

BASIC ROLEPLAYING

BRP

MONOGRAPH

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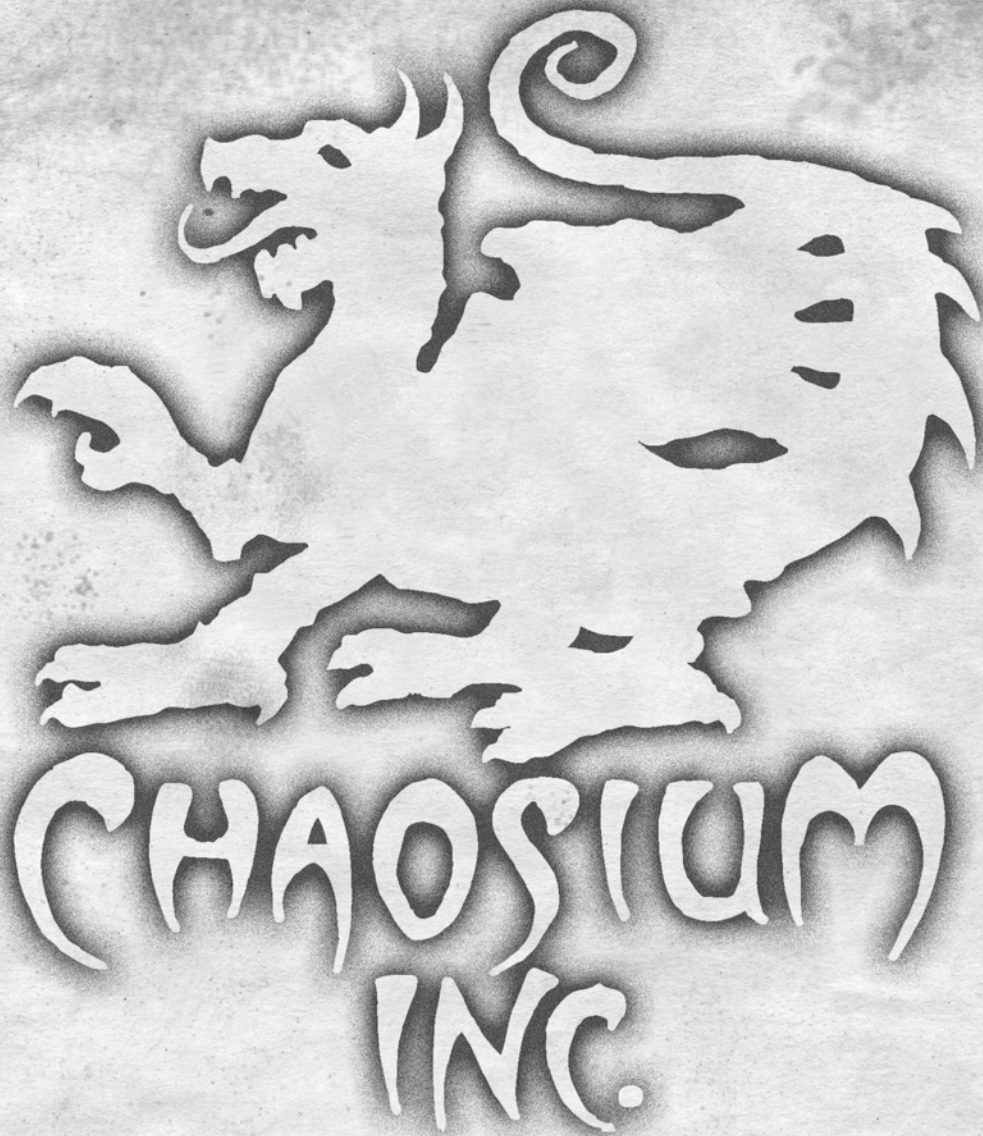
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AGES HIGH



A WEIRD WILD-WEST SUPPLEMENT
FOR THE BRP SYSTEM





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and thank you for purchasing this
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ACES HIGH

by
Stuart Godbolt 2009

Edited by Matthew Whelan

Special Thanks

Adrian and Steve for technical Support.

Caroline – my special love

Pete

Jo

VANILLA WHALE from Larabie Fonts

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And others

Thank you all

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CONTENTS

THE PLAYERS SECTION

Introduction

CHAPTER 1

Character Creation

Character Sheet

CHAPTER 2

Extraordinary Abilities

CHAPTER 3

Complete Skills List

Aces High New Skills

Aces High Spot Rules

CHAPTER 4

Background Occupations

CHAPTER 5

Guns, Equipment and Supplies

Firearms

Melee, Missile & Natural Weapons

Equipment & Supplies

CHAPTER 6

Religion, Piety and Allegiance

Breakdown of Religions

CHAPTER 7

The Land

Inhospitable Environments

The Harsh Law

Attitudes of the West

A Brief History of the Americas

The Presidents

THE MASTERS SECTION

Introduction

CHAPTER 8

Townscapes

Map of Mystic Sites

CHAPTER 9

The Animal Kingdom

Mundane or Otherworld

The Not So Animal Kingdom

Otherworld Powers

CHAPTER 10

Arcane Lore in the West

Diabolist

Drifter

Voodoo Priest

Wicca

Red Skins

CHAPTER 11

Red Skin Tribes

Red Skin Rituals

Totem Spirit Animals

Shaman Magic

Animism, Totemism & Fetishism

Language Tree

Tribal Lifestyle

Glossary of Indian Names

CHAPTER 12

Scenario

Bibliography

Index



PLAYERS SECTION

introduction

ACES HIGH is a mythical, western role-playing game where Davey Crocket exists along side The Man With No Name. The relationship, however, may be an uneasy one.

Violence is an everyday occurrence on the frontier of Civilization. Dust swirls around a crimson sun, reminding every one of their possible success, telling them of their mortality. Settlers make a grab for the fertile land, destroying whatever does not fit their ideal.

Prospectors are raping the hills for precious metals; dumping their waste in the fresh, clear rivers. Trappers slaughter vast herds of buffalo for their valuable pelts, leaving a wake of rotting carcasses, a mountain of bone and skulls. The Law can barely cope, as lynch mobs leave cadavers hanging from the trees.

The Red Skins fight for their very existence, being caught between death and degradation. The old powers cannot

compete with the new power from the East. The wise have begun to abandon hope; the young still believe they have a chance to even the score.

The people drag a living from the land of dreams but everything is not always as it seems. Ancient mysteries are discovered as the white man slowly conquers this strange new world, mysteries that they are not prepared for.

Aces High is a deadly supplement for the Chaosium Basic Role Playing Game. Firearms are very common, it would be considered unusual if your character did not have a firearm of some description. Healing is generally restricted to First Aid and Medicine delivered by a Doctor. Other than that, only natural healing can be relied upon, and that is slow. If your character is involved in a shoot out you should expect swift and bloody death from all directions.



ACES HIGH CHARACTER CREATION

Use the following 10 Steps to generate your character for Aces High using the Chaosium Basic Role Playing (BRP) book for reference.

Aces High has been designed to take advantage of certain optional rules from the BRP book. After you have referenced the required information always return to the following Aces High Character Creation Steps.

While the following steps include optional rules that the Aces High game has been specifically designed to incorporate, the Games Master should feel free to ignore or alter anything contained in the Aces High rule book, they are purely guidelines.

NOTATION:

page xxx BRP – refers to page xxx in the Chaosium Basic Role Playing Book 2008.

page xxx AH – refers to page xxx in the Aces High BRP supplement.

Step One

Create your characters Name and characteristics using either the Dice method described on *page 16 BRP* or the Points-Based optional rule described on *page 19 BRP*.

Aces High uses the optional Education characteristic, if you elect to use the Points-Based option for characteristics then the EDU starting value is 10 and no more than age minus 5. Education does not necessarily refer to your Characters schooling, but what they have learnt from their life experiences.

Step Two

Aces High has its own Extraordinary Abilities table on *page 10 AH*, consult your Games Master before referring to this chapter.

Please Note:

Extraordinary Abilities are rolled for and may not be chosen unless the Games Master so decides. Extraordinary Abilities may come at a price as you may also have to take an Extraordinary Disability. You do not have to have an Extraordinary Ability if you do not want one. However, you must decide whether you want an Extraordinary Ability before you roll on the table.

No magic, mutations, psychic abilities, sorcery or superpowers are allowed.

Step Three

Determine your characters Age in the normal way as described on *page 19 BRP*.

Step Four

Determine your Characteristic Rolls in the normal way on *page 27-28 BRP*. Aces High uses the optional Know characteristic roll based on the characters EDU.

Step Five

Determine Derived Characteristics in the normal way on *page 28-31 BRP*.

Aces High has been designed to use the Optional characteristic based Skill Bonuses. Use the Skill Category Bonus Table on *page 31 BRP*.

Aces High has been designed to use the Optional Hit Points per Location rules on *page 29 BRP*. If you choose to use Hit Points Per. Location then ignore the Major Wounds rules.

Aces High has been designed to use the Optional Fatigue and the Optional Sanity rules on *page 32 BRP*.

Step Six

Aces High has its own Personality Definitions described below. Do not use the Personality Definitions described in the BRP book.

This step in character creation defines what your character learnt during their formative years. These are the skills that your character has picked up throughout childhood.

Roll 1d6, or pick one of the following Personality Definitions. Assign 20 Skill points to each of the 13 skills.

D6 Result.

1 **City Born** – Your character has grown up in a Big City. They may have had the luxury of a civilized upbringing with organized schooling or they may have learnt all they need to know on the streets.

Skills: Appraise, Bargain, Brawl, Craft (any), Dodge, Etiquette (any), Fast Talk, Firearm (pistol or derringer), Insight, Knowledge (any), Literacy, Spot, Throw.

2 **Wilderness Survivor** – Your character grew up in the wilderness. They have had to fend for themselves in the hard winter periods. They have had to capture and kill to survive.

Skills: Brawl, Climb, Dodge, Drive (wagon) or Ride (horse), Firearm (rifle or shotgun), First Aid, Hide, Jump or Swim, Knowledge (region), Listen, Navigate, Stealth, Track.

- 3 **Rancher/Homesteader**– Your character has grown up in the Great Plains, surrounded only by grasslands and the Big sky. They have slept under the stars with the sound of the cattle for comfort.

Skills: Appraise, Bargain, Brawl, Craft (any), Dodge, Drive (wagon), Firearm (pistol or rifle), Knowledge (region), Literacy, Ride (horse), Spot, Throw, Track.

- 4 **Native Indian/Half Breed** – Your character has grown up being taught the skills of the tribe, living off of the land and in harmony with it. They have later gained some respect by acting as a scout or tracker for local law enforcers or the cavalry.

Skills: Brawl, Climb or Jump, Craft (leatherworking), Dodge or Parry or Shield, Etiquette (tribal) or Knowledge (folklore or occult or region) or Perform (any), First Aid, Hide, Listen, Melee Weapon (any), Missile Weapon (any), Ride (horse), Stealth, Track.

- 5 **Slave** – Your character has grown up in an oppressive slave State. They have had to bow and scrape to their masters, while secretly looking to the horizon and dreaming of freedom.

Skills: Brawl, Craft (any), Dodge, Drive (wagon), Etiquette (slave), Fast Talk, First Aid, Hide, Knowledge (folklore), Listen, Perform, Spot, Throw.

- 6 **Orphan** – Your parents have either abandoned your character, or they are dead. Either way your character has grown up in a church run orphanage, educating them in the ways of a civilized society.

Skills: Bargain, Brawl, Craft (any), Dodge, Etiquette (any), Fast Talk, Hide, Insight, Knowledge (religion), Listen, Literacy, Spot, Throw.

Step Seven

Use the Occupations contained in the Aces High Background Occupations list on *page 20-26 AH*.

For **Normal Level** characters, use EDU x 20 to determine your Occupation skill point pool. No Occupation skills may begin higher than 75%, unless that skill has been increased by an Extraordinary Ability. Also, use INT x 10 to determine your personal skill point pool. These points

may be spent on any skill in the Aces High Complete Skills List, *page 14 AH*. None of these additional skills may be higher than 50% unless that skill has been increased by an Extraordinary Ability.

For **Heroic Level** characters, use EDU x 25 to determine your Occupation skill point pool. No Occupation skills may begin higher than 90%, unless that skill has been increased by an Extraordinary Ability. Also, use INT x 15 to determine your personal skill point pool. These points may be spent on any skill in the Aces High Complete Skills List, *page 14 AH*. None of these additional skills may be higher than 75% unless that skill has been increased by an Extraordinary Ability.

Step Eight

Determine your characters height and weight using the Character SIZ Chart on *page 26 BRP*. You may also choose to use the optional Distinctive Features rule on *page 34-35 BRP*.

Step Nine

Determine your characters possessions. Each Occupation supplies a basic set of equipment and some wealth to use for additional items, see *pages 20-26 AH*. To calculate your characters wealth, check the occupations Wealth Level.

Your character will be; Wealthy, Affluent, Average, Poor or Destitute based on their chosen occupation, each Wealth Level has its own dice roll to generate starting wealth.

To spend this extra cash consult the Aces High chapter Guns Equipment and Supplies starting on *page 27 AH*.

Step Ten

Does your character have any religious views or goals? Read the Religion, Piety and Allegiance section on *page 30 AH* and determine what your Piety should be.

Choose a home town or home land. Your character may not necessarily have been born in America; they could have been an immigrant from Europe or an imported slave from Africa.

Discuss the possibilities with your Games Master.



ACES HIGH

NAME	CHARACTERISTICS AND ROLLS	HIT POINTS
Race _____ Gender _____	STR _____ Effort Roll _____%	Major Wound ()
Handedness _____ Ht _____ Wt _____	CON _____ Stamina Roll _____%	DEAD (-)
Age _____ Move _____ Wealth _____	SIZ _____ Damage Bonus _____	00 01 02 03 04 05 06
Description _____	INT _____ Idea Roll _____%	07 08 09 10 11 12 13
Occupation _____	<input type="checkbox"/> POW _____ Luck Roll _____%	14 15 16 17 18 19 20
Extraordinary Abilities _____	DEX _____ Agility Roll _____%	21 22 23 24 25 26 27
	APP _____ Charisma Roll _____%	28 29 30 31 32 33 34
	EDU _____ Know Roll _____%	35 36 37 38 39 40 41
	Religion: _____ Piety: _____%	

SKILLS					
COMMUNICATION	bonus ()	MENTAL	bonus ()	PHYSICAL	bonus ()
<input type="checkbox"/> Bargain	05	<input type="checkbox"/> Appraise	15	<input type="checkbox"/> Climb	40
<input type="checkbox"/> Command	05	<input type="checkbox"/> First Aid	INT	<input type="checkbox"/> Dodge	DEXx2
<input type="checkbox"/> Disguise	01	<input type="checkbox"/> Gaming	INT+POW	<input type="checkbox"/> Drive	
<input type="checkbox"/> Etiquette	05	<input type="checkbox"/> Knowledge	01	<input type="checkbox"/>	
<input type="checkbox"/> Fast Talk	05	<input type="checkbox"/>		<input type="checkbox"/> Hide	10
<input type="checkbox"/> Language, Own	INT	<input type="checkbox"/>		<input type="checkbox"/> Jump	25
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Pilot	
<input type="checkbox"/> Perform	05	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Ride Horse	15
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Stealth	10
<input type="checkbox"/> Persuade	15	<input type="checkbox"/> Literacy	01	<input type="checkbox"/> Swim	25
<input type="checkbox"/> Status		<input type="checkbox"/> Medicine	05	<input type="checkbox"/> Throw	25
<input type="checkbox"/> Teach	10	<input type="checkbox"/> Meditation	00		
		<input type="checkbox"/> Psychotherapy	00	COMBAT	bonus ()
MANIPULATION	bonus ()	<input type="checkbox"/> Science	01	<input type="checkbox"/> Artillery	
<input type="checkbox"/> Art	05	<input type="checkbox"/>		<input type="checkbox"/> Brawl	25
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Firearms	
<input type="checkbox"/> Craft	05	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> Strategy	01	<input type="checkbox"/>	
<input type="checkbox"/> Demolition	01			<input type="checkbox"/> Fist	25
<input type="checkbox"/> Fast Draw	05	PERCEPTION	bonus ()	<input type="checkbox"/> Grapple	25
<input type="checkbox"/> Fine Manipulation	05	<input type="checkbox"/> Insight	05	<input type="checkbox"/> Martial Arts	00
<input type="checkbox"/> Heavy Machine	01	<input type="checkbox"/> Listen	25	<input type="checkbox"/> Head butt	10
<input type="checkbox"/>		<input type="checkbox"/> Navigate	10	<input type="checkbox"/> Kick	15
<input type="checkbox"/> Heavy Weapons	01	<input type="checkbox"/> Research	25	<input type="checkbox"/> Melee Weapon	
<input type="checkbox"/> Repair	15	<input type="checkbox"/> Sense	10	<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> Spot	25	<input type="checkbox"/>	
<input type="checkbox"/> Sleight of Hand	05	<input type="checkbox"/> Track	10	<input type="checkbox"/> Missile Weapon	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	

WEAPONS												ARMOR AND HIT LOCATIONS					
WEAPON	A%	P%	Cal	Spcl	Dmg	Rng	Ap	Hand	Malf	Am	SR	Enc	HIT LOCATION TABLE		AP	HP	
													Melee	Location	Missile		
													01-04	R. Leg	01-03		
													05-08	L. Leg	04-06		
													09-11	Abdomen	07-10		
													12	Chest	11-15		
													13-15	R. Arm	16-17		
													16-18	L. Arm	18-19		
													19-20	Head	20		
													Armor Type: _____				

													Shield: _____				

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CHAPTER 2

EXTRAORDINARY ABILITIES

A player may choose to roll on the Extraordinary Abilities table when creating their Character. The Games Master may allow re-rolls, or may select specific abilities, if the rolled ability seems completely against the nature of the character, or does not fit with the setting.

