ability) to make a Physical Magic hand, to give a target a 1 bonus of your choice, whether it's an enemy or an ally. Upon failing, the target will receive the opposite kind of bonus.	4 Hex Area around User	Puncturing or Concussive
Predictable	Basic, Combat	You knew where they'd be! You can spend 1 Lucky to make a Weapons Crafting check as though it were a Combat skill in order to say you laid a trap! When doing this, you may grant your bonus from any 1 Combat skill or Explosives to this hand.	8 Hexes	Weapon Type
Siphon Magic	Basic, Magic	Life is transferable.	Adjacent ally, 4	Magic

		You may spend 1 Lucky to perform a Life Magic hand to a target, giving ½ of their lost Luckies to another target, other than yourself. If you lose that hand, your Luckies go to healing the target you were trying to pull from.	Hex target	
Hex	Basic, Magic	You can call upon your knowledge of Physical and Life magics in order to give your enemies bad luck! You can spend 1 Lucky to make a Hex attempt against an enemy target. You make a Magics hand, with a 17-21 range, to give a 1 Bonus of your choice of positive or negative.	4 Hexes	None

Advanced Abilities

Dead Eye	Advanced, Combat	You can aim with pinpoint precision within a fraction of the time most take. You can spend 1 Lucky to remove an extra Lucky from the Target's Pile when you succeed a Gun Combat Hand.	Gun Range	Weapon Type
Quick Draw	Advanced, Combat	You're fast on the draw. You may spend 1 Lucky to	Gun Range	Weapon Type

		target 2 targets with the same hand!		
Ricochet	Advanced, Combat	You've learned how to shoot a shot that'll give you a second chance! When you fail a Hand, you may spend 1 Lucky to try the hand against. You MUST use the same bonus in the same way!	Gun range + 4 Hexes	Weapon Type
Animal Speaker	Advanced, Social, Magic	You know your animal well. You may spend 1 Lucky to make a Husbandry hand to understand an animal that is not hostile or fearful of you. You may ask it 3 questions, which it will answer in its simplest way possible.	Adjacent	None
War Cry	Advanced, Combat, Social	Your voice inspires your allies, but calls your enemies. You can spend 1 Lucky to grant all allies within the sound of your voice a bonus of your Negotiate skill, on top of whatever skill they are using. But as a result, all enemies will target you.	4 Hex Area around User, Audible required	None
Gold Fever	Advanced, Social	You are	Personal	None

		OBSESSED with gold! You can ALWAYS find the most valuable thing in the area, but you REFUSE to give up ANYTHING you've collected! This ability is ALWAYS active.		
Final Shot	Advanced, Combat	Your final moments, and last shot made. When you are out of Luckies, you may make a final stand to take out an enemy with the most Luckies in their pile. You will still die in the moment, having run out of luck.	Gun Range	Weapon Type
Thrown Through	Advanced, Combat	Your throwing arm is insanely powerful. You can spend 1 Lucky to cause an effect that when you succeed in a Thrown Weapon Combat hand, you can also remove 1 Lucky from another target enemy's pile.	Thrown Weapon Range + 2 Hexes	Weapon Type
It was Him!	Advanced, Combat, Social	You didn't do it! During a combat Scene, you can spend 1 Lucky to make a Lie hand to try and convince your Target to attack one of his allies instead! You	6 Hexes, Audible required	None

		will still receive the pot if successful, but both targets involved will lose 1 Lucky from their piles!		
Faith and Fury	Advanced, Combat, Social	Your soul binds you to your fight! You may spend 1 Lucky to use your Negotiate bonus in addition to a combat bonus, breaking the maximum. In doing so, however, you must bet 3 more Luckies in the betting phase.	Weapon Range, Audible required	Weapon Type
Form of Nature	Advanced, Combat, Magic	The body is natural, but you can make it even more natural. You can spend 1 Lucky to make a Life Magic Hand to transform yourself into a Beast, Cryptid, or Cursed Creature (page 42) that your Dealer allows.	Personal	Cutting or Puncturing
Plant Shape	Advanced, Magic	Life moves, even if it normally moves slowly. You can make a Life Magic Hand to cause the plantlife in the area to grow and reshape itself to assist you, whether it is to make traps, create bridges, or give shelter, or	4 Hex Area around user	Puncturing

		what your Dealer will allow.		
Breath Again	Advanced, Magic	Death is apart of Life. You may spend ½ of your Luckies to bring an ally back to life. You MUST have a 3 Bonus in Life Magic to take this Ability.	Adjacent	None
Move Again	Advanced, Magic	Life is apart of Death. You may spend 1 Lucky to animate 1 dead creature. It may be animated for an amount of time equivalent to the amount your hand beat the dealer's hand, in hours. No flesh will return to the creature, so any bullets wounds, any rot, and such will remain as such. The animated corpse will be incapable of social hands, or following any orders more than simple commands.	4 Hexes	None
Metal Brace	Advanced, Combat, Magic	Earth is physical form. You can spend 1 Lucky to allow you to add your Physical Magic Bonus to your Unarmed Combat hand, allowing you to break the normal 3 limit.	Personal	Concussive

Fire Breath	Advanced, Combat, Magic	Fire is the dangers of the human soul. You may spend 1 Lucky to make a Physical Magic hand to cause your target to have a bonus up to your Physical Magic bonus of your choice. For example, if you have a 3 bonus, you may add or subtract up to 3 from your target's hand.	4 Hex Cone	Fire
Wind Caller	Advanced, Magic	Air is the breath of the world. You may make a Physical Magic hand to try to change the weather to your choice. Weather affects are on page 47.	Environment	None
River Runner	Advanced, Magic	Water is like death, inevitable. You may spend 1 Lucky to make a Physical Magic hand for to travel over a river as though you are riding a horse. Any travel time done in this way is halved.	Adjacent Allies	None
Heaven's Blessings	Advanced, Magic	Luck can be used to help, or hurt. You may spend 1 Lucky to make a Life Magic or Physical Magic hand. Hands from 5-10 can add 1	8 Hex Area around user	Magic