To acquire your characters Extraordinary Abilities roll 1d6 and consult **Table A** for the amount of abilities and disabilities.

Then roll 1d6 for each ability and disability and consult the appropriate table.



TABLE A

roll 1d6	Table B	Table C
1, 2, 3	1 Ability	No Disabilities
4, 5	2 Abilities	1 Disability
6	3 Abilities	2 Disabilities

TABLE B - EXTRAORDINARY ABILITIES

roll 1d6

1 **Statistic Increase.**

Roll 1d3 and add it to...

Roll 1d8 -

1 - STR, 2 - CON, 3 - SIZ, 4 - INT, 5 - POW, 6 - DEX, 7 - APP, 8 - EDU.

2 **Skill Increase.**

Roll 1d6 -

1 - **Silver Tongue**, +5% to all Communication skills, 2 - **Nimble Fingers**, + 5% to all Manipulation related skills, 3 - **Mental Dexterity**, +5 % to all Mental skills, 4 - **Highly Perceptive**, +5% to all Perception skills, 5 - **Hyperactive**, +5% to all Physical skills, 6 - **Gung Ho**, +5% to all Combat skills.

3 **Mental Ability**

Roll 1d6 -

1 - **Animal Empathy**, + 30% to Ride skill and any skill that is used in conjunction with an animal. The Character has an intuitive understanding of animals.

2 - **Excellent Judge of Human Character**, + 30% to Insight. The Character has an intuitive empathy for other people.

3 - **Magnetic Personality**, + 1d3 to APP and POW, + 10% to Bargain, Command, Fast Talk and Persuade.

4 - **Mechanical Genius**, + 20% to Repair, guns will never jam. Any gun or mechanical instrument may be used if an INT x 3 roll is made.

5 - **Open Minded**, Character is usually unfazed by whatever they encounter. All SAN losses are halved, round down.

6 - **Shamanic Power**, +1d6 to POW, with training the Character may develop spirit powers or be approached by their spirit totem. Drugs or Intoxication may induce visions of a disturbing nature. Character may learn Knowledge - Spirit Lore.

4 **Physical Ability**

Roll 1d6 -

1 - **Ambidextrous**, Character may use both hands for a wide range of skills with no penalty.

2 - **Excellent Night Vision**, Character has unusually large pupils which aid vision in near or complete darkness, Character receives no minuses in normal night time darkness. Raw sunlight hurts the eyes and shade is needed to allow the Character to operate normally (wear a big hat, or spectacles with smoked lenses).

3 - **Extraordinary Health**, Character receives 2d3 natural healing for a week of rest, and cannot catch the most virulent (Terminal) form of any disease.

- 4 - **Hypnotic Eyes**, The Target must roll INT x 5 or become paralyzed, eye contact must be maintained.
- 5 - **Innate Defense**, + 20% to Dodge skill. The character is naturally evasive.
- 6 - **Keen Eyesight**, Character may aim shots at only minus 1/4 of their skill. Spot and Track skill are at + 20%.

5 **Weapon Master**

Roll 1d4 –

- 1 - **Expert Shot**, + 30% to any single firearm attack skill (cannot be combined with Sure Shot).
- 2 - **Knife Fighter**, + 30% to any single bladed weapon attack skill and parry skill. The character has an affinity with blades.
- 3 - **Quick Draw**, Character may draw a pistol with no modifiers to Strike Rank. This is an innate ability. The character has a *Normal* chance to hit.
- 4 - **Sure Shot**, + 15% to any single firearm attack skill (cannot be combined with Expert Shot).

6 **Incredible Parents**

Roll 1d6 –

- 1 - **Diabolist Parents**, Characters parents practiced dark arts and sorcery.
- 2 - **Exceptional Parents**, Parents took extra care to inform the Character during their most formative years, 1d4 x 10 percentiles to be added to any skills the Character desires. These skills may be taken up to 75%.
- 3 - **Otherworldly Parents**, Characters parents were from the Otherworld.
- 4 - **Pious Parents**, Characters parents had 95% Piety in a religion. See *page 30 AH*.
- 5 - **Voodoo Parents**, Characters parents were involved with Voodoo.
- 6 - **Wiccan Parents**, Characters parents followed Wiccan principles.

At Games Masters discretion, Character may learn the occupation or gain the abilities of the Incredible parents.

TABLE C - EXTRAORDINARY DISABILITIES

roll 1d6

1 **Statistic Decrease.**

Roll 1d3 and subtract it from ...

Roll 1d8 –

1 - STR, 2 - CON, 3 - SIZ, 4 - INT, 5 - POW, 6 - DEX, 7 - APP, 8 - EDU.

2 **Mental Disability**

Roll 1d4 -

- 1 - **Close Minded**, The Character is deeply affected by strangeness. All SAN losses are doubled.
- 2 - **Dyslexia**, The Character may only increase knowledge skills through experience. Character cannot learn to read or write.
- 3 - **Hatred/Racist**, Caucasians, Negroes, Chinese, Indian etc., player may choose which. Attack or degrade at any opportunity. INT x3 to resist.
- 4 - **Speech Impediment**, All communication skills are considered *Difficult*. Speech is stifled by lisping or stuttering, role play it.

3 **Physical Disability**

Roll 1d6 -

- 1 - **Albino**, In daylight treat ranged activities as *Difficult* (this effect can be offset with smoked or colored lens spectacles), - 1d6 CON, + 1d6 POW. In strong Sunlight skin may burn for 1 point of damage to Total Hits every hour unless a CON x 3 roll is made each day, or the Character must protect their flesh from direct sunlight.
- 2 - **Blind in One Eye**, Roll 1d6, **1-3** blind in left eye, **4-6** blind in right eye.
All Agility, Manipulation and Weapon skills are at -20%.
- 3 - **Color Blind**, The inability to sense the variation between some colors that others can distinguish easily. Track -15%.
- 4 - **Missing Limb**, Roll 1d4 – **1-Right Arm**, **2-Left Arm**, **3-Right Leg**, **4-Left Leg**.
If a leg is missing, Character is at half Move.
- 5 - **No Sense of Taste, Touch or Smell**, Roll 1d6, **1-2** Taste, **3-4** Touch, **5-6** Smell.
Related Sense skills are made at -75%.
- 6 - **Short Sighted/Long Sighted**, Roll 1d6, **1-3** the Character is short sighted, **4-6** the Character is longsighted.
Shortsighted Characters perform skills as though they are *Difficult* if they take place *over* 3 yards.
Longsighted Characters perform skills as though they are *Difficult* if they take place in *less than* 3 yards.
These effects may be offset with spectacles.

4 **Phobia**, Roll on Table D, the **PHOBIA TABLE**.

5 **Dependency**, Roll on Table E, the **DEPENDENCY TABLE**.

6 **Psychosis**, Roll on Table F, the **PSYCHOSIS TABLE**.



TABLE D - PHOBIA TABLE

roll 1d10 - roll 1d12 on SEVERITY TABLE

- 1 - **MONOPHOBIA** - fear of being alone
- 2 - **TAPHOPHOBIA** - fear of being buried alive
- 3 - **CLAUSTROPHOBIA** - fear of confined spaces
- 4 - **PHASMOPHOBIA** - fear of ghosts and supernatural
- 5 - **OPHIDOPHOBIA** - fear of snakes
- 6 - **TRAUMATOPHOBIA** - fear of wounds
- 7 - **ACHLUOPHOBIA** - fear of darkness
- 8 - **ACROPHOBIA** - fear of heights
- 9 - **AGROPHOBIA** - fear of open spaces
- 10 - **ARACHNOPHOBIA** - fear of spiders

SEVERITY TABLE

01-06	- Minor
07-09	- Acute
10-11	- Serious
12	- Terminal

THE EFFECTS OF PHOBIAS

MINOR

Character must make an INT x 5 roll to ignore Phobia and operate normally, or suffer -5% to all skills while the Phobic situation is present.

ACUTE

Character must make an INT x 3 roll to ignore Phobia and operate normally, or suffer -10% to all skills and 0/1d4 Sanity while the Phobic situation persists.

SERIOUS

Character must make an INT x 1 roll to ignore Phobia and operate normally, or suffer -20% to all skills and 1/1d4 Sanity while the Phobic situation is present.

TERMINAL

Character loses 1/1d6 Sanity when meeting the cause of the Phobia and operates with -40% to all skills, also make an INT x 1 roll or pass out.

TABLE E - DEPENDENCY TABLE

roll 1d6 - dice roll on SEVERITY TABLE

- 1 - **Hemp** -1d6+2
- 2 - **Whiskey** -1d6+4
- 3 - **Tobacco** -1d12
- 4 - **Morphine** -1d10+2
- 5 - **Opium / Laudanum** -1d8+4
- 6 - **Cocaine** -1d6+6

SEVERITY TABLE

01-06	- Minor
07-09	- Acute
10-11	- Serious
12	- Terminal

THE EFFECTS AND CURING OF DEPENDENCIES

MINOR

Character must take dependency at least once a Month or suffer -5% from all skills until next fix.

CURE - Character must go without dependency for TWO months, after the effects of the last fix have worn off. There is a 10% chance of taking the dependency if it is made available during this time.

ACUTE

Character must take dependency at least once a week or suffer -10% from all skills and be at -1d6 from DEX until next fix.

CURE - Character must go without dependency for THREE months, after the effects of the last fix have worn off. In addition the Character loses 1d4 Total Hit Points per month. There is a 25% chance of taking the dependency if it is made available during this period.

SERIOUS

Character must take dependency at least once a day or suffer -20% from all skills, and -1d8 from DEX, -1d6

from POW, -1d4 from STR and CON until next fix. The Character will wake up each morning with these modifiers and will need a fix to feel 'normal'.

CURE - Character must go without dependency for FOUR months, after the effects of the last fix have worn off. In addition the Character loses 1d4 Hit Points per month. There is a 50% chance of taking the dependency if it is made available during this time.

TERMINAL

Character must take dependency at least once an hour or suffer -50% from all skills, and -10 from DEX, -6 from POW, -1d6 from STR and CON, -1d4 from INT until next fix. The Character will wake up each morning with these modifiers and will need a fix to feel 'normal'.

CURE - Character must go without the dependency for SIX months, after the effects of the last fix have worn off. In addition the Character loses 1d4 Hit Points per month. There is a POWx5 chance of taking the dependency if it is made available during this time.

TABLE F - PSYCHOSIS TABLE

roll 1d10

- 1 Compulsive Liar.**
+20% to Fast Talk. The Character just cannot tell the truth when the opportunity to lie is available.
- 2 Paranoia.**
+1d3 to DEX. The paranoid Character thinks that everybody is out to get them, or is going to. Role play it.
- 3 Recurring Nightmares.**
15% chance of having a nightmare each night, once nightmares begin + 5% every night to a maximum of 75%. Character loses 2d6 Fatigue every Nightmare due to loss of sleep.
- 4 Hallucinations.**
The Character suffers from periodic hallucinations which are indistinguishable from reality. 5% chance of having a hallucination each day, once hallucinations begin + 15% every day to a maximum of 75%. Character loses 0/1d4 SAN if someone points out that they are interacting with a hallucination.
- 5 Kleptomania.**
+ 20% to Sleight of Hand. The Character has an over whelming desire to steal things.
- 6 Pyromania.**
The character has an intense desire to see things burn. INT x 3 roll to resist if an opportunity arises.
- 7 Schizophrenia.**
The Character has constant talking voices in their head and during moments of stress the character may become completely different, INT x 3 to maintain the frail grip on reality during stressful situations. Role play it.
- 8 Manic/Depressive.**
While Manic the Character is hyperactive and excitable and gains +5% to all actions, while Depressive the Character is lethargic and morose and suffers -5% to all actions.
Roll 1d6 each morning, **1-3** Character is Manic, **4-6** Character is Depressive.
- 9 Sadist.**
+20% to the Craft Torture Skill. The character enjoys giving pain to others.
- 10 Psychopath.**
The character has a total lack of empathy for others, is immoral and manipulative. Once people recognize these traits they will react negatively towards the Character. The Psychopath does not lose SAN they are the cause of lost Sanity.



CHAPTER 3

COMPLETE SKILLS LIST

all I know is that I know nothing

<i>Skill</i>	<i>Category</i>	<i>Base%</i>	<i>Page</i>	<i>Skill</i>	<i>Category</i>	<i>Base%</i>	<i>Page</i>
Appraise	Mental	15	50BRP	Knowledge	Mental	01	64BRP
Art	Manipulation	05	50BRP	<i>Streetwise</i>			
<i>Calligraphy</i>				<i>Spirit Lore</i>		00	17AH
<i>Painting</i>				Language	Communication	INT	66BRP
<i>Photography</i>				Listen	Perception	25	66BRP
<i>Sculpture</i>				Literacy	Mental	01	67BRP
Artillery	Combat	varies	52BRP	Martial Arts	Combat	00	68BRP
Bargain	Communication	05	52BRP	Medicine	Mental	05	69BRP
Brawl	Combat	25	52BRP	Meditation	Mental	00	18AH
Climb	Physical	40	52BRP	Melee Weapon	Combat	varies	69BRP
Command	Communication	05	53BRP	Missile Weapon	Combat	varies	70BRP
Craft	Manipulation	05	54BRP	<i>Lasso</i>		10	18AH
<i>Blacksmith</i>				Navigate	Perception	10	70BRP
<i>Carpentry</i>				Parry	Combat	varies	70BRP
<i>Cooking</i>				Perform	Communication	05	71BRP
Forgery			15AH	<i>Act</i>			
<i>Leather Work</i>				<i>Dance</i>			
<i>Locksmith</i>				<i>Juggle</i>			
Love			15AH	<i>Orate</i>			
<i>Metallurgy</i>				<i>Play Instrument</i>			
<i>Stonemasonry</i>				<i>Sing</i>			
Torture			15AH	Persuade	Communication	15	71BRP
Demolition	Manipulation	01	54BRP	Pilot	Physical	varies	72BRP
Disguise	Communication	01	55BRP	Raft		10	18AH
Dodge	Physical	DEX x 2	55BRP	Rowboat		10	18AH
Drive	Physical	varies	55BRP	Yacht		05	18AH
<i>Automobile</i>		<i>01</i>		Psychotherapy	Mental	00	72BRP
Wagon		15	15AH	Repair	Manipulation	varies	73BRP
Etiquette	Communication	05	56BRP	Firearm		15	19AH
Fast Talk	Communication	05	57BRP	<i>Mechanical</i>		<i>15</i>	
Fast Draw	Manipulation	05	16AH	<i>Plumbing</i>		<i>15</i>	
Fine Manipulation	Manipulation	05	57BRP	Steamer		10	19AH
Firearms	Combat	varies	58BRP	<i>Structural</i>		<i>15</i>	
Derringer		15	16AH	Research	Perception	25	74BRP
Pistol		10	16AH	Ride	Physical	05	75BRP
Rifle		05	16AH	Horse		15	19AH
Shotgun		05/20	16AH	Science	Mental	01	75BRP
Two Pistol Style		varies	17AH	<i>Astronomy</i>			
First Aid	Mental	INT	58BRP	<i>Biology</i>			
Gaming	Mental	INT+POW	60BRP	<i>Botany</i>			
Grapple	Combat	25	60BRP	<i>Chemistry</i>			
Hide	Physical	10	62BRP	<i>Cryptography</i>			
Heavy Machine	Manipulation	01	62BRP	<i>Geology</i>			
Paddle Steamer		05	17AH	<i>Mathematics</i>			
Steam Engine		05	17AH	<i>Meteorology</i>			
Heavy Weapons	Manipulation	varies	62BRP	<i>Natural History</i>			
Insight	Perception	05	63BRP	<i>Pharmacy</i>			
Jump	Physical	25	63BRP	<i>Physics</i>			
Knowledge	Mental	01	64BRP	<i>Psychology</i>			
<i>Anthropology</i>				<i>Zoology</i>			
<i>Archaeology</i>				Sense	Perception	10	77BRP
<i>Blasphemous Lore</i>				Shield	Combat	varies	78BRP
<i>Folklore</i>				Sleight of Hand	Manipulation	05	78BRP
<i>History</i>				Spot	Perception	25	78BRP
<i>Law</i>				Status	Communication	varies	79BRP
<i>Linguistics</i>				Stealth	Physical	10	80BRP
<i>Literature</i>				Strategy	Mental	01	80BRP
<i>Occult</i>				Swim	Physical	25	81BRP
<i>Philosophy</i>				Teach	Communication	10	82BRP
<i>Region</i>				Throw	Physical	25	83BRP
<i>Religion</i>				Track	Perception	10	83BRP

Bold and Italic indicates Aces High New Skills.

ACES HIGH NEW SKILLS

i never learned nothing that didn't give me an edge

<u>SKILL</u>	<u>CATEGORY</u>	<u>BASE%</u>	<u>REF.</u>	<u>SKILL</u>	<u>CATEGORY</u>	<u>BASE%</u>	<u>REF.</u>
Craft	Manipulation	05	54BRP	Knowledge	Mental	varies	64BRP
	<i>Forgery</i>	05	15AH		<i>Spirit Lore</i>	00	17AH
	<i>Love</i>	05	15AH				
	<i>Torture</i>	05	15AH	Meditation	Mental	00	18AH
Drive	Physical	varies	55BRP	Missile Weapon	Combat	varies	70BRP
	<i>Wagon</i>	15	15AH		<i>Lasso</i>	10	18AH
Fast Draw	Manipulation	05	16AH	Pilot	Physical	varies	72BRP
					<i>Raft</i>	10	18AH
Firearms	Combat	varies	58BRP		<i>Rowboat</i>	10	18AH
	<i>Derringer</i>	15	16AH		<i>Yacht</i>	05	18AH
	<i>Pistol</i>	10	16AH				
	<i>Rifle</i>	05	16AH	Repair	Manipulation	15	73BRP
	<i>Shotgun</i>	05/20	16AH		<i>Firearm</i>	15	19AH
	<i>Two Pistol Style</i>	varies	17AH		<i>Steamer</i>	10	19AH
Heavy Machine	Manipulation	01	62BRP	Ride	Physical	05	75BRP
	<i>Paddle Steamer</i>	05	17AH		<i>Horse</i>	15	19AH
	<i>Steam Engine</i>	05	17AH				

CRAFT_FORGERY

Base Chance: 05%

Category: Manipulation

Forgery may be termed as the fraudulent making or altering of a false writing with intent to deceive. The Craft Forgery skill allows the ability to copy and create a whole host of official looking documents and signatures. For a forgery to be successful the Forger must have studied the document or item that they are trying to copy.

A successful INT resistance roll versus the Forgery Skill is required to spot a forged document

Effects: Refer to *page 54 BRP*.

CRAFT_LOVE

Base Chance: 05%

Category: Manipulation

Fallen Doves use this Craft to increase the amount of sexual pleasure that a client receives, they may also use this skill to learn more about their client or persuade their client to do things that they would not normally do, for instance let slip a piece of information, if they make a successful skill roll. The Love Craft can only be used when two people are in close proximity to each other.

Effects: Refer to *page 54 BRP*.

CRAFT_TORTURE

Base Chance: 05%

Category: Manipulation

Evil people use this skill to extract information from people who do not wish to give it.

If the Torturer makes a successful skill roll the victim must make a Stamina roll for the first hour the Torturer employs his craft or the victim will spill the beans. The Torturer must make a new roll every hour and for every subsequent hour the Torturer works on the victim the Stamina Roll to resist is reduced by 10%. The Torturer does the minimum possible damage to the victim, if they so wish.

Effects: Refer to *page 54 BRP*.

DRIVE_WAGON

Base Chance: 15%

Category: Physical

Characters possessing the Drive Wagon skill may drive Ox carts, Covered wagons, the two wheeled buggy, Stagecoaches or any animal drawn land based vehicle. Typically a Wagon has four wheels, is of a sturdy construction and is usually pulled by horses, mules or oxen.

Effects: Refer to *page 56 BRP*.



FAST DRAW

Base Chance: 05%

Category: Manipulation

The Fast Draw skill allows a character to draw their weapon quicker than the rules normally allow. This skill can be learnt for any firearm weapon type (derringer, pistol, rifle and shotgun) but each weapon type requires its own Fast Draw skill.

Fast Draw takes 1 DEX Rank or 1 Strike Rank to prepare or draw the weapon as opposed to the Normal 5 DEX Ranks or 3 Strike Ranks. The first shot from any Fast Drawn weapon always counts as *Difficult*.

Effects: Following are the results for different degrees of success:

FUMBLE: Your character gets things entirely wrong. Roll on the Missile Weapon Attack Fumble Table on page 194 BRP.

FAILURE: Your character makes an elementary mistake. You draw your weapon at the normal speed, without the Fast Draw bonuses. This still counts as a *Difficult* action.

SUCCESS: Quick as a flash, your character draws their weapon. Receiving the bonuses described above.

SPECIAL: Spot on, your characters chance to fire the weapon is counted as *Normal* rather than *Difficult* for the first shot.

CRITICAL: Deathly accurate your characters chance to fire the weapon is counted as *Easy* rather than *Difficult* for the first shot.

FIREARMS DERRINGER

Base Chance: 15%

Category: Combat



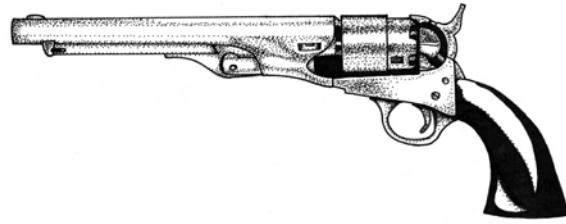
A Derringer is a compact, palm sized pistol. They either come with a small caliber and 5 or 6 shots, or with a larger caliber and fewer shots. They are ideal for carrying in a pocket and can be hidden in a wrist holster under a coat sleeve. The Firearms Derringer skill allows the character to use any Derringer.

Effects: Refer to page 58 BRP.

FIREARMS PISTOL

Base Chance: 10%

Category: Combat



Hand Pistols come in many different sizes, weights, lengths and calibers. A Pistol is generally designed to be held and fired with one hand. The Firearms Pistol skill allows the character to use any Pistol.

Effects: Refer to page 58 BRP.

FIREARMS RIFLE

Base Chance: 05%

Category: Combat



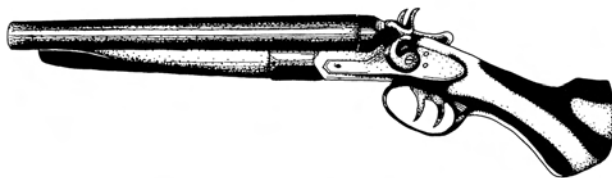
A Rifle is a firearm with a long barrel and a spirally grooved interior, which gives the bullet a spinning motion and thus greater accuracy over a longer range. They are generally designed to be fired from the shoulder. The Firearms Rifle skill allows the character to use any Rifle or musket.

Effects: Refer to page 58 BRP.

FIREARMS SHOTGUN

Base Chance: 05% / 20%

Category: Combat



A smooth bore gun that fires large caliber shot over short ranges. The Firearms Shotgun skill allows the character to use any Shotgun.

A Double barreled Shotgun may fire one or both barrels at the same target; an attack roll is required for each barrel firing.

The two basic to hit percentages represent using either Solid or Scatter shot. When using Solid shot the shotgun is treated like a rifle and gets a 05% basic chance to hit.

When using Scatter shot the Shotgun gets the greater 20% basic chance to hit. At a range of 10 yards a crowd of targets may be hit with Scatter shot. The damage is lessened over greater distance as the shot becomes scattered.

Effects: Refer to *page 58 BRP*.

FIREARMS TWO PISTOL STYLE

Base Chance: varies (use firearm type base %)

Category: Combat



Firearms Two Pistol Style allows the character to fire 2 pistols at the same time at the same target, a *Difficult* maneuver. This skill includes the ability to shoot a pistol in either hand. The character may also fire their Right hand firearm and their Left hand firearm alternately with a *Normal* chance to hit. This skill overrides the single (appropriate) firearm skill.

This skill is designed to be used with two pistols, but could just as easily be applied to two sawn off shotguns; see One Handed Rifles on *page 19 AH*. Obviously, the Two Pistol Style is a different skill to Two Shotgun Style.

The Player with the Two Pistol Style skill rolls against their skill twice, once for each weapon. If using Fast Draw with Two Pistol Style, Fast Draw has to be rolled for each weapon.

Effects: Refer to *page 58 BRP*.

HEAVY MACHINE PADDLE STEAMER

Base Chance: 05%

Category: Manipulation

Characters possessing the Heavy Machine - Paddle Steamer skill may operate any steam-powered water based vehicle, such as Paddle Steamers. Paddle Steamers with their paddle wheels on the sides are termed side-wheelers, while those with a single wheel on the stern are known as stern-wheelers.

Effects: Refer to *page 62 BRP*.

HEAVY MACHINE STEAM ENGINE

Base Chance: 05%

Category: Manipulation

Characters possessing the Heavy Machine - Steam Engine skill may operate any steam-powered, land based vehicle that has as its main source of power, a steam engine, (heated engines that use boiling water to produce mechanical motion) such as Steam Locomotives or Steam Rollers.

Effects: Refer to *page 62 BRP*.

KNOWLEDGE SPIRIT LORE

Base Chance: 00%

Category: Mental

The Knowledge Spirit Lore skill can only be taken if the character has the Native Indian/Half Breed personality definition described in step Six of Creating a Character on *page 6 AH*, if the character has the Innate Shamanic Powers or Incredible Parents advantage from the Extraordinary Abilities Table on *page 10 AH*.

The Spirit Lore skill represents an understanding of the Spirit, or Otherworld. It will allow a Character to recognize the Totem of any Red Skin, if apparent, the duties of individual Spirit Animals, or the potential influences the Spirit may possess. Many Otherworld beings and Spirits can hide their true demeanor behind a misleading facade. This skill allows the Character to recognize spirits and otherworld beings for what they truly are.

Effects: Following are the results for different degrees of success:

FUMBLE: Bad recollections and errors of judgment result in dangerously wrong conclusions.

FAILURE: Your character fails to recognize any otherworldly influences.

SUCCESS: Your characters knowledge of the Spirit realms is up to the task: they gain one piece of pertinent information.

SPECIAL: Your characters knowledge of the otherworld is exemplary; your character gains three pieces of pertinent information or deeper knowledge.

CRITICAL: A burst of insight allows the character to recognize *any* otherworld influences in their immediate area. If there is a spirit nearby the character may summon it, although this does not mean that it will be friendly.



MEDITATION

Base Chance: 00%

Category: Mental

This skill is only available to the Shaolin Monk character occupation.

Meditation allows the character to relax and reflect on personal matters in almost any environment. If the character can sit or lay comfortably, they may make a meditation roll. If successful they can sift through the events of the day and recall events that were over looked or ignored. This can be used to re-roll one knowledge or perception roll that was previously failed during that day. Or the character can choose to concentrate on a successfully passed skill and analyze the situation which led to that success, allowing an immediate skill increase roll.

The meditation skill can only be performed effectively once a day and requires a minimum of one hour concentration to gain these benefits.

Meditation can also be used as a Sleeping Watch, where the character is for all intents and purposes, asleep, but is also aware and perceptive but still resting.

Effects: Following are the results for different degrees of success:

FUMBLE: Your character has disturbed their inner equilibrium. All skill rolls become *Difficult* for the next 1d4 hours.

FAILURE: Your character has failed to reach their inner equilibrium and cannot gain any of the advantages explained above.

SUCCESS: Your character has achieved the desired Zen like trance state.

SPECIAL: Your character achieves a meditative bliss. All skill rolls are made with a bonus equal to your characters POW for the next 1d4 hours.

CRITICAL: Your character achieves an unearthly harmony with their environment. All skill rolls become *Easy* for the next 1d4 hours, as well as the bonuses described above.

MISSILE_WEAPON_LASSO

Base Chance: 10%

Category: Combat

A Lasso is a long length of stiff rope designed to be thrown around and entangle the target. The Lasso is used on ranches to secure cattle or other livestock. After

catching the cow, the lasso can be tied or wrapped around the horn, a typical feature on the front of a western saddle. With the Lasso secured around the horn, the cowboy can use the horse as leverage to pull up a cow.

Effects: Following are the results for different degrees of success:

FUMBLE: Your character has entangled themselves or their horse in the lasso. Roll for random location. If you were mounted and entangled the horse you will have to make a ride roll

FAILURE: Your character has failed to hit the target.

SUCCESS: Your character has successfully entangled the target around a random location.

SPECIAL: Your character has successfully entangled the target around a specified location.

CRITICAL: Your character has successfully entangled and brought down their target. It will take your target 1D4+2 rounds to untangle themselves.

PILOT_RAFT

Base Chance: 10%

Category: Physical

A Raft is a flat structure, typically made of planks or logs that floats on water and is used for transport. Usually steered or directed by a long pole. A character with the Pilot Raft skill can build and control any raft.

Effects: Refer to *page 72 BRP*.

PILOT_ROW_BOAT

Base Chance: 10%

Category: Physical

This skill allows the character to successfully maneuver and control any boat that is propelled using oars or a paddle. Such as row boats and kayaks.

Effects: Refer to *page 72 BRP*.

PILOT_YACHT

Base Chance: 05%

Category: Physical

This skill allows the character to use and control any relatively small sailing vessel that is mainly powered by a sail and the wind.

Effects: Refer to *page 72 BRP*.

REPAIR FIREARM

Base Chance: 15%

Category: Manipulation

This skill will allow a Character to understand and maintain firearms. A successful roll with this skill enables a Character to diagnose and repair any broken firearm.

Effects: Refer to *page 73 BRP*.

REPAIR STEAMER

Base Chance: 10%

Category: Manipulation

This skill will allow a Character to understand and maintain steam powered machines such as, steam powered vehicles and engines. A successful roll with this skill enables a Character to diagnose and repair any broken steam powered engine.

Effects: Refer to *page 73 BRP*.

RIDE HORSE

Base Chance: 15%

Category: Physical

The Ride Horse skill has a higher Base Percentage than in the BRP book to emphasize the fact that it is the primary source of locomotion during the Wild West period.

Effects: Refer to *page 75 BRP*.



ACES HIGH SPOT RULES

the quick and the dead

FANNING

You may fan any Pistol, holding the trigger back and sweeping the left hand across the hammer with machine gun rapidity. While fanning gives lightning speed, that speed is gained at the cost of accuracy. The DEX Rank or Strike Rank is reduced by 1, but can not be lower than 1. The attack chance for each shot fired is reduced by 20 % as well.

FILED SIGHT

If the sight of a Pistol is Filed down it will be able to be drawn quicker. The speed of the pistol to be Drawn is 1 less than normal, but no lower than 1. However, the Pistol becomes less accurate and a minus 10 % modifier is applied to that weapon for ever.

PISTOL WHIPPING

Hitting somebody with the butt of a Pistol does 1d3+2 damage. The attack percentage is the same as for Fist attack or Brawling. Pistol Whipping can be used in two ways, purely to cause damage as described above or to attempt to knock someone out as described on *page 226 BRP*.

ONEHANDED RIFLES

Any Rifle or Shotgun may be used one handed if the Character is Strong enough and Large enough. A Character must have the *average* of STR + SIZ of at least five times the firearms Enc or this becomes a *Difficult* maneuver.

RELOAD

To reload derringers, pistols, most rifles and shotguns, reloading takes one full Combat Round for every three bullets, or one bullet every 3 SR. Single shot, muzzle loading rifles, such as muskets and long rifles, take one full round to reload.

SHOOT FROM THE HIP

The pistol has barely left the holster before it is fired. The speed of the pistol to be Drawn is 1 less than normal, but no lower than 1. However, the Pistol becomes less accurate and a minus 10 % modifier is applied for the first shot only.

A Fumble while Shooting From The Hip usually results in the person shooting themselves in the leg. Treat 01-40 results on the Missile Weapon Attack Fumble Table (*page 194 BRP*) as Shoot self in leg, roll normal damage.



CHAPTER 4

BACKGROUND OCCUPATIONS

man is judged by the company he keeps

THE COWBOYS	Sheriff/Marshal	THE RED SKINS	THE NEGROES
Bartender	Settler	Scout	Slave - field
Bounty hunter	Stagecoach Driver	Outcast	Slave - house
Cavalry Officer	Texas Ranger/Pinkerton	or as Cowboy	or as Cowboy
Cavalry Soldier	Tracker	or as Outlaw	or as Outlaw
Craftsman			
Cowboy	THE OUTLAWS	THE LADIES	THE CHINESE
Doctor	Bank/Train Robber	Fallen Dove	Shaolin Monk
Farmer	Card Shark	School Ma'am	or as Cowboy
Performer	Confidence Trickster	or as Cowboy	or as Outlaw
Prospector/Miner	Hired Killer	or as Outlaw	or as Negro
Pugilist	Rustler		
Preacher	Stagecoach Robber		
Rancher			

THE COWBOYS

BARTENDER

The Bartender is not just someone who sells drinks from behind a bar; they are also a mine of information, the closest thing to a Banker in some small Towns. The Bartender acts as liaison officer for prostitutes. They may give a fair price for gold dust, if you treat them well. This person is not going to run out of business easily.