		Lucky from the Dealer's bank to a target. 11-17 allows you to give 1 bonus to an ally. 18-21 gives all allies 2 bonus.		
Out of Luck	Advanced, Magic	<p>The End is only the Beginning. When you run out of Luckies, you may make 1 more hand with no bonuses.</p> <p>1-5) you rise as a Cursed Creature, attacking the target with the lowest number of Luckies, killing them, and fleeing.</p> <p>6-11) you can take 1 Lucky from each enemy pile and give up to 1 Lucky to each ally.</p> <p>12-17) you take 1 Lucky from each ally and enemy, putting them into the Dealer's bank.</p> <p>18-20) a pile of 3, 2, and 1 Luckies are created. Each player draws 1 card. The player with the highest card takes the pile of 3, descending down, excluding yourself.</p> <p>21) you come back to life with 10 Luckies from the Dealer's bank.</p> <p>Bust) all allies and enemies will lose</p>	Personal	None

		<p>half of the Luckies they have, going into the Dealer's bank.</p> <p>This ability is ALWAYS active.</p>		
Fate is Changing	Advanced, Magic	<p>You are not bound by fate. When you lose a hand, you may spend 1 Lucky to replay the hand. However, you MUST use the same bonus, in the same way, and the same amount.</p>	Personal	Magic

Enemies

Now we talk about enemies. This part is for the Dealers, so if you're not playing the Dealer, please close the book or flip to the World section to figure out how your character fits into the world! Thank you very much!

Now, Dealers, now that we have you here, keep in mind that everything you are about to read can be adapted as you see fit. There are simply our suggestions of various creatures, targets, and people, both mystical and mundane. We'll make a different section for each type here.

Human

Sheriff

The Sheriff may be an ally to the players, or an antagonist, given they can be corrupt or completely straight edged! Maybe they're working with the Tropes to bring justice to bandits, or maybe the Sheriff owns and runs the bandits with the cash they get from taxes on the town! They are recommended to have the following bonuses.

Detect 2, Gun Combat 3, Lie **or** Negotiate 1.

Quick Draw ability.

10 Luckies in their personal Pile.

Bandit

Bandits are your standard early level enemy. They're people who hold up the town, or travelers on the road, all in the hopes of getting some easy money! The skills and abilities can be changed very easily as you feel they need. They are almost never alone.

Gun Combat 1, Lie 1, Melee Weapons Combat 1, Unarmed Combat 1.

Bandits do not have an Ability.

3 Luckies in their personal Pile.

Magician

Magicians are users of Physical Magic and their own bravado as well to trick and beat those who stand against them for any reason. Maybe they're trying to save a life, or perhaps they're brutal tyrants!

Bow Combat 1, Lie **or** Negotiate 1, Melee Weapon Combat 1, Physical Magic 3, Thrown Weapons Combat 1.

Fire Breath ability, Shape Physical ability, War Cry ability.

15 Luckies in their personal Pile.

Beast

Wolf

Wolves always hunt in packs. There are never less than 5 wolves in a hunting back. Wolves can easily be renamed to dogs, though dogs are usually smarter than the average wolf. You could add 1 Melee Weapon Ability, or Social Ability to make them reflect domestic dogs better.

Detection 3, Sneak 1, Survival 3, Unarmed Combat 1.

Wolves do not have Abilities, but Dogs may have 1.

2 Luckies in their personal Pile.

Bear

Bears are brutish creatures. There are 2 types of bears in the West, from the ferocious Brown Bear to the much more docile Black Bear. They use the same skills and abilities, but may be adapted as is felt fit.

Detection 2, Survival 3, Unarmed Combat 2.

Power House ability.

5 Luckies for Black Bears, 10 for Brown Bears.

Boar

Boars are insanely smart, capable of setting traps, outwitting prey, and even judging intent and capabilities. A boar is the most likely beast to run away from a fight should things get out of hand, but if the Tropes try to run away from a boar, it will most likely wait out and lay a trap for the tropes.

Detection 2, Survival 3, Unarmed Combat 1, Understanding 2.

Predictable ability, Power House ability.

7 Luckies in their personal Pile.

Undead

Thoughtless

Thoughtless are your stereotypical mindless undead. They're brought to life using the Dark side of Life Magic, often used as cheap labor, or even as slaves. Some Thoughtless can be created with intelligence, with the right know-how on how to do it, but no Thoughtless is the same person as they were in life. Some say new souls inhabit the body, while others say the body creates a soul to fill in what was lost. In the case of the mindless undead, however, there is almost never a soul within them, and simply follow orders to the best of their ability, which isn't much. Thoughtless rarely are alone, but sometimes they will be because of their instinctual hunger for meat, having eaten any other thoughtless in the area, though eating does not seem to have any real affect on them.

Detection 1, Unarmed Combat 1

In the case of intelligent thoughtless, they may have Lie, Negotiate, and/or Understanding, among others.

Mindless Thoughtless have no abilities, but Intelligent Thoughtless may have 1-3 abilities.

4 Luckies in their personal piles.

Skeleton

Skeletons are another stereotype of the undead. Having rotted away long past their need for flesh, they don't feel hunger anymore, but have trouble communicating. Some skeletons form societies away from others, realizing they're better than the mindless thoughtless, which is incredibly ironic, given they have no brains. Moist skeletons have formed their own language they often refer to as "Loud Jaw", which is just them clicking their teeth together in patterns to be able to understand one another.

Bow Combat 1, Detection 2, Gun Combat 1, Melee Weapon Combat 2, Understanding 2.

Skeletons may have 1-3 abilities.

6 Luckies in their personal piles.

Witch-Ghost

White-Ghosts (Referred to by MANY different names, depending on your language) are essentially vampires, but not vampiric by curse, but by their own actions. When a dark magics are used often by a person, finally dies, they come back to life after five nights with an insatiable hunger for living flesh and blood. They can only come back when the sun is down, and in order to truly kill one, you must burn the corpse in the sun.

Detection 3, Life Magic 3, Physical Magic 2, Survival 2, Unarmed Combat 1.

Siphon Magic ability for self or allies, Move Again ability, Wind Caller ability.