SKILLS:

Appraise, Bargain Or Fast Talk, Brawl, Dodge, Firearms (Shotgun), Gaming, Insight, Knowledge (Region), Listen, Spot.

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, portable scales and weights, pocket watch, 1d6 wanted posters.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).



BOUNTY HUNTER:

The Bounty Hunter is just one step on the good side of a Hired Killer. Bounty Hunters are merely tolerated by the Law; after all, they do serve a purpose. They will travel

the length and breadth of the continent to track down a large reward. It is not unknown for a Bounty Hunter to shift his perspective on life and become a Hired Killer, or a Lawman.

SKILLS:

Dodge, Fast Draw, Firearms (Any), Grapple, Hide, Insight Or Knowledge (Law), Listen, Repair (Firearm), Ride (Horse), Spot.

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, horse & tack, 1d6 wanted posters, sleep roll, lean to, fire maker and tinder, water canteen.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

CAVALRY OFFICER:

A Cavalry Officer is responsible for the command of a unit of soldiers. They have usually had a formal military education which has taught them how to lead and, hopefully, inspire their men. Excellent horsemanship, knowledge of the finer things in life and a status either won, or paid for, gives the Cavalry Officer a superior demeanor to the more common soldier.

SKILLS:

Command, Etiquette, Firearms (Pistol), Knowledge (Any) Or Strategy, Literacy, Melee Weapon (Saber), Parry (Saber), Ride (Horse), Spot, Status

EQUIPMENT:

Any weapon your character has more than 40% skill in. Uniform and good clothing, horse & tack, sleep roll, lean-to, water canteen, fire maker and tinder.

WEALTH LEVEL:

Wealthy, 1D6 x \$100 (\$100 - \$600)

CAVALRY SOLDIER:

Soldier of the state, hero of the common man, over worked packhorse, the life of the Cavalry Soldier is not necessarily glamorous. The frontier soldiers are trapped in an old wooden fort in the middle of nowhere, no women and continual harassment from Red Skins and bandits. Their excellent horse riding skills and questionable leadership, make the Cavalry a force to be reckoned with in the more isolated areas of civilization.

SKILLS:

Artillery Or Demolition Or Heavy Weapon, Brawl, Dodge Or Parry, Drive (Wagon) Or Ride (Horse), Etiquette, Firearms (Pistol), Firearms (Rifle), Melee Weapon (Bayonet Or Dagger), Repair (Firearm), Spot.

EQUIPMENT:

Any weapon your character has more than 40% skill in (this does not include Artillery or Heavy Weapons). Uniform or average clothing, horse & tack, sleep roll, lean-to, water canteen, fire maker and tinder.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

SOLDIERS WHO DESERT automatically become wanted for \$100 and, if captured, may have to face a firing squad.

CRAFTSMAN:

A Craftsman offers their skills for barter or sale. Craftsmen specialize in many of the really useful skills that will be needed to tame a wild land. The Blacksmith (with a forge) may extract base metals from rock as well as produce the much needed horseshoe. Carpenters are needed for processing the plentiful lumber and turning it into houses and furniture. Skilled cooks, leatherworkers, even watch makers and stonemasons are all necessary to the growing settler town.

SKILLS:

Appraise, Art, Bargain, Two Crafts (Any), Drive (Any) Or Ride (Horse), Fine Manipulation, Knowledge (Any), Repair, Spot

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, horse & wagon, appropriate hand tools, fire maker.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

COWBOY:

The Cowboy is unskilled labor in its most basic form. They have no permanent residence; a long-term career is not one of their objectives. They can be found wandering the southern deserts, as well as the northern plains, accepting temporary work in any area when their money has run out. Although the Cowboy appears to have no direction they have largely accomplished their lives wish and that is, no need to answer for anyone's actions other than their own.

SKILLS:

Appraise, Brawl, Dodge, Firearms (Pistol Or Rifle Or Shotgun), Listen, Melee Weapon (Any), Navigate, Repair (Firearm), Ride (Horse), Spot

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, horse & tack, lean to, fire maker and tinder, water canteen.

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30).



DOCTOR:

Doctors in the Wild West have an uncanny ability to come across cures that have never been heard of before, which are able to help a wide range of ailments. These 'cures' often resulted in the Doctor being chased from town. Doctors in small towns bind wounds, snip warts, remove bullets, act as barber and treat diseases. They also treat sick animals.

SKILLS:

Drive (Wagon) Or Ride (Horse), Etiquette, First Aid, Insight, Knowledge (Any), Literacy, Medicine, Research, Science, Status.

EQUIPMENT:

Any weapon your character has more than 40% skill in. Good clothing, horse & buggy, Doctors bag (lotions, ointments, salves, herbs, soaps, razor, tweezers, bandages etc.), knife.

WEALTH LEVEL:

Affluent 1D6 x \$50 (\$50 - \$300).

FARMER

Till the soil with ploughs, use draught animals to pull heavy loads. They may practice crop rotation, if they are near Cities they may find it possible to specialize in certain crops or herds. The Great Plains offer superb opportunities for farming and sheep grazing. Sometimes the Farmer and the Rancher may come to some heated arguments about how the land should be used.

SKILLS:

Appraise, Bargain, Brawl, Craft (Any), Dodge, Drive (Wagon), Firearms (Rifle Or Shotgun), Knowledge (Region), Repair (Any), Spot

EQUIPMENT:

Any weapon your character has more than 40% skill in. Poor clothing, horse or mule & wagon, draught animal, 50 yards rope, farm tools to the value of \$20.00.

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30).

PERFORMER:

Performers frequently traveled the newly opened lands of the Americas. In some of the more remote towns the people have been starved of leisure activities and the actors, dancers and singers are almost guaranteed to draw a large and profitable crowd.

SKILLS:

Art, Disguise, Drive (Wagon), Etiquette, Fast Talk, Insight, Literacy, Perform (Any), Persuade, Sleight Of Hand

EQUIPMENT:

Any weapon your character has more than 40% skill in. stage clothing, average clothing, make up, wigs.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

PROSPECTOR/MINER:

The Prospector/Miner has left ordinary civilized society to seek their fortune panning for gold in the clear running streams or underground in cramped dangerous mineshafts. Their knowledge of excavation techniques makes them a useful and fiercely independent member of the society that they have decided to abandon. The Prospector/Miner is not just looking for Gold; they are also looking for any precious or semiprecious ore that could lead to their Great Find.

SKILLS:

Appraise, Bargain, Climb, Demolition, Drive (Wagon) Or Ride (Horse), First Aid, Navigate, Science (Geology), Spot, Swim

EQUIPMENT:

Any weapon your character has more than 40% skill in. Poor clothing, mule, fire maker and tinder, digging tools and panning gear, 100 yards rope, water skin, sleep roll.

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30).

PUGILIST:

The Pugilist is the closest thing to a professional boxer that the old west can supply. There is usually some form of bare fistfight going on in the rougher parts of town and if they take bets, there is plenty of money to be made. It is easy to surprise someone with your style and finesse when all they are expecting is brute strength.

SKILLS:

Brawl, Dodge, Gaming, Grapple, Insight, Jump, Martial Arts (Boxing), Parry, Perform (Any), Ride (Horse)

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, fire maker and tinder, sleep roll.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

PREACHER:

The Preacher need not be Christian; there are many other religions to choose from. A Preacher is not necessarily connected to a Church. They may be found wandering the religiously barren areas exalting their god to whom-ever

is willing to listen. They may associate themselves with a town low on religious principle in the hope of converting it into a more pleasant, peaceable area. The Preacher will expect to suffer for their Faith.

SKILLS:

Etiquette, Insight, Knowledge (History & Philosophy & Religion), Literacy, Perform, Persuade, Research, Status

EQUIPMENT:

Any weapon your character has more than 40% skill in. A Piety between 00-50% (see page 30 AH), average clothing, holy book, silver symbol, cassock.

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30).



RANCHER:

Ranchers live by tending animals, usually whilst mounted. Ranchers usually own livestock and may employ cowboys as ranch hands. Most of a districts livestock will need to be gathered together in a single place periodically throughout the year, or moved from one location to another to be sold. It is the Ranchers skill that directs the herd. Herded stock may include cattle, sheep, or even wild ponies.

SKILLS:

Appraise, Bargain, Brawl, Dodge, Drive (Wagon), Firearms (Pistol Or Rifle), Knowledge (Region), Missile Weapon (Lasso), Ride (Horse), Spot

EQUIPMENT:

Any weapon your character has more than 40% skill in. Good clothing, horse & tack, fire maker and tinder, knife, 30 yards rope, sleep roll

WEALTH LEVEL:

Affluent 1D6 x \$50 (\$50 - \$300).



SHERIFF/MARSHAL:

Whether a Sheriff or Marshal, they have been elected into this position and therefore reflect the nature of their environment. If trouble comes to Town then it is the Sheriffs job to eject it, in whatever manner they see fit. A Sheriff may be elected into this position for reasons other than to uphold the Law to the best of their capabilities. Other duties include settling squabbles between townsfolk, stopping fights in the saloon and hunting down outlaws. The Marshals duties are very similar. Where a Sheriff usually only has jurisdiction over a town a Marshal is allowed to travel to different States to execute the law.

SKILLS:

Brawl Or Grapple, Dodge, Firearms (Any), Insight, Knowledge (Law), Literacy, Repair (Firearm), Ride (Horse), Spot, Status

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, horse & tack, tin star, 2d6 wanted posters; anything else can be requisitioned from the State if the need is great enough.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

SETTLER:

Settlers are people escaping the normal rut of civilization by populating the wilder areas of the continent. Their objectives vary, some are looking for a place to escape authority, others are seeking a spread of land to call Home. In time the Settlers perseverance may be rewarded with a successful plantation, farm or town.

SKILLS:

Appraise, Bargain, Craft (Any), Dodge, Drive (Wagon) Or Ride (Horse), Knowledge (Any), Navigate, Repair (Any), Spot, Swim

EQUIPMENT:

Any weapon your character has more than 40% skill in. Poor clothing, horse & covered wagon, fire maker and tinder, sleep roll, lean to, tools, supplies.

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30).

STAGECOACH DRIVER:

The stagecoach needs people with good stamina and a trustworthy nature to deliver passengers, the post and sometimes, other items. The Stagecoach Driver goads their team of horses at the fastest possible pace while a partner 'riding shotgun' on the wagon keeps their eye out for bandits or Indians, as the stage makes its bone jarring journey across the continent. Through wind, rain, snow and boiling sun the Stagecoach Drivers only aim is to deliver their cargo to its destination, safely and faster than before.

SKILLS:

Bargain, Brawl, Dodge, Drive (Wagon), Firearms (Shotgun), Jump, Melee Weapon (Whip), Repair (Any), Ride (Horse), Spot

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, hat, poncho, chewing tobacco.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

TEXAS RANGER/ PINKERTON:

Texas Rangers are used to a hard, dangerous life, coming from one of the more wild states. They act as glorified bounty hunters, usually hunting down hostile Indian renegades but also carrying out a wide range of legal duties. Pinkertons, like the Texas Rangers, are hard men trained for specific duties. They work for the Train companies, dissuading train robbers and hunting down persistent offenders.

SKILLS:

Dodge, Firearms (Any), Grapple, Insight Or Knowledge (Law), Listen, Literacy, Repair (Firearm), Ride (Horse), Spot, Status

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, horse & tack, 1d6 wanted posters, sleep roll, lean to, fire maker and tinder.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

TRACKER:

Good Trackers are sometimes employed by the Cavalry as scouts; Sheriffs may hire them to help with following wanted criminals. The Tracker enjoys an understanding with some Red Skins as well as with town dwellers. The Tracker enjoys the great outdoors and spends much of the time isolated in the wilderness, accepting the harshness of the freezing winters and the power of the summer sun. Nature is their tutor in most things.

SKILLS:

Dodge, Firearms (Rifle), Hide, Listen, Navigate, Ride (Horse), Spot, Stealth, Swim, Track

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, horse & tack, leather clothing (1 AP), knife, water skin, 50 yards rope, fire maker and tinder, fur cap (2 AP).

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

THE OUTLAWS

BANK / TRAIN ROBBER:

Bank and Train robbers sometimes enjoy hero-like worship from the general public, unless they have been stolen from themselves. These Outlaws are expert safe crackers and spend their life practicing the art that was taught them, to great and imaginative effect.

SKILLS:

Brawl, Climb, Demolition, Fine Manipulation, Firearms (Any), Hide, Knowledge (Streetwise), Repair (Any), Ride (Horse), Spot

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, horse & tack, 1d6 sticks dynamite and fuses, sleep roll, assorted lock picks, knife.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

CARD SHARK:

The Card Shark is the kind of person who always wins at Poker and you are never sure if they cheated. When dealing they can always get a good hand when they need it. When not dealing, well, there is always that other pack of cards up their sleeve.

SKILLS:

Fast Talk, Fine Manipulation, Gaming, Hide, Insight, Knowledge (Streetwise), Firearms (Pistol or Derringer), Ride (Horse), Sleight Of Hand, Spot

EQUIPMENT:

Any weapon your character has more than 40% skill in. Good clothing, horse & tack, pack of marked cards, two dice.

WEALTH LEVEL:

Affluent 1D6 x \$50 (\$50 - \$300).



CONFIDENCE TRICKSTER:

That old rogue you bought the map for the lost gold mine from is not always as straight as they seem. They may have a whole batch of them in their saddlebags. They will try to get away with anything from forged bank notes, to selling the Great Lakes. They have to frequently change appearance and professed occupation to stay one jump ahead of the Law.

SKILLS:

Appraise, Craft (Forgery), Disguise, Drive (Any), Etiquette, Fast Talk, Hide, Insight, Knowledge (Streetwise), Persuade

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, horse & wagon, writing equipment, ream of paper, knife, pocket watch, 1d6 medicine bottles.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

HIRED KILLER:

A hired gun, a mercenary, the Hired Killer is usually low on morals. The Hired Killer shoots people for money or pleasure. They are probably worth a lot of money to a Lawman somewhere. This person has left a wake of dead bodies from their birthplace to their present location, always on the run. The Hired Killer probably has a hide out in some inhospitable region where they can rest and plan.

SKILLS:

Brawl, Dodge, Fast Draw, Firearms (Any), Hide, Insight, Listen, Repair (Firearm), Ride (Horse), Spot

EQUIPMENT:

Any weapon your character has more than 40% skill in. Good clothing, horse & tack, latest wanted poster, sleep roll, lean to, fire maker and tinder

WEALTH LEVEL:

Affluent 1D6 x \$50 (\$50 - \$300).

RUSTLER:

This is one of the most despicable of the Outlaws. When the Rustler steals a horse they could easily be condemning the owner to death. The horse is *the* mode of transport, a method of communication, a valuable commodity and one of the most important things that any one will own. Therefore, it is not surprising that the standard sentence for horse rustling is a trip to the gallows. The Rustler does

not have to steal only horses; however, sheep and cattle are just as easy to remove.

SKILLS:

Appraise, Brawl Or Missile Weapon (Lasso), Dodge, Firearms (Pistol Or Rifle Or Shotgun), Hide, Knowledge (Region), Listen, Ride (Horse), Spot, Stealth

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, horse & tack, sleep roll, lean to, fire maker and tinder, water canteen.

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30).

STAGECOACH ROBBER:

They also prey on the pony express and any lonesome riders. Intimidation and good riding skills allow the Stagecoach Robber to get as much as possible from their victims, and then get away as fast as possible. They travel in groups and set traps for the stagecoach. This particular Outlaw likes to steal all the valuables, occasionally kill all the witnesses, and sometimes rape the women.

SKILLS:

Bargain, Brawl, Dodge, Drive (Wagon), Firearms (Any), Hide, Jump, Knowledge (Region Or Streetwise), Ride (Horse), Spot

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, horse & tack, 30 yards of rope, sleep roll, lean to, fire maker and tinder

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

THE RED SKINS

SCOUT:

The Scout is only interested in exploration and experiencing the world around them. Every mile they travel, every mountain they cross, every person they meet expands that experience. They have the wander lust and will only rarely stay in one place for any length of time. The wind always calls them to the next horizon.

SKILLS:

Dodge, Hide, Language (Red Skin), Listen, Missile Weapon (Any Red Skin Missile Weapon), Navigate, Ride (Horse), Spot, Stealth, Track

EQUIPMENT:

Any weapon your character has more than 40% skill in. Horse (mustang), leather clothing (1 AP), knife, water skin, fire maker and tinder.

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30).



OUTCAST:

The Red Skin Outcast has been driven from the security of the tribe for some infringement or disagreement with the Tribal Elders. The Outcast may need to accomplish a task before they are allowed to return to their tribe, or they may have been cast out for all time. They now seek to find acceptance among a new tribe. The Outcast may become attached to a band of outlaws; they are outcasts too, of a sort, themselves.

SKILLS:

Climb, Dodge Or Parry Or Shield, Hide, Jump, Language (Red Skin), Listen, Melee Weapon (Any Red Skin Melee Weapon), Missile Weapon (Any Red Skin Missile Weapon), Ride (Horse), Spirit Lore

EQUIPMENT:

Any weapon your character has more than 40% skill in. Horse (mustang), leather clothing (1 AP), knife, water skin, fire maker and tinder

WEALTH LEVEL:

Destitute 1D6-1\$ (\$0 - \$5)

THE LADIES

FALLEN DOVE:

The Fallen Dove is a lady who exchanges money for sexual pleasure. These beautiful women always dress in a provocative and revealing fashion. They can be found in most towns and cities earning a considerable amount of money. However their position is unprotected by the Law and they are frequently abused.



SKILLS:

Bargain, Craft (Love), Dodge, Etiquette, Fast Talk, Firearms (Derringer), Insight, Knowledge (Any), Perform (Any), Sleight Of Hand

EQUIPMENT:

Any weapon your character has more than 40% skill in. Good clothing, expensive silk under wear, make up.

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30).

SCHOOL MA'AM:

The School Ma'am has chosen to take on the responsibility of bringing education to the largely, uneducated west. She must have a basic understanding of reading, writing and arithmetic, plus some knowledge in the Sciences or History. The School Ma'am has to be ruthlessly strict with her pupils but also has to be able to mediate between parents and officials. The townsfolk largely control her position, and if they do not like her she could easily lose her job. The state pays her fees but she has to acquire books and stationery for her students to work with.

SKILLS:

Art (Any) & Knowledge (Any Two) Or Knowledge (Any Three), Drive (Any), Etiquette, Literacy, Research, Science (Any Two), Teach

EQUIPMENT:

Any weapon your character has more than 40% skill in. Average clothing, useful books, writing equipment, chalk and blackboard, cane

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

THE NEGROES

FIELD SLAVE:

These slaves have been imported wholesale for their use on plantations. This occupation is inspired by the Southern State Land Barons who exclusively used Negro slaves for a cheap and expendable workforce. Life expectancy is very short, with little food and regular beatings. Their only escape is the cultural songs they sing.

SKILLS:

Brawl, Craft (Any) Or Knowledge (Folk Lore), Dodge, Etiquette, Fast Talk, First Aid, Hide, Insight, Language (African), Listen

EQUIPMENT:

Any weapon your character has more than 40% skill in. Poor clothing.

WEALTH LEVEL:

Destitute 1D6-1\$ (\$0 - \$5).

HOUSEHOLD SLAVE:

Like the field slaves these people have been snatched from their homelands and transported across the ocean, this time to serve in some rich mans home. Punishment is

still severe but this slave may sleep indoors, and may have aspirations above slave hood.

SKILLS:

Brawl, Craft (Any) Or Knowledge (Folk Lore), Dodge, Drive (Any), Fast Talk Or Perform (Sing), First Aid, Hide, Jump, Language (African), Listen

EQUIPMENT:

Any weapon your character has more than 40% skill in. Poor clothing, sleep roll.

WEALTH LEVEL:

Destitute 1D6-1\$ (\$0 - \$5).

THE CHINESE

SHAOLIN MONK:

The Shaolin Monk is the follower of a mysterious Chinese god with strange religious teachings, a Master of kung fu. The Shaolin Monk has a great understanding of personal honor, and carries his own good ethics and wisdom with him everywhere.

SKILLS:

Dodge Or Parry, Grapple, Insight, Jump, Knowledge (Religion), Language (Chinese), Listen, Martial Arts (Kung Fu), Meditation, Stealth

EQUIPMENT:

Any weapon your character has more than 40% skill in. Oriental clothing, straw hat, fire maker and tinder, ritual tattoos or burns on inside forearms

WEALTH LEVEL:

Destitute 1D6-1\$ (\$0 - \$5).



CHAPTER 5

GUNS EQUIPMENT AND SUPPLIES

god made man, Sam colt made him equal

FIREARMS

DERRINGERS

	BS%	Cal.	Damage	Range	Ap.	Malf.	Ammo	Length	SR	ENC	\$	Year
"My Friend" Brass Knuckle	15	.22	1d4	5y	4	99-00	7	4ins	1/SR	0.4	30	1865
No.3 Colt Derringer	15	.41	1d10+1	10y	5	00	1	5ins	1/SR	0.3	20	1872
Philadelphia	15	.41	1d10+1	6	6	96-00	1	6ins	1/CR	0.6	15	1852
Remington Derringer	15	.31	1d6	5y	5	00	4	5ins	1/SR	0.3	20	1888
Remington Model .95	15	.41	1d10+1	8y	5	99-00	2	5ins	1/SR	0.5	25	1866
Sharps & Co	15	.32	1d8	7y	4	99-00	4	4.5ins	1/SR	0.4	25	1859

PISTOLS

	BS%	Cal.	Damage	Range	Ap.	Malf.	Ammo	Length	SR	ENC	\$	Year
B.A. Company	10	.32	1d8	20	6	00	5	6ins	1/SR	0.7	20	1863
Belt Pistol	10	.32	1d8	20	8	99-00	5	8ins	1/SR	1	20	1855
Colt Army	10	.38+	1d8+2	27	13	99-00	6	13ins	1/SR	1	16	1860
Colt Dragoon	10	.44	2d6	30	14	98-00	6	14.5	1/SR	1.5	33	1847
Colt Navy	10	.36	2d4	27	13	98-00	6	13.5	1/SR	1	13	1851
Colt Peacemaker	10	.45	1d10+2	23	8	00	6	8.5	1/SR	0.7	30	1873
Dean Harding	10	.38	1d6+2	23	7	00	6	7ins	1/SR	1	18	1860
New Model Remington	10	.31	1d6+1	20	7	00	6	7ins	1/SR	1	15	1862
Paterson #2 Belt Pistol	10	.31	1d6	20	5	97-00	5	5ins	1/SR	1	12	1837
Pocket Revolver	10	.28	1d4+1	15	4	99-00	6	4.5ins	1/SR	1	15	1851
Schofield Model 3	10	.45	1d10+2	25	8	00	6	8ins	1/SR	1	35	1875
LeMat	10	.36	2d4	15	8	99-00	6	7.5ins	1/SR	1	30	1856
Harpers Ferry	10	.54	2d8+1	10	12	95-00	1	12ins	1/CR	2	10	1805

RIFLES

	BS%	Cal.	Damage	Range	Ap.	Malf.	Ammo	Length	SR	ENC	\$	Year
Greene Carbine	05	.53	2d8+3	500y	13	00	1	34ins	1/SR	3	57	1855
Henry Rifle	05	.44	2d6	400y	10	00	16	40ins	1/SR	4	42	1862
Kentucky Rifle *	05	.50	2d6	80	13	95-00	1	65ins	1/CR	6	15	1730
Long Rifle *	05	lead ball	3d10	100y	13	95-00	1	53ins	1/CR	5	26	1740
Matchlock Musket *	05	lead ball	3d8	75y	12	95-00	1	48ins	1/CR	3	20	1645
Sharps	05	.52	2d6	500	13	99-00	8	47ins	1/SR	3.5	35	1850
Spencer Breech	05	.50	2d8+1	450y	12	00	9	38ins	1/SR	3	37	1860
Springfield *	05	.50	2d6	300	12	96-00	1	40ins	1/CR	3.5	20	1853
Volcanic Carbine	05	.36	1d6+3	250y	13	99-00	15	35ins	1/SR	3	40	1856
Winchester	05	.36	1d6+3	600y	14	00	15	42ins	1/SR	3.5	40	1873

SHOTGUN

	BS%	Cal.	Damage	Range	Ap.	Malf.	Ammo	Length	SR	ENC	\$	Year
Shotgun	05	Solid	3d6	100	14	00	2	40ins	1/SR	3.5	27	1700
Shotgun *#	20	Scatter	3d6	10	14	00	2	40ins	1/SR	3.5	27	1700
			2d6	20								
			1d6	50								
Sawn Off Shotgun	05	Solid	3d6	50	12	00	2	20ins	1/SR	2	xx	1700
Sawn Off Shotgun *#	20	Scatter	3d6	5	12	00	2	20ins	1/SR	2	xx	1700
			2d6	10								
			1d6	25								

NOTATION - xx these weapons cannot normally be bought, * these are Crushing weapons, # these are area effect weapons.

HEAVY WEAPONS

	BS%	Cal.	Damage	Range	Ap	Malf.	Ammo	Length	SR	ENC	\$	Year
Gatling Gun	15	.45	2D6+4	100	14	96-00	280	36ins	1/CR	8	xx	1862

Gatling Gun fires 36 rounds in each Combat Round

ARTILLERY

	BS%	Cal.	Damage	Range	Ap	Malf.	Ammo	Length	SR	ENC	\$	Year
6-pounder M1841 *#	01	3.67ins	5d8	1500	40	99-00	1	60ins	1/5CR	295	xx	1845
10-pounder M1861 *#	01	2.9ins	4d8+4	2000	36	99-00	1	78ins	1/5CR	300	xx	1863

*NOTATION - xx these weapons cannot normally be bought, * these are Crushing weapons, # these are area effect weapons.*

MELEE WEAPON

	Special	BS%	Dam.	Ap.	Parry	STR/DEX	S.R.	Enc	\$
Axe	Bleeding	15	1d6+1	12	Yes	7 / 9	2	0.5	3.00
Bayonet	Impaling	15	1d3+1	8	Yes	--	3	0.5	2.00
Hoe 2h	Bleeding	10	1d6	10	Yes	7 / 7	1	2.5	0.50
Knife	Impaling	25	1d3+1	15	Yes	4 / 4	3	0.2	2.50
Pick Axe 2h	Impaling	05	1d8+2	20	Yes	13 / 9	1	3.0	3.50
Rapier	Impaling	15	1d6+1	15	Yes	7 / 13	2	1.0	10.00
Saber	Bleeding	15	1d8+1	20	Yes	1 / 11	2	1.5	15.00
Scythe 2h	Bleeding	05	2d6+1	20	Yes	12 / 10	1	2.5	3.50
Sledgehammer 2h	Crushing	05	2d6+2	20	Yes	14 / 7	2	3.5	3.00
Spade 2h	Bleeding	05	1d6	12	Yes	7 / 7	1	2.0	1.50
Spear 1h	Impaling	15	1d6+1	15	Yes	7 / 8	2	2	1.00
Spear 2h	Impaling	15	1d10+1	15	Yes	11 / 9	1	2	1.50
Whip	Entangle	10	1d4	3	No	9 / 9	1	1	1.50

MISSILE WEAPON

	Special	BS%	Dam.	Ap.	Range	STR/DEX	S.R.	ENC	\$
Bow	Impaling	10	1d6+1	6	80	9 / 9	1/SR	0.5	10.00
Dynamite, Thrown	Crushing	15	3d6	1	10	--	1/SR	0.1	3.00
Lasso	Entangle	05	--	3	10	9 / 13	1/SR	1	7.20
Spear 1h, Thrown	Impaling	05	1d6+1	15	15	12 / 10	1/SR	2	1.00
Thrown Axe	Bleeding	10	1d6	12	20	9 / 11	1/SR	0.5	3.00
Thrown Knife	Impaling	15	1d3	15	10	7 / 11	1/SR	0.2	2.50

NATURAL WEAPONS

	Dam.	BS%	S.R
Claw	1d6	25	3
Fist	1d3	25	3
Grapple	Spec.	25	3
Head Butt	1d3	25	3
Kick	1d3	25	3



EQUIPMENT AND SUPPLIES

FOOTWEAR

Boots, Lumberman	2.00
Boots, Sheepskin Lined	4.00
Boots, Western	3.00
Boots, Cowboy	3.50
Shoes, Cordovan	4.50
Shoes, Lumberman	1.25
Shoes, Opera Toe	4.00

HATS

Hat, Cavalry	1.50
Hat, Darby	98c
Hat, Fedora	2.25
Hat, Fur <i>2AP Head</i>	1.50
Hat, Ranch	1.00
Hat, Stetson	3.90
Hat, Sombrero	1.00

CLOTHING

Chaps <i>2 AP Legs</i>	6.00
Chaps, Fringed <i>2AP Legs</i>	8.50
Coat, Cashmere	5.00
Coat, Cloth Mackintosh	3.00
Coat, Heavy Mackintosh	7.00
Coat, Long Leather	9.50
<i>2 AP, Arms, Chst, Abdm</i>	
Gloves, Cowboy	1.50
Gloves, Lone Star	1.75
Gloves, Phoenix	75c
Jacket - Town	4.50
Jacket - Leather	2.50
<i>1 AP, Arms, Chst, Abdm</i>	
Jacket - Trapper	3.50
<i>1 AP, Arms, Chst, Abdm</i>	
Long Johns	1.00
Necktie, Bootlace	10c
Necktie, Scarf	23c
Necktie, Silk Bow	80c
Poncho	70c
Scarf	15c
Shirt, Flannel	87c
Shirt, Moleskin	75c
Shirt, Muslin	50c
Shirt, Silk	1.50
Suit, Corduroy	10.50
Suit, Satinett	3.00
Suit, Wool	12.00
Trousers, Denim	2.00
Trousers, Leather	3.50
<i>1 AP, Legs, Abdm</i>	
Trousers, Linen	3.00
Waistcoat, Corduroy	4.00
Waistcoat, Cotton	80c

FOOD STUFF

Chewing Tobacco	25c
Cigars x 6	15c
Coffee tin 1lb	1.00
Dried Beef 1/2lb	10c
Horse Feed 1 day	50c
Mixed Candy Stick	05c
Mixed Nuts 1lb	35c
Smoking Tobacco 2oz	30c
Sugar 1 lb	30c
Tea 1lb	1.00
Trail Rations 1 day	50c
Whiskey (cheap)	1.50
Whiskey (good)	9.00

DRUGS

Ague Pills	50c
Catarrh Snuff	20c
Cod Liver Oil	50c
Dyspepsia Powder	40c
Fig Laxative	29c
Laudanum (1oz)	10c
Nerve & Brain Pills	88c

GENERAL ITEM

Back Pack	1.00
Bible	2.60
Bible, Embossed	13.00
Blanket, heavy	1.00
Blanket, standard	50c
Candles x 12, 1 hour	10c
Compass	4.00
Ear Trumpet	2.75
Fire maker & Tinder	6.00
Lantern	1.50
Magnifying Glass	4.00
Matches x 30	5c
Microscope	39.00
Newspaper	5c
Oil 1 liter, 8 hours	20c
Pack of Cards	20c
Pack of Tarot Cards	30c
Pipe, Fine French	1.75
Pipe, Rosewood	23c
Pocket Watch	24.00
Pouch	20c
Rope per yard	10c
Sack	50c
Sleeping Roll	70c
Spectacles, Clear Lens	55c
Spectacles, Colored Lens	60c
Spectacles, Smoked Lens	70c
Telescope	5.60

MUSICAL ITEM

Accordion	12.00
Banjo	16.00
Bugle	2.50
Cymbals	7.25
Guitar	14.00
Harmonica	50c
Piano	160.00
Piccolo	1.50
Snare Drum	6.25
Tambourine	2.50
Trombone	7.00
Violin	3.25

TRAVEL ITEM

Bicycle	40.00
Horse	300.00
Mule	60.00
Room and Board - High	2.00
Room and Board - Low	50c
Room and Board - Med	1.00
Saddle & Horse Tack	20.00
Saddle Bags	5.00
Spurs	1.50
Stagecoach	400.00
Tent	
- 1 man 7'x7'	5.50
- 2 man 12'x18'	13.50
- 4 man 16'x30'	32.00
Wagon, 2Wheel Buggy	10.00
Wagon, Covered	40.00
Wagon, Farm	35.00
Wagon, Quality Family	80.00
Water Canteen	50c

WEAPON ITEM

1 foot Dynamite fuse	2c
Bullets x 24	2.00
Dynamite Stick	3.00
Holster, Derringer Wrist	3.00
Holster, Pistol Belt	
<i>1 gun</i>	1.50
<i>2 gun</i>	2.00
Holster, Rifle	70c
Holster, Shoulder	60c
Lead Shot & Powder x12	1.00
Pistol Care Kit	1.50
Rifle Care Kit	2.00
Shotgun Scatter Shot x10	3.00
Shotgun Solid Shot x10	1.50
Telescopic Sight	60.00
doubles base range	



CHAPTER 6

RELIGION PIETY AND ALLEGIANCE

the lord works in mysterious ways

A Percentage is assigned to your Characters Religion. In Aces High we have Piety, although selected rules from the Allegiance section (*page 315 BRP*) may be used at the GMs discretion. We suggest that the Benefits of Allegiance (*page 316 BRP*) are limited to point three, allegiance used for extra skill points.