12 Luckies in their personal Pile.

Phantom

Ghost

Ghosts are simple undead. Those who had something left to do in life, but couldn't complete that goal come back as ghosts, usually locked in that moment of death, desperate to complete that one duty. You can defeat a ghost in many commonly known ways, and some lesser known ones. Helping the ghost complete that one job is the most well known, but some Life Magic Rituals are also possible, but mostly unknown.

Lie 1, Life Magic 2, Negotiate 1, Physical Magic 1.

Breath Again ability, War Cry ability, Siphon Magic ability for self or allies.

5 Luckies in personal Pile.

Revenant

Revenants are much like ghosts. They're innocent people who died. But these people didn't just die. They were brutally murdered. Their death fills them with such rage they cannot rest. During the night, their souls go through the landscape to get to the one who killed them. No matter where they are, they will always be able to find the one, but they are unable to step into bright light.

Detection 3, Lie 1, Negotiate 1, Unarmed Combat 2, Understanding 1.

ALL Revenants get Out of Luck ability, but may also get any Magic abilities.

6 Luckies in personal Pile.

Spirits

Spirits are one of the few Phantom types that aren't undead, but instead the life of all things, even the inanimate. Spirits can be stone, fire, wind, water, trees, flowers, caves, or even the rarer natural elements, like Obsidian, or Blue Stone, or even magic itself. They tend to ignore

most things, unless it directly threatens the domain they were birthed from, whether it's a single tree that made a Wood Spirit, or an entire mountain that formed a Stone Elemental.

Husbandry 2, Physical Magic 3, Sciences 1, Thrown Weapon Combat 1, Unarmed Combat 2.

Shape Physical ability, though the specific element they are born of. For example, a Fire Spirit can use this ability on fire, while a Water Spirit could use this ability on water. They are also capable of getting their element's Physical ability.

3-15 Luckies, depending on the size of the Spirit.

Cursed

Lycanthropes

There are stories across the world of Lycanthropes, but when travelers came to the New World, they used their own word for the creatures. They tend to be humans who transform into half bestial creatures during lunar cycles, but sometimes they will find one another and procreate a natural lycanthrope, which cannot transform. While they are full blooded and always in their bestial form, they are still classified as cursed.

Detection 3, Lie 2, Life Magic 1, Survival 3, Unarmed Combat 2. Sneak is also an option.

Run Through ability, Animal Speaker ability, War Cry ability. Natural born ones can gain even more.

5-10 Luckies in their personal Pile.

Wendigo

Wendigo are the results of desperation. When a person comes close to death via hunger, they'll often eat a close friend, and

ally, or even a stranger that is also human. The desperate moment of hunger and cannibalism can cause Life Magic and Physical Magic to curse the mind and body of the cannibal. In most cases it's unwilling when a person becomes a Wendigo, being truly cursed by the natural magics of the lands. These curses are most likely to occur in icy regions.

Detection 3, Life Magic 1, Physical Magic 1, Survival 3, Unarmed Combat 3, Understanding 1.

Hex ability, Out of Luck ability, Siphon Magic ability for self or allies, Fire Breath ability. Other combat abilities can be taken, but no other magic abilities, and no social abilities.

5-20 Luckies in their personal Pile. Their range can go to the extremes, depending on how long they've been a Wendigo.

Vampire

Vampires exist on every continent on the World. But each part calls them something else. The majority of vampires are cursed to serve, obey, and even admire a supernatural creature called a Aluk, sometimes called a Vampire Lord. Vampires without direct contact with their Lords tend to get aggressive and sometimes absolutely animalistic. They're intelligent, but how intelligent is a highly debated subject. Some can be seen working tools, writing, or even crafting arts. Others can be seen out in the wild hunting like beasts, or even attacking one another for scraps.

Detection 2, Life Magic 1, Sneak 3, Survival 3, Understanding 1. Vampires can also gain 1 Combat skill.

Siphon Magic ability for self or allies. Intelligent Vampires can gain more Magic abilities, and a few Combat abilities.

3-5 Luckies in their personal Pile.

Supernatural

Aluk

Aluk, also known as Vampire Lords, are very similar to Vampires, but always intelligent, usually wealthy, and rarely alone, surrounded by their enthralled Vampires. They usually don't get directly involved, but when they do, they can be terrifying! With immense magical powers, and expertise in most weapons, they often like to set traps and drain those captured to a mummified state. Those they found, either, attractive or strong, would be drained partially and cursed with Vampirism. How an Aluk becomes one is currently unknown.

Detection 2, Lie 3, Life Magic 3, Negotiate 2, Science 1, Sneak 1, Survival 1, Weapons Crafting 1. They also gain 3 Combat skills at 2 each.

Siphon Magic ability for self or allies, Form of Nature ability, Move Again ability, Wind Caller ability.

15-25 Luckies in their personal Pile.

Skinwalker

Skinwalkers are unholy monsters. They're men who went about a cursed ritual to gain power over the natural world, abandoning all sort of humanity they have. They'll hunt, kill, and skin people and creatures to wear their flesh as protective fetishes and to transform into them. In their unnatural forms, they are near indistinguishable from the thing who's skin they wear, except in the cases of magic items specifically made to find them and powerful magicians with great training in Life Magics.

Detection 3, Lie 2, Life Magic 3, Sneak 3, Survival 3. They gain the combat skills of whatever they transform into.

Form of Nature ability, Plant Shape ability, Siphon Magic ability.

10 Luckies in their personal Pile.

White Stag

White Stags are not a creature of violence. They are extremely rare, almost legends even in the World. A White Stag is a sign of a test from some divine source, many believe. When you see one, and their ethereal nature, it usually means that something wants you to reach some level of greatness. Of course, there are also legends of how to bring one forth and use it to make yourself more powerful. Their natural power with Life and Physical Magics lead many magicians to seek them to consume or use their flesh in dark rituals.

Life Magic 3, Physical Magic 3, Survival 3, Melee Weapon Combat 1, Unarmed Combat 1, Understanding 3.

Plant Shape Ability, Siphon Magic ability, Animal Speaker ability, Wind Caller ability, River Runner ability.

5 Luckies in their personal Pile.

Cryptid

Bigfoot

Bigfoot, sometimes called the Sasquatch, is a humanoid or ape-like creature that can stand up to twelve feet tall, though usually stand about eight feet at their full age. Though there are a few reports of them, most believe they do not exist. Some reports say they travel in tribes and create temporary village-like structures in forested regions. There's been only a few traces of evidence of their actual existence, most being crude photographs or footprint molds, both of which are easier to fake than make genuinely.

Bow Combat 3, Life Magic 1, Physical Magic 1, Sneak 3, Survival 3, Melee Weapon Combat 3, Thrown Weapon Combat 2, Unarmed Combat 2.

Quick Draw ability, War Cry ability, Thrown Through ability.

6 Luckies in their personal Pile.

Mothman

Mothman is a symbol of death. Where ever they are seen, mass death follows. Some say they bring the hex. Others claim they are simply trying to warn the people in the area. Whatever they are, or how they work, nobody knows for certain, as most people believe they're simply a hallucination or a false memory that results from trauma. Most witnesses claim that whenever one is in the area, there's a strangely sweet smell, and a calming aura about the air, but the human body always becomes suspicious in moments of peace, so there's a chance that the mothman reports are simply imaginations.

Life Magic 3, Physical Magic 3, Sneak 2, Survival 1, Understanding 3. It is unknown if Mothman creatures can even fight, as no reports of their fighting prowess exist.

Hex Ability, Breath Again ability, Wind Caller ability, Heaven's Blessings ability, Out of Luck ability.

3 Luckies in their personal Pile.

Piasa

Piasa is an odd one, as there is absolutely no evidence, witness or otherwise, of it actually being real, but a single mural of the thing. Researchers have tried their best to find such a thing. Its body is like that of a horse, with the talons and wings of a bird, the horns of a deer, and the teeth and face of a wendigo. It's also depicted as having a tail that lengthens at least twice its own body size. The people of the region debate as to whether the creature is scaled, like a drake, or feathered, like a bird, but it is said to only attack on the brightest of days, when people can't look up, pick up men, and take them away to the mountains when the sun is perched atop them.

Detection 3, Husbandry 1,
Sciences 1, Sneak 3, Survival 3, Unarmed
Combat 3.

War Cry ability, Unseen Strike
ability. Some argue it can use the Wind Caller
ability.

7 Luckies in their personal Pile.

Weather Effects

The weather can do much about the World. It changes plans, it changes shots fired, it changes your sneaking plans. Everybody talks about the weather, but nobody does anything about it. Let's do something about it, now!

Rain

Rain is common, and also very necessary. It keeps plants growing, it keeps fish swimming, and it keeps life turning! But it also can give you a 1 beneficial bonus to your Sneak hands, but also gives a 1 detrimental bonus to your Bow Combat hands.

Snow

Snow is more common up in northern regions, or at higher altitudes. What it does depends on a few things. If you are walking through snow without it coming down, it will give you a 1 detrimental bonus on Sneak hands, and will also slow your movement down some. If it's snowing at the moment, it will give you a 1 beneficial bonus to your Sneak hands, but along with slowing your movement, it will also cut your vision short.

Sunny

Sun is necessary for all things, even those who never come up from the dirt, they need the sun. In almost all cases, a sunny day gives no bonuses of any sort. But this rule is thrown out for those who fly. Flying creatures with the sun to their back will gain a 1 beneficial bonus to all hands, other than social hands.

Cloudy

The clouds are a sign of rain or snow, giving those who notice ample time to prepare for such weather conditions. During the day, cloudy days provide no bonuses, but at night, they give a 1 beneficial bonus to Sneak hands, and a 1 detrimental bonus to Survival hands.

Windy

The wind brings clouds and rain and sand. If the wind is to your back, it will provide a 1 beneficial bonus to all Combat hands, but a 1 detrimental bonus to your Survival and Sneak hands. If it is to your face, the opposite will occur.

Sandstorm

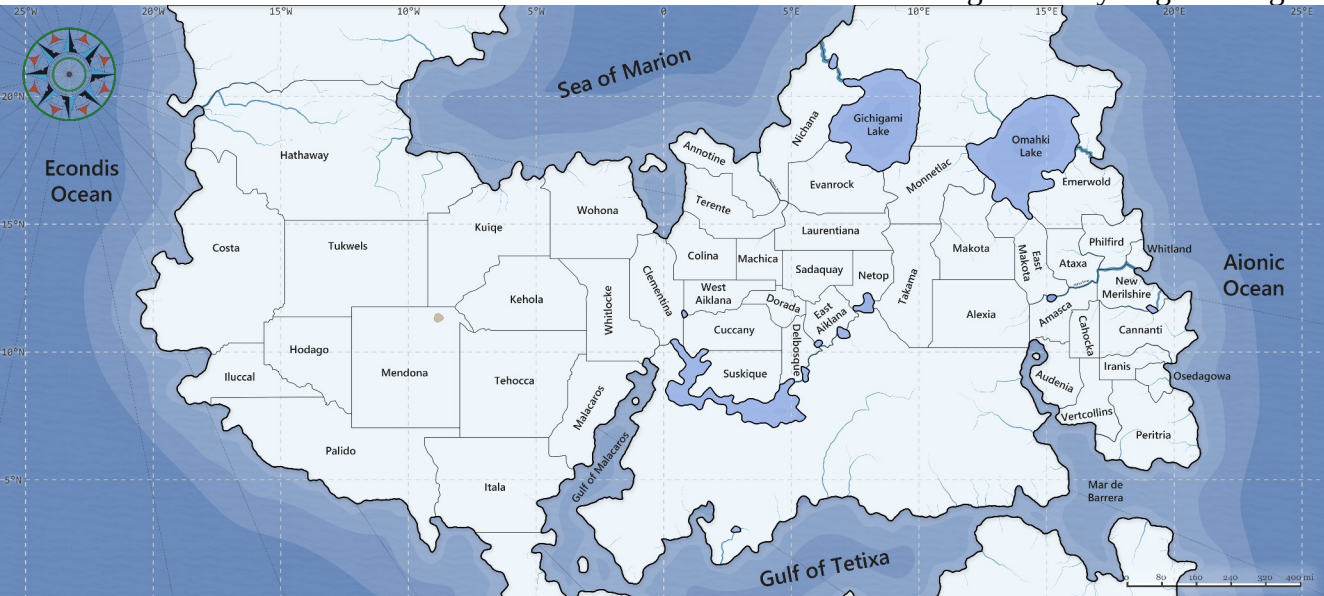
Sandstorms can be very dangerous in the wilds. They can blind you, lacerate you, disorient you, and worse. A sandstorm will give all things a 1 beneficial bonus to Sneak hands, but a 1 detrimental bonus to Survival and Combat hands.