A beginning Character may choose to assign between 00 - 25 % in their Piety, unless the Character has chosen to be a Preacher, in which case they may assign between 00 - 50%. Piety may be increased in the normal ways, with experience, or by doing good deeds associated with your characters religion. However, experience checks are only gained at the Games Masters discretion. For Christian faiths, attending Church and making a donation every week for a year *may* result in an experience check. Holding back a Vampire, for example, with your Holy symbol would definitely result in an experience check.

Piety may also be reduced at the Games Masters discretion.

PIETY ATTITUDE TOWARD RELIGION

00 % Your Character believes religion is for people who are weak and insecure. God is an emotional crutch and has no part in your Characters life. Your Character is not ANTI religious and may attend Church, if it suits them.

01 - 24 % Your Character goes to Church on Sundays when they can. Your Character makes donations, but only when it is convenient.

25 - 49 % Religion is a large part of your Characters life. They understand and follow the tenets and strictures of their God. They attend Church on a regular basis. Your Character may have considered becoming a Priest.

50 - 94 % Your Characters Religion guides them in everyday life. They see the roots of their theology in almost everyone's actions. Your Character feels it is their duty to spread the word of their Religion. They believe in miracles. A Missionary could come from this category.

95 - 99% Your Characters Supreme Deity is able to communicate with them about personal matters. They live their life exactly by the rules of their indoctrination. They have personally witnessed a miracle, may even have been part of one. Your Character possesses Sainly qualities.

100% Your Character possess divine qualities. They frequently talk directly with their God, argue about theological issues, and decide the fate of mortals. They may be worshipped in their own right or as the Gods second in command. Angels, or similar beings, may resent their position and be hostile towards your Character.



BREAKDOWN OF RELIGIONS

who are we to question his judgments

CATHOLIC

Catholicism is the belief that all Christians are part of one church, regardless of denominational divisions. The Catholic Church, so named after the reformation, claimed as its exclusive title by that part of the Western Church, which remained under Roman Obedience, but held by Anglicans to include the Church of England. Catholics believe that Mary was the Mother of God.

PROTESTANT

It typically holds that Scripture (rather than the interpretation of Scripture) is the only source of revealed

truth. Protestants are adherents of the Christian Churches who repudiated papal authority and were separated from Roman communion in the Reformation of the sixteenth century. Protestants believe that Jesus was the Son of God.

Evangelists

The Evangelists maintain that the essence of the Gospel consists in the doctrine of salvation by faith, and denying that either sacraments or good works have any saving qualities.

7th day Adventists

Millenarian and sabbatarian sect that believes that Saturday is the seventh day of the week. They grew out of the Millerite movement.

Fundamentalists

Fundamentalists have a strict adherence to traditional orthodox tenets. The term was originally coined to describe a narrowly defined set of beliefs that developed into a movement within the Protestant that had its roots in a Fundamentalist Controversy of the time.

Spiritualism

A system of doctrines and practices founded on the belief that the spirits of the dead can communicate with the living through a medium, within the Protestant Church.

JUDAISM

Judaism is based on a Monotheistic idea embodied by ethics contained in the Hebrew Bible. Judaism does not have a centralized authority which dictates its religious dogma. Jews believe that Jesus was a Prophet.

MORMON

Church of Jesus Christ of Latter Day Saints founded by Joseph Smith in New York, 1830. Joseph claimed that a parallel volume to the Bible, 'The Book of Mormon', had been revealed to him and that its author, the prophet Mormon, had been one of a race which had colonized America from Palestine in ancient times. This was proved by the discovery of seven gold plates, on which were inscribed the name of God. The sect grew rapidly but met with hostility especially for advocating polygamy. Mormons stone anybody who has sex outside of marriage, they also execute adulterers. They listen to the word of god after regular services at church, sitting in absolute silence for an hour or more. The close-knit nature of the Mormons enabled them to acquire coveted land and prosper where others had failed. In the mid 1840's they were settled in their own city of Nauvoo, Illinois, but their founder member was killed by an angry mob. 15,000 were eventually led by Brigham Young who took them to Utah and founded Salt Lake City in 1847.

QUAKER

A religious Society of Friends founded by George Fox in 1648. Distinguished by peaceful principles and plainness of dress. Early members were said to tremble at the Word of God. Quakers maintain that Saturday is the Sabbath.

BUDDHIST

Vast Emptiness is the most important teaching of Buddhism. The Buddhist aspires to cut off the mind from all desire, even the desire for spiritual enlightenment, as completely as someone who literally turns his face to a wall cuts off the mind from new visual perceptions. This implies a direct and intuitive meditation on nothing, on

emptiness. The aspirant should be able to empty the mind of all ego consciousness, of all desire, of all spiritual ambition and thereby attain an intuitive awareness of the unity and all inclusiveness of "the Buddha-nature".

Shaolin

All martial arts known in heaven began in Shaolin. Shaolin was built at the end of the fifth century on the instructions of Emperor Hsiao-Wen. It was first occupied by Buddhist monks who taught not only Zen-meditation but also martial-virtue. The idea of martial arts is not to fight but to gain spiritual progress. The warrior monks were revered for centuries and feared by some. Their temple was a uniquely important centre for the martial arts. By the 1670's the temple was an established centre of military excellence, independent of Imperial control. By the end of the seventeenth century the reigning Manchu decided that this was an intolerable affront to his rule and sent his army to subdue Shaolin. The temple was stormed and set on fire by the imperial army. Only 18 of the 128 Shaolin Monks escaped the flames. These remaining 18 were protected by Buddha and sent out into the world to teach martial arts to others.

MILLERITES

The Millerites are a sect that existed in the mid nineteenth century. They believed that the world would end in 1843. William Miller, the founding member, produced complex mathematical formulae to prove this. He produced extra formulas to confirm his theories to skeptics; the proof was definite and irresistible. Millers calculations were so exact that he could reveal the exact date, 21st of March 1843. The sect grew quickly and many wild meetings were held as joyful expectation filled the followers. With a successful ad campaign and a comet streaking across the sky, the Millerites gathered outside of Boston in their white ascension clothes and waited. Nothing happened. The calculations had been faulty and the time was extended. On the 31st of December in 1844, when all other dates had been exhausted, the Millerites disbanded and William Miller died broken hearted.

ANIMISM, TOTEMISM and FETISHISM

Animism is the mythological belief that every animate, inanimate, object and natural phenomena has the gift of life and intelligence. Even abstract qualities, such as light and darkness, heat and cold, possess the attributes of living things, are active and alert to their surroundings.

Totemism has close ties with Animism, although Totemism places creatures of the animal world on a higher level.

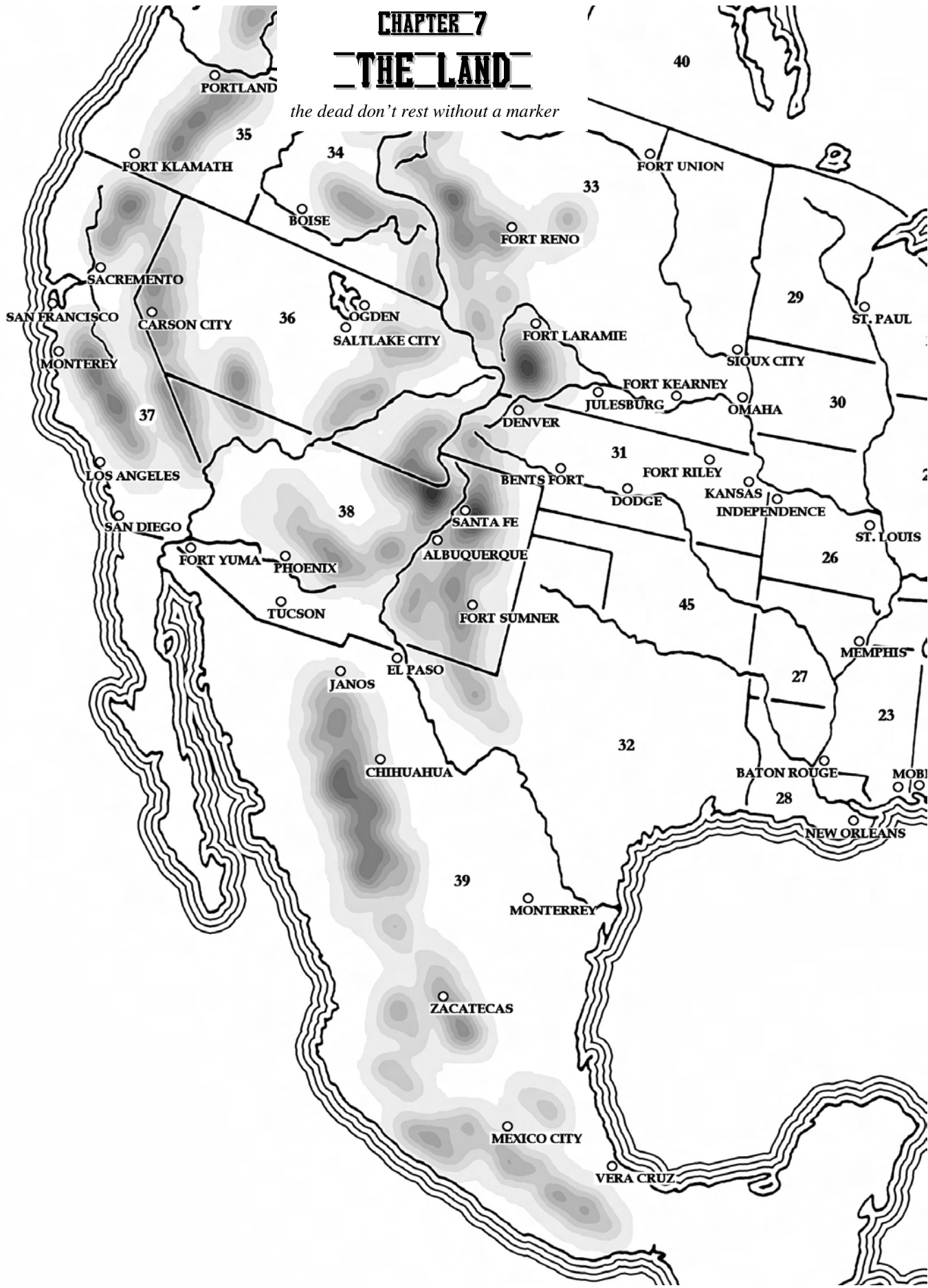
Fetishism stands side by side with Animism and Totemism. A Fetish is a charm, a drawing, or something made by art. It may be large or small, natural or crafted, regarded as possessing intelligence or ambition, and especially, magic power.

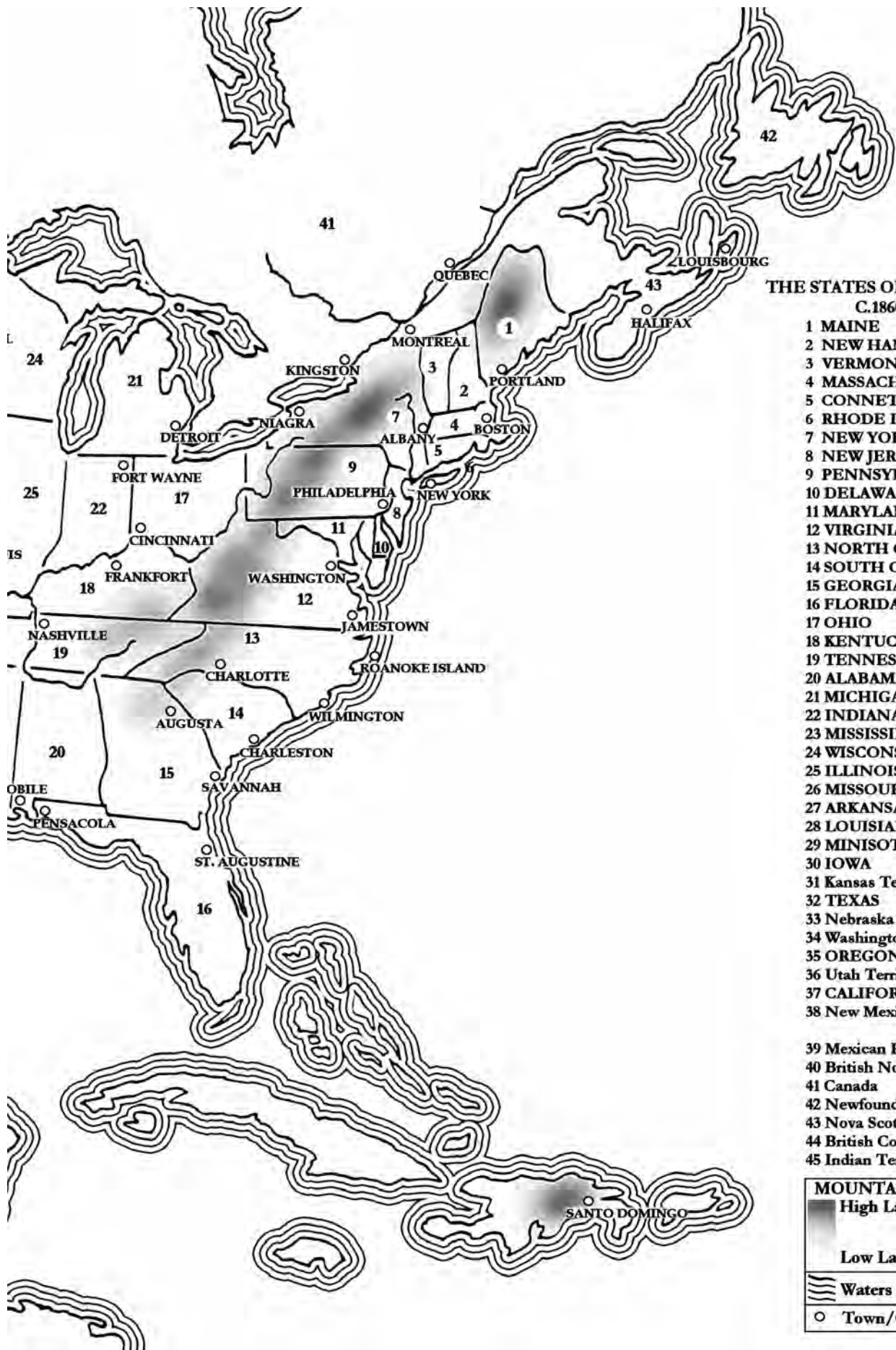


CHAPTER 7

THE LAND

the dead don't rest without a marker






**THE STATES OF AMERICA
C.1860**

- 1 MAINE
- 2 NEW HAMPSHIRE
- 3 VERMONT
- 4 MASSACHUSETTS
- 5 CONNETICUT
- 6 RHODE ISLAND
- 7 NEW YORK
- 8 NEW JERSEY
- 9 PENNSYLVANIA
- 10 DELAWARE
- 11 MARYLAND
- 12 VIRGINIA
- 13 NORTH CAROLINA
- 14 SOUTH CAROLINA
- 15 GEORGIA
- 16 FLORIDA
- 17 OHIO
- 18 KENTUCKEY
- 19 TENNESSEE
- 20 ALABAMA
- 21 MICHIGAN
- 22 INDIANA
- 23 MISSISSIPPI
- 24 WISCONSIN
- 25 ILLINOIS
- 26 MISSOURI
- 27 ARKANSAS
- 28 LOUISIANA
- 29 MINISOTA
- 30 IOWA
- 31 Kansas Territory
- 32 TEXAS
- 33 Nebraska Territory
- 34 Washington Territory
- 35 OREGON
- 36 Utah Territory
- 37 CALIFORNIA
- 38 New Mexico Territory

- 39 Mexican Republic
- 40 British North America
- 41 Canada
- 42 Newfoundland
- 43 Nova Scotia
- 44 British Columbia
- 45 Indian Territory

	High Land
	Low Land
	Waters Edge
	Town/City

INHOSPITABLE ENVIRONMENTS

there is neither heaven nor earth, only snow, falling incessantly

This Land can be a hostile place for the unwary. From the bone dry, scorched deserts of the South to the frozen, windswept mountains of the North, the Land can be your greatest foe, your deadliest enemy.

Characters make Stamina Resistance rolls versus the Inhospitable Environment when encountering adverse conditions in exposed locations. The Inhospitable Environment figures represent the base chance of survival for each Character.

The Conditions Table represents the local weather or other environmental factors, these modifiers are added to the Inhospitable Environment figures. Conditions are environment specific, e.g. a blizzard would be considered Terrible in the Arctic Environment, but high noon could be considered just as Terrible an Environmental condition if the Character is stuck in the middle of the Desert. Both of these examples would produce a Stamina Resistance Roll versus 90.

A Stamina Resistance Roll should be made for each Hour the Character remains in contact with the offending Environment. Conditions may vary from hour to hour. As

soon as decent, appropriate shelter is found the Character can stop making rolls for their survival.

The Games Master may modify the Environmental Resistance roll by plus or minus 5 based on how well equipped the Characters are. A heavy fur coat in Arctic conditions or a plentiful supply of water in a desert may gain this bonus.