The World

The main setting for Saloon is New Alba, a land of deserts, rolling plains, swamps, and sparse forests. While it is a republic, the majority of the country in the west is largely self governed, the federal government having little to no sway. There's a large divide between the city folk and the small towns and country. We'll be exploring the main areas of this country so you can get started in the world. So, without further ado, welcome to New Alba!

repented for their ancient transgressions. Many wars were fought on these lands, and for these lands. From the Colonial War, fought by three nations for half the continent, leading to the Colonies of the Breis controlling the eastern side of the continent.

The Independence War: When the United Kingdoms of Breis took over the New World, they found themselves in major debt and looked towards the Colonies to help pay off those debts. The colonials did not like the idea that they were being taxed by a governing body that did



very little in their eyes to actually have

The Nations of The World

- The United States of New Alba
- The Tetixa Federation
- The United Kingdoms of Breis
- The Commonwealth of Otena
- The Crowned Republic of Ibera
- The Republic of Ferone
- The Kritarchy of Helin
- The Empire of Yang

New Alba

Founding

It is mostly commonly accepted that a man by the name of **Andrew Karnebus** found the New World, and named it after the First World his beliefs held, Alba, the home of humanity and a place humanity may never return to until they've

involvement in the war, and decided to fight against them for their independence. Each colony wanted different rules and regulations, and not a single sub nation wanted a single leader to rule over them all, so they established a different system entirely than ones tried before, and one that was copied many times since. A republic, which each region that was an official nation in the United States of New Alba would elect a representative to speak for the voters in the region to establish rules, there would be a series of twelve judges to decide if the new laws would fit with a series of 10 laws that reside above all others, and one executive position to make sure laws are followed by each state and region. The Independence War was fought for five years, before the debts that caused this conflict in the first place forced Breis to resign themselves from

the war efforts, leaving New Alba a free, independent nation.

The Reclamation War: The West, calling themselves the Confederate States, and the East kept the name of the United States, with a federal system. The West wanted to secede because of numerous complaints, including wanting more sovereignty between the states. The West wanted there to be no central power, but rather that each state would have its own leader and all would come together in a council when it comes to decisions affecting the whole nation. It later grew into fears of the East expanding further into the West, which brought Ibera to support the West initially, but later backing off as the Tetixa War for Independence came to a boil. The East would eventually win the war, leading to much resentment between the East and West. It has been about four years after the Reclamation War, but some areas still try their best to hold onto old laws and ways. Some tropes might try to free those still enslaved by others, while other tropes may wish to take down a tyrannical government that gives them no choice in how to live.

Other Nations

The Empire of Yang: Often called Yang, the nation is known for many times. Ancient uses of Magics, both Physical and Life Magics, to create extravagant architecture and medicines. Traditional combatants who still fight with swords, sorcery, and armor. A drug and tea trade that put some nations into an addictive state they could easily be controlled by the Empire. And a legal system that forces individuals to follow an average, rather than excelling in anything, leading to many lesser or greater individuals to sell themselves into slavery, than be forced to handicap themselves or be executed. Speaking against these forced inferiority would lead to one being publicly executed for their crimes. When some people started secretly buying firearms from other nations, like New Alba, the Empire outlawed them to stop citizens or soldiers from rising up against them.

The Crowned Republic of Ibera: Ibera was one of the nations in the New World at the

time of the Colonial War, but they were not directly involved in said war. They're still on the continent, primarily in Tetixa, but they are dealing with their own conflicts in the areas. Their primary concern with the New Alba continent is gold, and almost nothing else but that.

The Tetixa Federation: Tetixa, to the south of New Alba, was originally created by the Crowned Republic of Ibera in order to farm maize and mine gold, and not much else. Ibera did not see much use in the nation outside of their massive amounts of untapped gold mines. At some point during the Reclamation War, Ibera had to step away from their assistance of the Western Confederate States to fight their own battle against the Tetixa citizens and natives who wanted their own independence, a conflict not officially ongoing, but is often still fought in court rooms.

The Republic of Ferone: A nation still recovering from their first attempt at a Republic, they find themselves at odds with the reigning anti-religious religion, the Cult of Knowledge. No member of their Congress will admit to holding the superiority ideas, but many claim they know some do. Some who claim to have proof will be shown to be mad men, or even suicidal, with evidence burned. They're often considered the root of modern medicine, outside of Life Magic uses. In the past they fought against Breis in the Colonial War, and assisted New Alba in their Independence War.

The Commonwealth of Otena: To the north of New Alba, the nation of Otena is still under rule of Breis, though only just on paperwork. The nation has to fight against fierce wildlife, including a high risk of Windigo and Wendigo attacks, along with the unstoppable bovine-equine creature known as the "Moose", a creature most New Alban people cannot even fathom. Though stereotypically polite, they nation is fiercely territorial and will protect its southern border with guns first and questions never.

The Kritarchy of Helin: The judges of Helin rule over the nation of Helin with little or nothing to do. The nation is almost ungoverned by these rulers, instead following strict traditional

codes. The Nation does not get involved in much outside of its own borders, being content with self governing, tea, and wool trade. Their trade, however, makes them fiercely reliant on outside sources of income, most of what they make being shipped out to make a profit.

The United Kingdom of Breis: A nation to rule all nations. This country rules almost a third of the entire world. Arguably called an Empire, they touch almost all corners of the World, though because of their spread thin rule, they often have trouble retaining rule over each nation, including some smaller groups south of Yang, and two continents on the southern hemisphere.

Vareak: A nation under use of Breis, though it is not ruled by them, as they tend to send their worst prisoners to the island nation. Every map will call it something different, as different people will recognize it as something different. The natives of the island call it Vareak, while the Brein prisoners will called it New Helin, though why is unclear to most people. Those who were sent there, or were born there consider it a highly dangerous land where every wild creature is trying to kill you, so often find themselves moving to New Alba for a better, often considered easier time.