Each time a character fails a Stamina Resistance Roll they will lose 1d10 from Fatigue. When Fatigue is reduced to 0 (zero) the character will then lose 1d10 from Fatigue and 1d6 from Total Hit Points, in addition to the standard rules on *page 32BRP*, each hour until dead or proper medical supervision is made available.

INHOSPITABLE ENVIRONMENT	CONDITIONS TABLE
60 - Arctic	+30 - Terrible
60 - Desert	+20 - Dangerous
50 - Mountain	+10 - Tedious
40 - Swamp	0 - Fine
30 - Hills	- 10 - Pleasant
30 - Sea	- 20 - Relaxing
30 - Plains	- 30 - Idyllic



THE HARSH LAW

where life had no value death, sometimes, had its price

WANTED OUTLAWS

Outlaws may be recognized from posters offering rewards. Wanted Posters are always available from any Sheriffs office, Courthouse, Jailhouse, and local Newspaper or even in some Saloons. The Bounty Hunter will receive a 10% chance to recognize Outlaws, per Wanted Poster they possess, to a maximum of 70%. This represents the chance of the Bounty Hunter possessing the appropriate Wanted Poster. Once the posters have been successfully employed and an Outlaw has been recognized, caught or killed the Bounty Hunter discards a poster and 10% chance to recognize Outlaws until he renews his collection of posters. While the Bounty Hunter has been used in this example, anyone may hunt the bounty on any Outlaw.



THE CHANCE OF BEING WANTED

At the end of Character creation Outlaw characters should determine if their pre-game criminal activities have attracted the attention of the Law.

Each outlaw Occupation has a specific chance of becoming Wanted, see **Table A**. At the end of Character Creation the player should roll against their occupations Base chance of being Wanted. Rolling under the Base percentage chance means that the Character has been spotted committing a crime, and that the crime has been reported to the Law. The Character is now Wanted for \$100 Alive.

TABLE A	
OCUPATION	Base
Cardshark	15%
Con. Trickster	20%
Rustler	25%
Bank Robber	30%
Stage Robber	35%
Hired Killer	40%

Once an Outlaw Character has become successfully Wanted any subsequent crimes that are spotted and reported add to the price on their head. Consult **Table B** for the Value the Law has placed on the Outlaws head. As the Outlaw is reported for each new crime the price on their head increases.

TABLE B	
CRIMES	PRICE
1-2	\$100
3-4	\$200
5-6	\$300
7	\$400
8	\$500
9	\$1000
10	\$1500
11	\$2000
12	\$3000
each Crime	+\$1000

At the \$1000 reward the Outlaw becomes wanted Dead or Alive.

HANGINGS AND LYNCHINGS

HANGING

Hanging is the favored punishment for most serious crimes. The Outlaw, if captured, faces a Judge who gives an impartial judgment. If they are found guilty, the Outlaw is allowed a final meal and a Priest for confession. A Judicial gallows is likely to be a permanent fixture in Town, performing public hangings on a regular basis. Public hangings attract a large and diverse group of spectators, food and drink vendors, religious fanatics and ghouls.

A permanent gallows is tried and tested rigorously to reduce the chance of a slow, lingering death. A hood is placed over the victims head so that the crowd will not witness the dieing contortions. In some cases the victims have 200 lb sand bags attached to their ankles, too ensure that their neck breaks cleanly and a decisive execution is achieved.

Characters facing this kind of public execution have little chance of survival. When the lever is thrown and the noose snaps taught the Character receives 3d6 + (SIZ divided by 2) in damage to his head location and Total Hit Points. Characters surviving the initial plunge have been unlucky; they will now die from suffocation. Characters suffering from suffocation must make a CON x 1 roll each Turn or receive 1d6 damage directly to Total Hit Points, if the CON roll is successful the Character will take 1 point of damage to total hit points each minute. A Doctor is always present to record the victims death.

LYNCHING

Victims of Lynch mobs are not always guilty. A Lynch mob is normally comprised of a group of angry farmers or ranchers. They are not always out for Justice, they normally just want revenge. A Lynching is always a rush

job. A Lynch mob will sometimes hold a mock trial; however, the outcome is always the same. The trial usually consists of the Lynch Mob accusing the victim of various crimes and the victim denying everything strenuously.

A Lynching can take many forms; at its most basic the Lynch Mob will just throw a noose over the victims head and the rest of the rope over the nearest branch. The victim is then hoisted four or five feet into the air and secured. At other times a stool, horse or cart may be used to give the victim some height, the object being removed when the Lynch Mob is satisfied that the victim is guilty. Victims of a Lynching are hardly ever cut down. To the

Lynch Mob the cadaver represents a warning to other would be criminals.

Characters who find themselves on the wrong end of a Lynching can look forward to a slow death of up to ten minutes. The Character will initially take only $1d6 + (SIZ \text{ divided by } 3)$ damage to the head and Total Hit Points. Characters not rendered unconscious at this point will be intensely aware of the process of suffocation. Victims suffering suffocation from Lynching must make a CON vs. SIZ Resistance Roll each Combat Round (where Con is active and SIZ is passive) or take $1d4$ damage directly to Total Hit Points. If successful the victim takes only 1 point of damage to Total Hit Points.

ATTITUDES OF THE WEST

you'll be perfectly delighted at the paradise you've found

Many different nationalities, religions and philosophies rub shoulders with fresh ideas and unique attitudes in this new land. Some groups unite and elevate themselves, while at the same time others are subdued and discriminated against.

This section presents a brief overview of general attitudes concerning some of the minority groups in the Old West.

RED SKINS

The Red Skins have had the roughest deal, being largely thought of as ignorant savages. An unprecedented lack of communication and understanding exists between the White man and the Red man, which has resulted in atrocities on both sides. It is, perhaps, inevitable that the majority will take advantage of the situation. The government is sympathetic to the Indians plight, however distance and isolation draws the Indian into local political climates, which are mostly unfavorable.

WOMEN

Women are a rare sight in the Old West. Some towns have never even been visited by females. It wasn't until the 1870's, and westward expansion, that women became a common sight in most towns. However, even in the early years women were leaving their mark. Female entrepreneurs, farmers, cattle women, and Outlaws worked alongside their male counterparts resisting bigotry and sexism with every step.

NEGROES

Negroes were imported, originally, wholesale as slaves and it was not until the 1870's that the attitude to them really started to change. Negroes who had managed to escape slavery before the Civil War found the West a much less discriminatory place than the comparatively,

hostile South. The South continued to maintain its discrimination even after the Civil War.

CHINESE

The Chinese came to America in the 1840's, escaping the famine and hardships of their own lands. It wasn't long before every major town boasted Chinese laundries, restaurants, and a Chinatown of its own. The Chinese reworked old, abandoned goldmines, as well as working for the railroad companies laying tracks. Wherever they worked, they worked hard and were frequently paid less than their White counterparts. Some Whites are resentful of the Chinese because they work so hard.

MEXICANS

Mexicans have been stigmatized as lazy, shiftless drunkards, utterly untrustworthy. This stigmatism seems to have originated from the Texans, who have competed with the Mexicans over riding and cow handling skills. The Texans were so successful with their propaganda that the Mexican is now almost synonymous with the Commanchero, the Mexican horse bandit.



A COMPOSITE HISTORY OF THE AMERICAS

nothing lives long, only the earth and the mountains

- 20,000 BC Barringer Meteor strikes Arizona, a mile wide nickel/iron object weighing ¼ million tons gouges a crater 170 yards deep and 1,240 yards across. La Brea tar pits in L.A. captures mammoth, mastodon, horse, camel, giant bison, saber-toothed tiger, wolf, mountain lion, and coyote. North America is completely covered in ice.
- 9,250 BC Ice cap begins to melt and split in two. A band of Siberian hunters, whilst hunting mammoth, reach Central America.
- 6,500 BC Big game animals, mammoth and mastodon, vanish as the climate tips the ecological balance in favor of smaller animals. The population of 10,000 has spread throughout Central and South America. Hunters in the East and West turn to small game and foraging.
- 6,000 BC Athabascans arrive N.W. America
- 4,650 BC Mt. Mazama in Oregon explodes releasing the Bat People and creating a huge fresh water lake.
- 4,000 BC Eskimo arrive in N.W. America, they bring the Wendigo with them.
- 3,000 BC Last Ice has gone from North America. Natives learn how to waterproof baskets, 'stone boil', grind seeds and nuts. 100 - 200,000 people living in the Americas as different linguistic groups begin to appear.
- 1,500 BC Mexican farmers settle down in permanent villages. Pottery and Terracotta items being made. 100 ft pyramid constructed at La Venta as Olmecs create first blood cult. Aztecs grow maize. Large burial mounds erected in East America.
- 31-36 BC Calendars used in Chiqa de Corzo and Tres Zapotes, reckon world was created in 3113 BC.
- AD 1** Maize growing established S.W. America, Arizona. Eskimo are harassed by the Wendigo and spread to Greenland and Labrador.
- 300-900 Sacrificial religion forms basis for South American civilization as Ogres and Demons wrestle for control of the vast populations. Mexican village, Teotihuacan, population 20,000 only Rome and Constantinople are bigger.
- 500 Mexicans discover irrigation. In North America farming an established practice. Communal burial mounds in Ohio, various shapes and sizes, some run for miles. The Serpent Mound in Cincinnati is 1/4 mile long and built to placate the King of Rattlers. Hopewell cult dominant until 900 AD.
- 1000 Toltecs and Toltec religion dominate Mexico. Quetzalcoatl, a Toltec hero, founds Tula and sails into the sunrise. Apache harass neighbors; Paiute suffer so badly they give up farming. Farmers seek security in numbers with communal villages called Pueblos; some are capable of holding up to 1000 people or more. Norse settlement on Greenland attempt to plant a colony on Vinland (Newfoundland) but a dismaying wilderness, hostile natives and strange spirits drive them off in less than three years. Inuit impose themselves on all Eskimo tribes and help them to finally drive off the Wendigo.
- 1276-99 Succession of droughts strain Pueblo communities as Apache harassment continues.
- 1300 Toltec domination collapses as new ceremonial centers emerge.
- 1425 North America, agriculture on the increase, maize, beans and squash in use. Hopewell cult now Aztec style Death cult with temples built on burial mounds. Great Sioux family move from West of Mississippi to Lake Ontario, Eerie area.
- 1492 Columbus lands in the Bahamas looking for India, leaves 21-man garrison as he gathers gold and heads for home in '93. Population 10-20 million.
- 1493 Columbus returns with 17 ships and founds a colony with 1,200 men at Isabella, while he looks for the passage to India.
- 1494 Treaty of Tordesillas divides New World between Portugal and Spain. Central America hasn't even been discovered yet.
- 1497 John Cabot sails to Newfoundland from England.
- 1498 Columbus touches South America.
- 1499 Amerigo Vespucci, Italian navigator, reaches New World and realizes its significance.
- 1500 Ahuizotl, Aztec Imperial ruler, is responsible for the vast metropolis Tenochtitlan and its 80,000 inhabitants. 1000 prisoners were destined for sacrifice in a single day. Columbus is stripped of his office, Governor of Hispaniola, clapped in irons and sent home for trial.
- 1502 Columbus sails to Central America Convinced China is near.
- 1506 Columbus dies, penniless and ostracized.
- 1507 German geographer, Waldseemuller, honors Amerigo Vespucci with his map and book titled 'AMERICA'.

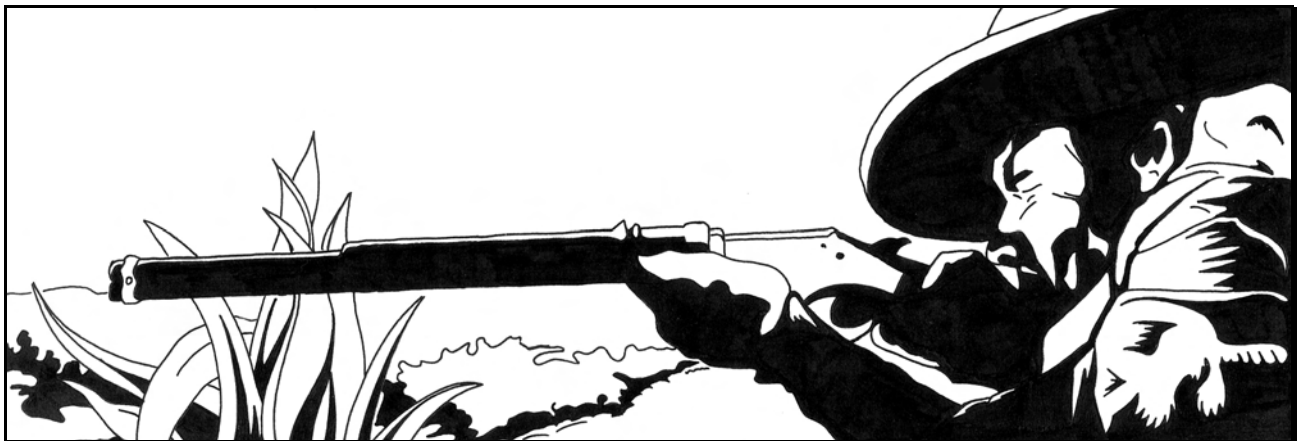


- 1513 Ponce de Leon begins search for 'fountain of youth' north of Cuba, finds and names Florida. Balboa first European to see western shores to the Pacific.
- 1519 Cortes begins conquest of the Aztec Empire against instructions, pretends to be Quetzalcoatl. Magellan sets sail.
- 1520 Cortes driven out of Tenochtitlan by Aztecs.
- 1521 Tenochtitlan is ruins as Cortes erects Churches in the ashes.
- 1524-8 Verranzano maps East coast from Florida to Newfoundland.
- 1532 Pizzaro begins conquest of the Incas.
- 1584 Raleigh expedition to colonize North America, settle at Roanoke.
- 1585 Roanoke to inhospitable, settlers return to England.
- 1587 English try again at Chesapeake; however, Simon Fernandes dumps his passengers at Roanoke so he can sail to the West Indies for some piracy.
- 1590 Settlers at Roanoke disappear.
- 1607 Jamestown is first English settlement to be permanent.
- 1608 French settle Quebec.
- 1619 Jamestown colony expands, Algonquians reduced from 8000 to 1000 people as English reinforcements invade.
- 1620 Puritans land in New England.
- 1625 New England colonists ask for additional 12,000 acres from King Philip, Chief of the Wampanoags.
- 1655 King Philips head displayed at Plymouth for 20 years.
- 1677 Updated map of New England contains only English place names as natives loose their land.
- 1692-93 Salem Witch Trials burned, crushed, hanged and imprisoned 150 people in Massachusetts
- 1760 Pontiac unites tribes in Great Lake area to drive back the English.
- 1763 British government formally proclaims all land west of Appalachians are an Indian reserve.
- 1764 Mason - Dixon survey of Maryland and Pennsylvania earns respect of local Indian tribes.
- 1766-7 British Government put troops in Boston to protect Custom Officials.
- 1768-71 Cooks first voyage to the Pacific.
- 1773 Boston Tea Party.
- 1775-83 American Revolution.
- 1776 Declaration of Independence.
- 1803 Louisiana purchase more then doubles the size of America.
- 1804-6 Lewis and Clark expedition crosses America by land.
- 1810 Clarks map of the American West.
- 1812 Sauk and Foxes flee across Mississippi to escape settlers.
- 1830 President Andrew Jacksons recommendation, "move Indians west of Mississippi", becomes Law.
- 1832 Black Hawk, Chief of the Sauk and Fox, is taken East for imprisonment and display to the curious.
- 1834 "Act to regulate trade and intercourse with the Indian tribes..." Establishes 'permanent' Indian frontier.
- 1838 "Trail of Tears" for the five civilized tribes Cherokee, Chickasaw, Choctaw, Muscogee (Creek), and Seminole. Black Hawks skeleton is on view in the Governor of Iowas office for all to see.
- 1847 Texas to California becomes property of U.S.A.
- 1848 First accurate map of West by Preuss and Fremont. California Gold Rush.
- 1850 Gold in the mountains of Colorado. Plains tribes loose Kansas and Nebraska. California outlaws slavery.
- 1858 Minnesota extends 100 miles over Indian Frontier.
- 1860 California geological survey founded. Kiowas make peace with North Plains Indians and ally with Commanches.
- 1861 American Civil War.
- 1864 Sand Creek Massacre.
- 1865 American Civil War ends.
- 1876 Custer defeated at Little Big Horn.
- 1879 U.S. geological survey founded.
- 1890 First entirely steel framed building erected in Chicago. Sitting Bull killed in Sioux uprising. Massacre at Wounded Knee. U.S. population 63 million. Ghost Dance picks up momentum.
- 1892 Cholera vaccine.
- 1894 First wireless.
- 1896 Klondike gold rush.
- 1898 Spanish - American war.
- 1900 U.S. public debt \$ 1.263 billion. Population 76 million. Only 1,000 buffalo remain alive.