The Continent of Oszidens: The continent to the west of New Alba, it is controlled by several nations across the globe, from Helin to Breis to everything else. The nation is often seen as being one of the highest use of Hex magic, a combination of Life Magic and Physical Magic to manipulate luck. Many nations, including those on the continent, often capture and sell people, sometimes still used in certain parts of the world, though most nations have outlawed the sell and trade of human life.

State	Pop	State	Pop
Audenia	671996	Clementina	21308
Iranis	578700	Colina	19423
Peritria	513122	Malacaros	19059
Vertcollins	508739	Evanrock	18697
Cannanti	492312	Terente	18549
New Merilshire	449383	Itala	18434
Osedagowa	274665	Palido	18300
Emerwold	199450	Annotine	17506
Amasca	183379	Machica	16975
Takama	176022	Dorada	16278
Delbosque	129794	Wohona	16217
East Aiklana	116349	Kuiqe	15836
Nichana	93896	Whitlocke	14471
Philfird	91356	West Aiklana	13788
Netop	70022	Laurentiana	12967
Whitland	59711	Cuccany	8418
Ataxa	50086	Costa	8349
Makota	47857	Tehocca	7983
East Makota	39195	Hathaway	6886
Sadaquay	27585	Tukwels	6495
Suskique	25047	Mendona	6052
Alexia	24943	Iluccal	6031
Monnetlac	24578	Hodago	4292
Cahocka	22534	Kehola	4284
Total		5187319	

State names and Origins:

Malacaros: A fictional island ruled by Queen Malaca, coming from the word Malaka meaning “queen”. Discovered and named by Iberan explorer Ciro Guillermo de la Fuente y Correa who sailed halfway up the Gulf of Malacaros, before being named the Gulf of Aguilar, and believed he had found the island of Malacaros

Itala: Taken from the languages of native tribes, from the word Ixtlahuatl meaning “the plains”.

Machica: From the name of a tribe, as called by another tribe, “Mashika”

Alexia: Feminine form of the name Alex, named after Saint Alex, Patron of Breis

Hathaway: Named after the first president of the USNA, Kane Hathaway

Wohona: Believed to be from a native word meaning “enemy” but might have simply been made up by Simon K. Ridley

Mendona: A name meaning “the good mountain”

Takama: From Oktak Amo “field clearers” a name given to a tribe in the land

Whitlocke: Named after explorer Stafford J. Whitlocke who founded a company to keep the land from being industrialized, dying in battle

Evanrock: From the native name for the land, Uvunarvak, meaning “by (way of) the lake”, being miswritten

Monnetlac: Named after Raymond Monet d’Lac (of the Lake)

Makota: From Mako’ta meaning “Land of Plenty”

East Makota: From Mako’ta meaning “Land of Plenty”

Terente: Named after a county from Ferone (Le Terente) which was named after Aureolus Terenteius

Annotine: From Anotinate meaning “Peninsula of Muskrats”

Colina: From the Ferone word Collines meaning “Hills”

New Merilshire: Named after County Merilshire in Breis, from Old Axin Márlícsċir meaning “Great Area”

Sadaquay: From Sada Kihahai meaning “Homeward”

Cannanti: From Koonooniit, the name given to another tribe

Laurentiana: Named after the king of Ferone at the time, King Alexis Laurent IV

Nichana: From Níxáñexáñe meaning “Great River”

Ataxa: From Wahda’iyhate meaning “Maple River”

Cahocka: From Cahokia, the name of a native settlement, meaning unknown

Netop: From Netoppew meaning “Friend”

Hodago: From Hódago meaning “High”, in reference to another tribe

Kehola: From the word Kĥolá meaning “Friend”

Tehocca: From the word Thoká meaning “Enemy”

Palido: From the Iberan word Pálido meaning “Pale” in reference to the white sand beaches

Suskique: Named after the Suskikwe tribe, name meaning “Coyote Clan”

Cuccany: From the word Kootkahni meaning “Whistling Stream”

Amasca: From Emaskv Fayv meaning “Wolf Hunters”

Dorada: From Iberan Dorada meaning “Golden”

Delbosque: Named after explorer Aurelio Del Bosque

Iluccal: From the native word Ilhuicaatl meaning “Water That Reaches the Heavens”

West Aiklana: From Aiiklona meaning “The Middle”

East Aiklana: From Aiiklona meaning “The Middle”

Clementina: Named after Guadalupe Clemente, patron saint of Ibera

Costa: From Iberan Costa meaning “coast”

Tukwels: From λ’uk’wél’s meaning “Mountain”

Kuiqe: From k’wiq’é meaning “Green”

Peritria: A combination of the name of explorer Gwyn Perry and the word Patriam meaning “Land”, together meaning “Perry’s Land”

Witland: From the Helin word Witland meaning “White Land”

Iranis: From the Meleran island of Αἰράνησι (Airánisi) meaning “Isle of Birds” from the older Tehrenic word Ayraa meaning “Bird”

Philfird: Named after Queen Philipa III with the toponym firth, meaning “Woods of Philipa”

Emerwold: Named after King Emery V with the toponym wold, meaning “Emery’s High Woodlands”

Audenia: From King Emery V’s title of The Valiant, from the word Audens meaning “Valiant”

Vertcollins: From Ferone Collines Vertes meaning “Green Hills”

Osedagowa: From the word Oséhdak’ahnegowa:néh meaning “Willow by the Sea”

Ascania: From the feminine form of the name Ascanio, the name of the Arittan explorer Ascanio Ardiccioni, with a map maker writing the name as Ascanius Ardicionius

Aritta: The name’s origins are contested, but most say it comes from the Meleran language

Whingwoch: Meaning “Older Brother”

Midech: Meaning “It’s Younger Sister”, referring to Whingwoch

Yamunchwing: Meaning “Their Mother”, referring to Whingwoch and Midech

Yamita: Meaning “Their Father”, referring to Whingwoch and Midech

Religion

Dianomism: A religion surrounding a figure named Jesel who is believed to be the Dianom, the savior of mankind, who was put to death by beheading, leading to the sword pointed down being the symbol of this religion. Some Dianomists carry swords as religious symbols, never drawing them to kill.

The Diarc Church is the first formal church of the Dianomist religion, claiming to be the original church holding the oldest most true teachings. The **Dissentist** reformation led to the formation of many churches that did not hold to some of the more traditional beliefs of the **Diaracists**. The largest Dissentist denomination in the USNA is the **Katharists**, believing to have developed out of the **Anakatharists**.

Abraham Leitner founded the **Leitin Church**, a traditionalist Anakatharist movement that today can be mainly found in the USNA.

Given the religious freedoms of the New Alban Nation, there are other religions among the masses, but those listed above are the most common. Among more are as follows.

Kiohatan: A religious belief commonly found among those of the Empire of Yang. It’s a belief that the spirit reincarnates into a new body upon death until they reach a perfect state of body and mind. The goal of these religious individuals is to reincarnate into a better and better life until they break the cycle, hoping to have a day where all souls break the cycle.

The Cult of Knowledge: This is a VERY looked down upon belief, as it is actually an anti-religious group who found themselves at one

point trying to execute religious groups. It lead to a rebellion within a rebellion, and those who openly called themselves among this cult now find themselves looked at like idiots who follow violent beliefs blindly.

The Yellow Sign: This is a cult by the very definition. Those from the North Eastern part of United States of New Alba have at least heard of the group, though those who have actually seen it are normally mad men, said to smell of the low tide.

Welcome to the United States of New Alba! The New Alban Frontier is awaiting you, a future of adventure and tragedy await as you step into the world. Beyond the banks of the San Jesse River to the shores of the Econdis Sea is a land where law is taken into the hands of the people, where the rules are customs and punishment comes from the people. There's a few rules you should learn of before riding out:

1. Never steal another man's horse
2. Fight fair, never shoot a man in the back
3. Never try on another man's hat, without permission
4. Keep your word or there will be consequences
5. Drink your whiskey with your gun hand if your intentions are friendly
6. Don't brag, it's nothing but trouble
7. Don't wave at a man on a horse, you might spook the horse

These ain't all the rules, and they don't carry the same consequences for breaking, but it's good to keep them in mind anywhere you go here.

Years are important. The years go as follows for major events.

0: Jesel Diasom's birth

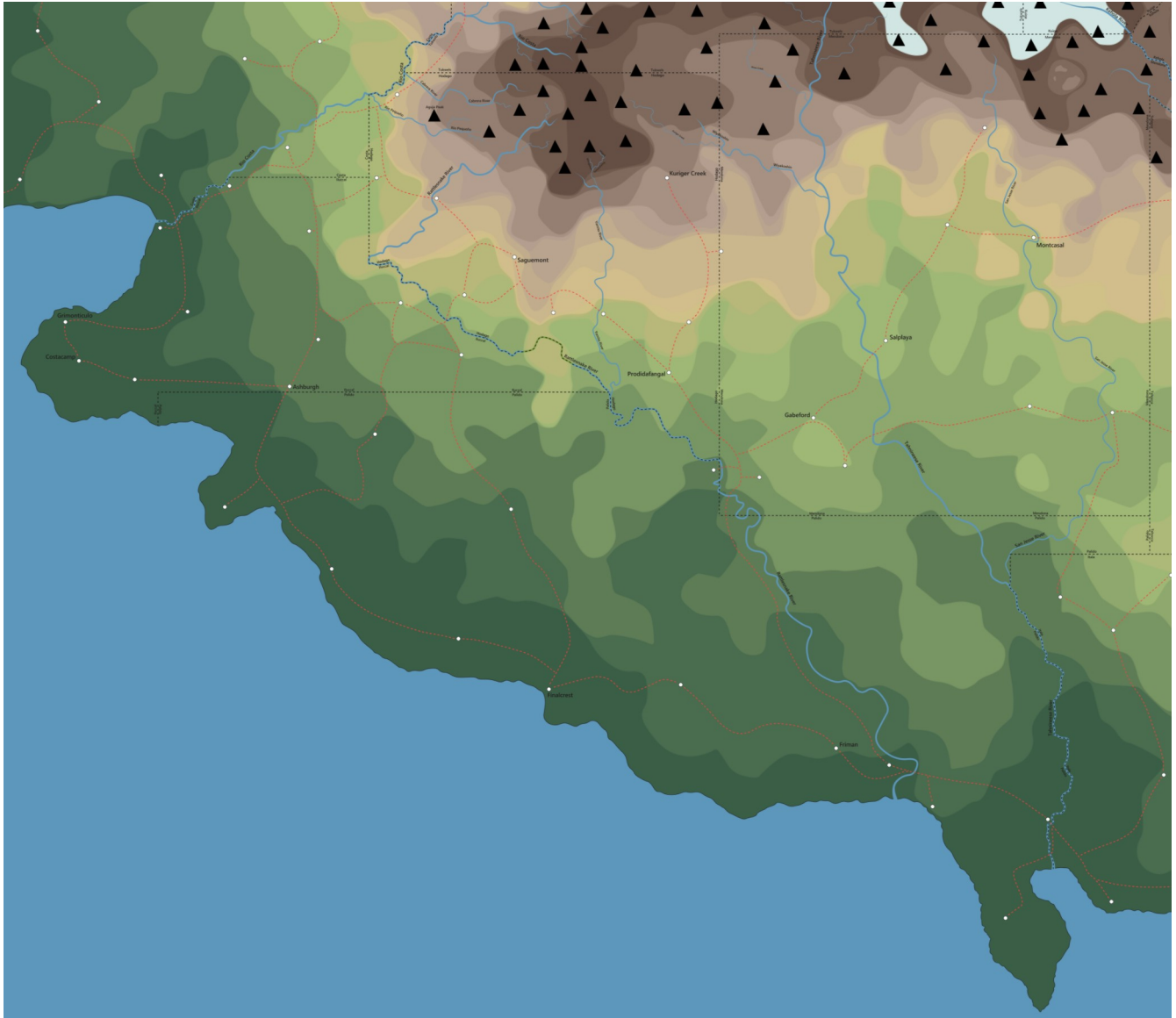
1000: New Alba's colonization

1257: Colonial War and Independence

War

1415-1419: Reclamation War

1423: Current year



This is a map of the Palido state region, where most games will take place.

Factions

In the World there are many factions that litter New Alba. Some are drawn to power, others are drawn to good. Some are religious, while others are anti-theistic. There are always going to be more than what we list here, but this chapter just names the basics of the most wide-spread groups across the continent.

Order of the Black Swan: The Black Swan is a symbol among those of Yang of revolution and change. It is said that when one is seen, the current rulers will be violently overthrown. The Order of the Black Swan represents that ancient belief. They believe themselves to be the Black Swan, and that their banner is the Swan so many look for. They believe the Empire of Yang is a tyrannical government under an illegitimate Emperor who needs to be overthrown. Their leader, Toa Xion, believes himself to be the divine profit of their ancient beliefs, a philosophy about spiritual ascension.

Some theorize that Toa Xion is but another tyrant who wants power, controlling the actions, diets, and daily schedules of their followers. His followers claim that he is simply giving them the motions to have the Spirit World bless them with victories.

Though their stealthy rebellious actions are often thrown into question, as it is unknown how many of their actions are actually successful, any action that fights a government group, they claim as their victory, but nobody knows if they are actually the ones who cause it.

Some people say they have a secret language that allows them to communicate while seeming completely normal. Others claim they do hand signs while speaking to talk to one another. But others still say they give objects with meaning. A black feather is said to mean they were going to attack a location nearby. A snail shell was said to mean that their leader would be in the region within the week. And a rabbit skin was said to mean that the giver needed supplies.

In New Alba, the former, or even illegally current, slaves from Yang are much more likely to talk about the Order of the Black Swan in the open. Very few admit to ever being involved with the Order, but almost all of them have their own beliefs and theories. Some even call some factions among the New Alban continent the “Black Swan of New Alba”, depending on how they view who and what.

The Road to the Golden City: A Tetixa Federation religious faction, holding a belief that actually originated from the Crowned Republic of Ibera’s belief that there’s a city hidden on the world of a city made of Gold. Those of Tetixa mixed this with their beliefs of a nation on the sun. Though their old religious beliefs of a Sun Goddess have nearly gone extinct for favor of the Diarcist belief.

Their new beliefs are no longer of a Sun Goddess, but instead a city in the sun made of gold where their souls will go when they leave the world. The faction is often cult-like, some going as far as committing suicide in an attempt to force themselves to go to the Sun City, though the Diarcist belief states that suicide is the only unforgivable sin, and that souls who commit such will not go to their believed paradise.

Those of the Road are warriors by their very nature, using a large amount of Life Magic, with a small mix of Physical Magic. Their members tend to master close combat techniques, before teaching themselves Life Magics to become closer to their God. Whether they actually achieve this blessing is a very debatable by everyone.

Members of the faction often carry a small bronze shield, completely in open public. They tend to preach in the streets and try to convert those of other beliefs, though almost never do they actually use their weapons in combat. They preach that their weapons are meant to defend those that cannot defend themselves. Though the vast majority will never be given a chance to use said weapons.

The leader of the Road is an older gentleman, but not at an age that would be

considered very old. Early thirties, perhaps forties at the latest. He is a massive man, however, often said to be found training and exercising. He’s often said to be in celebration too, surrounded by men and women of various races and even beliefs, though the majority will be members of the Diarc religion and Tetixa race too.

During celebrations, which can be for absolutely any reason, a mass amount of alcohol can be consumed, usually the cheapest, most available kind. Alcohol is often viewed as being cleaner than the water itself, and alcohol has major religious significance in the Diarc beliefs. This very often leads to mass naps in the area, the Road Master often saying it leads to more of a united front.

The faction is often seen by those outside or inside as friendly to everyone. Though there will always be those who hate those in the faction, viewing them as dangerous cultists. They tend to be unphased by said people, and simply enjoy their life, acting upon injustices they see through the streets.

Ghost Riders: The Ghost Riders are considered a dangerous anarchist faction in New Alba. They have a venomous hatred of any governing body, whether it’s a local authority like a sheriff or a mayor, or a national government, like the President of the United States of New Alba. This faction is actually many under one major banner, each calling themselves a “**Free Herds**”.

The signature of the Ghost Riders is very simple. Horses with Life Magic coursing through their veins to give them a ghostly appearance. The Phantom Steeds are nothing special in comparison to normal horses, but they appear and put fear into many officials. Government officials don’t fear the horses, but they do fear the tactical brilliance of the force.

The Ghost Riders seem to have inside knowledge of any government, often using it in a way to strike from shadows and blast at minor officers among them. The faction is only known for one major event, and that was the attack on the President of the United States of New Alba

during the Reclamation War, President Adam Warsong. With the death of President Warsong, many of the Ghost Riders have begun to argue with themselves, some believing in total anarchy, while others wanting simple minarchy. The infighting causing them to break apart and become nothing more than gangs fighting to destroy their local united fronts.

However, in most cases, any local governing officials will not have much to fear from a Ghost Rider Herd, as the biggest enemy to one Herd, is another Herd with a slightly different opinion. Most Herds act like simple gangs, however, their claim of being for absolute freedom being rather questionable by everyone. Herds of the Ghost Riders tend to work as a business protection racket, demanding money

from small companies through threat of violence. Even in larger areas they tend to act like this. If one Herd enters another Herd's territory, the Herds often go to war until one or both do not exist.

The most powerful Herd is in the city of Saint Richard, often referred to as the Red Ong, another name for the Thunder Bird, or Roc. This gang tends to attack family run businesses, primarily food service, which are likely to always have business, even when they are not well done in their services.

Ghost Rider factions are able to recognize themselves by their hat. A simple brimmed boater hat, usually black with a cloth band the color of the Herd. Clothes are often a language in it of itself among the Ghost Riders.

This is a Phase 2 test of the Saloon game, system, and setting. If you have anything you'd like to discuss, please email me at dakuriger@conquerorcreations.com. You can give suggestions, complaints, praises, or anything else you'd feel would make this TTRPG better. Thank you for trying it out!