THE PRESIDENTS AND SOME RELEVANT DETAILS

coming from the east and coming from the west, like a prairie on fire in high wind

- 1789- GEORGE WASHINGTON -1739-99, A Commander in chief he led the continental forces to victory over the Kingdom of Great Britain in the war of American Independence.
- 1797- JOHN ADAMS -1735-1826, member of the committee that drafted the declaration of independence.
- 1801- THOMAS JEFFERSON -1743-1826, principal author of the Declaration of Independence in 1776, and one of the Founding Fathers for his promotion of the ideals of republicanism in the United States.
- 1809- JAMES MADISON -1751-1836, known as the "Father of the Bill of Rights".
- 1817- JAMES MONROE -1758-1831, formulator of the Monroe Doctrine that meant interference by any European state in the Spanish American republics would be regarded as an act unfriendly to the US, and that the American continents were no longer open to European Colonial settlement.
- 1825- JOHN QUINCY ADAMS -1767-1848, son of John Adams
- 1829- ANDREW JACKSON -1767-1862, ' Old Hickory ' or 'Sharp Knife' by the Indians, served as a soldier and a statesman
- 1837- MARTIN VAN BUREN -1782-1862, the first president who was not of British or Irish descent.
- 1841- WILLIAM H HARRISON -1773-1842, American General in the army. The first President to die in office and the oldest elected President.
- 1841- JOHN TYLER -1790-1850, he was responsible for the annexation of the Republic of Texas in 1845.
- 1845- JAMES K POLK -1795-1849, famous for leading the successful Mexican-American War.
- 1849- ZACHARY TAYLOR -1784-1850, "Old Rough and Ready" had a 40 career in the American Army
- 1850- MILLARD FILMORE -1800-1874, ascended to presidency after the sudden death of President Taylor.
- 1853- FRANKLIN PIERCE -1804-1869, became a brigadier general in the Mexican-American War. Earned the reputation as the worst President in American history.
- 1857- JAMES BUCHANNAN -1791-1868, his inability to avert the Civil War has been said to be the worst single failure by a United States President.
- 1861- ABRAHAM LINCOLN -1809-1865, American statesman, political leader of Northern states in America during the Civil War. Assassinated by John Wilkes Booth.
- 1865- ANDREW JOHNSON -1808-1875, one of only two U.S. Presidents to be impeached.
- 1869- ULYSSES S GRANT -1822-1885, American General who fought on the Federal side in the Civil War with Indian friend, Tonawanda who was later appointed as Commissioner of Indian Affairs, the first Indian to reach that position.
- 1877- RUTHERFORD B HAYES -1822-1893, Lawyer and Soldier. The only president whose election was decided by a congressional commission.
- 1881- JAMES A GARFIELD -1831-1881, assassinated six months after becoming President by Charles J. Guiteau.
- 1881- CHESTER A ARTHUR -1830-1886, Politician, lawyer and soldier. "The Father of Civil Service".
- 1885- GROVER CLEVELAND -1837-1908, recommended that Geronimo should be hanged.
- 1889- BENJAMIN HARRISON -1833-1901, served as a Brigadier General in the Army of the Cumberland.
- 1893- GROVER CLEVELAND -1837-1908, second time in office.
- 1897- WILLIAM MCKINLEY -1843 - 1901, he was the last veteran of the American Civil War to be elected.
- 1901- THEODORE ROOSEVELT -1858-1919, professional historian, naturalist, explorer, hunter, author, and soldier.



MASTERS SECTION

secrets revealed

It is strongly advised that players avoid reading this section, as it contains important information which only the Games Master should have access to.

The Masters Section contains details on Mundane and Otherworld influences that make Aces High a most unusual Western Role Playing Game.

A perfectly good western can be played with minimal reference to this section; however, I have compromised the historical correctness of 1800's America by allowing interaction with the Myths and Legends of the

native population. The nature of many of these bizarre and surreal elements suggests a subtle deception that allows most of them free reign of the Old West.

They may only be discovered if they are searched for, or they may force your players to reassess reality.

Because of their close ties to Otherworld powers the Occupations contained in this section should be restricted to Heroic levels of game play for the players. They are primarily included as a tool for the Games Master. As player characters they can be unbalancing.



CHAPTER 8

TOWNSCAPES

ain't I glad to get out of the wilderness

Towns have been divided into four categories, each category of Town has access to an increasing array of Public Serving Buildings, see the table below. It should be understood that even if a town has access to all the buildings in a particular category not all the buildings will be present. However, some buildings are absolutely vital to the survival of all towns. Also, you should bear in mind that these are guidelines only and there will always be exceptions to the rule.

FORT - a Fort is a semi-permanent community set up for the protection, or observance of the local inhabitants. A garrison of soldiers will always be present except in times of conflict or emergency. There are few public services and never a Saloon. A Fort may utilize some buildings from the Small category and a few buildings from Medium. A Fort may have 20 - 200 inhabitants, excluding the regular garrison.

FRONTIER SETTLEMENT - a Frontier Settlement has been set up with the intention of pushing Civilization further into untamed territory. It may be isolated and infrequently visited. Structures will be new and hastily erected. Inhabitants will be hardy or suspicious in nature. All necessary materials have been gathered from the local environment. A Frontier Settlement may utilize all buildings from the Small category and some from Medium. A Frontier Village will have 100 - 1000 inhabitants.

SETTLER TOWN - a Settler Town has been created by people wishing to leave the depression of the East for the easy, unclaimed land of the West. Settlers have grand plans for their town and have brought supplies and equipment to help achieve them. A Settler Town may utilize all buildings in the Small category, some from Medium and a few from Large. A Settler Town has 200 - 2000 inhabitants.

ESTABLISHED TOWN - an Established Town has been built near a major trail, railway line or road, which virtually guarantees its survival. Travelers frequently enter or pass through the Established Town. The Established Town may be considered safe from Indian and Bandit attack, but may also attract Bankrobbers and Outlaws. An Established Town may utilize all buildings up to and including those in the Medium category, some from Large and a few from Booming. An Established Town may have 1,000 - 10,000 inhabitants.

BOOM TOWN - a Boom Town celebrates the success and greed of its inhabitants. They only appear where large

amounts of precious materials are pulled from the earth. Boom Towns are completely disposable and frequently lawless. Most Boom Towns only last a few years, as the precious materials deplete so does the Town. The inhabitants just leave and begin looking for richer grounds. A Boom Town may utilize all buildings up to and including those in the Large category and most from Booming. A Boom Town may have 10,000 - 30,000 inhabitants.

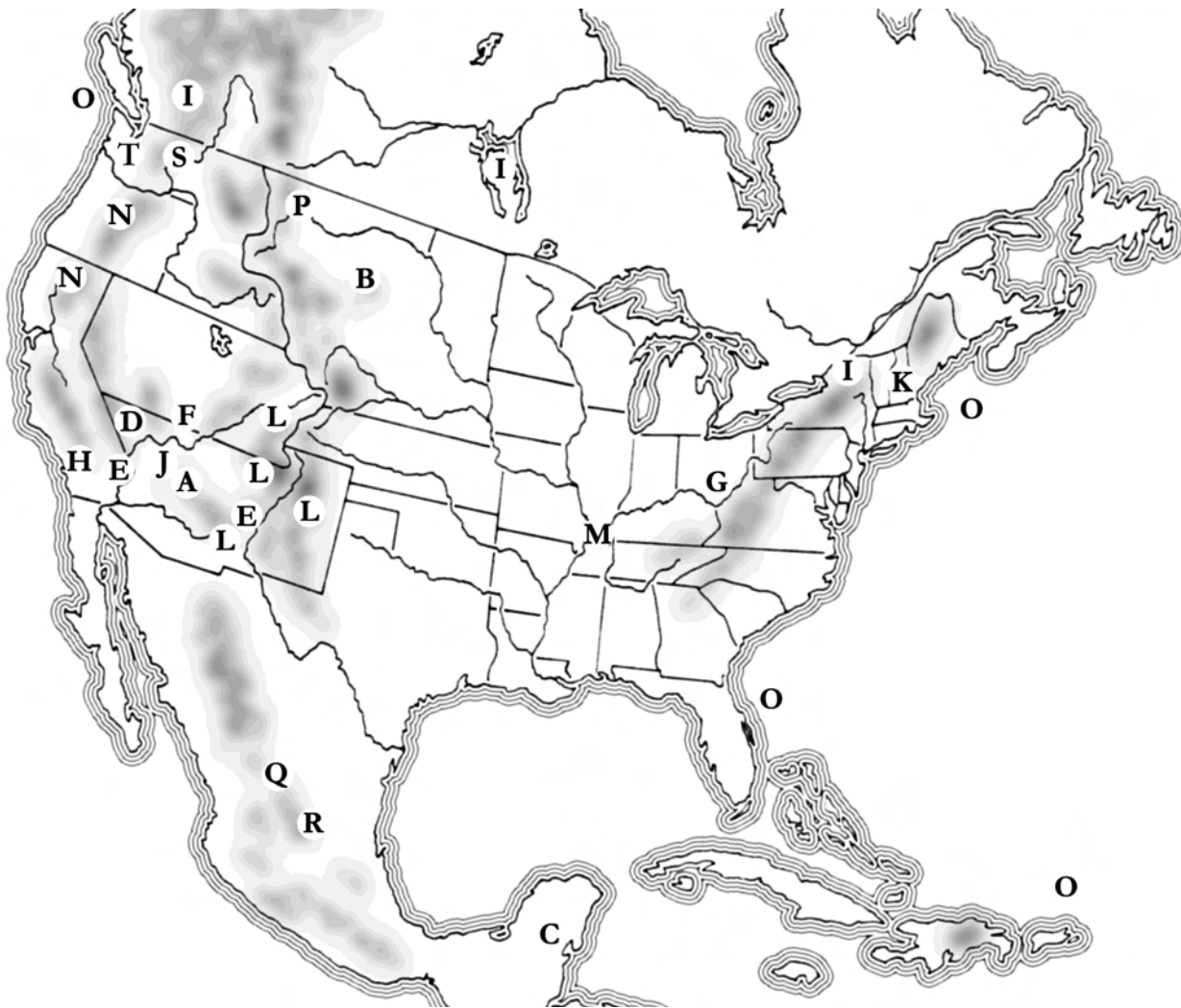
CITY / METROPOLIS - a City is an established trading centre where exotic goods can be purchased. It may consist of many communities of different ethnic stock. Its purpose is to make money and keep on doing it. A City may utilize all buildings up to and including those in the Booming category plus many others not mentioned. A City may have 20,000 or more inhabitants.

PUBLIC SERVING BUILDINGS

SMALL	MEDIUM	LARGE	BOOMING
Bakery	Bank	Laundry	Brewery
Barn	Barber	Courthouse	Dance Hall
Blacksmith	Church	Doc Surgery	Foundry
Corral	Drugstore	Fire Station	Gambling Den
General Store	Graveyard	Gun shop	Library
Mayors Office	Hotel	Law Courts	Mining Co.
Saloon	Jailhouse	Print House	Opium Den
Sheriff Office	Post Office	Restaurant	Tailors
Stables/Livery	Stage	Sawmill	Theatre
Tanners	Telegraph	School	Town hall
Watermill	Undertaker	Train Station	Whorehouse
Water Tower	Vicarage	Utilities	



MAP OF MYSTIC SITES



This is an old land with many strange mysteries. The map, and accompanying list, represents a fraction of the unexplainable locations that populate the Americas. Use it as a source of inspiration.

- A - BARRINGER CRATER**
Huge meteor crash site
- B - BLACK HILLS**
Sioux holy site
- C - CRYSTAL SKULL**
Cursed artifact, made by Aztecs
- D - DEATH VALLEY**
Weird moving rocks in the desert
- E - DESERT CARVINGS**
Ancient cave drawings
- F - GRAND CANYON**
Awe inspiring location
- G - GREAT SERPENT MOUND**
Mound built to placate a monster
- H - LA BREA TARPITS**
Prehistoric site
- I - LAKE MONSTERS**
Locations of different lake monsters

- J - MEDICINE WHEELS**
Indian mystical sites
- K - MYSTERY HILL**
Mystic hill in Salem
- L - PUEBLOS**
Anasazi dwellings
- M - PYRAMID**
Anomalous construction
- N - SASQUATCH**
Sightings
- O - SEA CREATURES**
Locations of different sea monsters
- P - SQUARE BUTTE**
Indian holy site
- Q - TENOCHTITLAN**
Ancient Aztec ruin
- R - TEOTIHUACAN**
Ancient Aztec ruin
- S - WISHING STONE**
Location of Indian fable
- T - YACOLT VALLEY**
The Valley of Demons

CHAPTER 9

THE ANIMAL KINGDOM

a thunder of a million buffalo hooves

This chapter describes only a few of the many and diverse wild animals in the Americas. Many creatures have been left out on purpose. These creatures have been considered to trivial, or too unimportant to include characteristics for at this time.

However, it should not be forgotten that Beavers, Caribou and many other wild animals are important to the American natural wildlife.

Bear –	Coyote	Horses -	Mountain Lion
<i>Brown</i>	Cattle	<i>Cavalry</i>	Skunk
<i>Black</i>	Deer	<i>Cart</i>	Turkey
<i>Grizzly</i>	Elk	<i>Donkey</i>	Wildcat
<i>Polar</i>	Fox	<i>Mustang</i>	Wolverine
Bison	Hog	<i>Riding</i>	Wolf
Buzzard		Moose	

BEAR

There are four types of Bear in North America. The Brown Bear is larger than the Black Bear, but not nearly as large as the Grizzly. Black Bears are the most common type of bear in North America. The Polar bear is the largest and most dangerous. They live in the frozen wastes of the tundra and are strictly carnivorous. Polar Bears have little fear of humans and often treat them as prey, they are also excellent swimmers.

Bears can be vicious or cowardly. They kill deer or even cattle. Bears sleep in winter but this is not a true hibernation. Bears are solitary animals.

The Black Bear is a template for the following modifications.

BROWN BEAR has + 5 to STR and SIZ

GRIZZLY BEAR has + 8 to STR and SIZ

POLAR BEAR has + 11 to STR and SIZ, and 4 armor points instead of 3.

BLACK BEAR

Characteristics Averages

STR	3d6+10	20-21	Move	14
CON	3d6+6	13	Hits	17
SIZ	3d6+10	20-21	Fat	34
INT	05	05	DEX SR	3
POW	3d6	10-11	SIZ SR	0
DEX	3d6	10-11		

Hit Location D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	03/06/33
LH Leg	03-04	03-04	03/06/33
Hind Q	05-07	05-09	03/06/33
Fore Q	08-10	10-14	03/09/40
RF Leg	11-13	15-16	03/06/33
LF Leg	14-16	17-18	03/06/33
Head	17-20	19-20	03/06/33

Damage Bonus

+2d6

Weapons

Bite 1d10, 30%, SR 4

Claw 1d6, 45%, SR 3

Hug 2d6, 65%, SR 4

Skills

Climb 35%, Listen 30%, Track 25%, Stealth 30%, Swim 85%, Spot 25%, Hide 60%

Armor

3-4 point furry hide

Notes

A bear may attack twice in a Combat Round, with either two claw attacks, or a claw and bite. If the bear succeeds with two claw attacks it may hug the following Combat Round. A STR vs. STR Resistance Roll is required to break free of a bears hug.

Habitat

Northern US to Mexico



BISON

Commonly known as the American Buffalo, the Bison travel in vast herds, sometimes up to several thousand, but are occasionally met in smaller groups. The plains Indians rely on the Bison for most of their everyday food, equipment and clothing. The Bison leave a great swathe of torn earth in their wake, their progress is almost unstoppable.

Characteristics Averages

STR	4d6+26	40	Move	15
CON	4d6+20	34	Hits	37
SIZ	4d6+20	34	Fat	74
INT	04	04	DEX SR	3
POW	3d6	10-11	SIZ SR	0
DEX	3d6	10-11		

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01	04/13/33
LH Leg	03-04	02	04/13/33
Hind Q	05-07	03-06	04/16/40
Fore Q	08-10	07-12	06/19/50
RF Leg	11-13	13-14	04/13/33
LF Leg	14-16	15-16	04/13/33
Head	17-20	17-20	06/16/40

Damage Bonus

+4d6

Weapons

Charge 2d6, 40%, SR 3

Trample 4d6, 70%, SR 5

Armor

4 -6 point furry hide

Notes

The Bison must successfully Charge an opponent before it can Trample them.

Habitat

Great Plains, central US



BUZZARD

The Buzzard is a well known aspect of the American skies. Buzzard is a derogatory term used to describe different vultures, they can come with a wingspan in excess of 5 feet and an average weight over 3lbs, the Buzzards are a large bird.

They are a recognized sign of death, swooping in great circles high above rotting corpses. They can be found almost anywhere in America, anywhere there is death or disease. Buzzards will attack any sort of helpless prey.

Characteristics Averages

STR	3d6	10-11	Move	12 flying
CON	3d6	10-11	Hits	24
SIZ	3d6	10-11	Fat	21
INT	07	07	DEX SR	2
POW	3d6	10-11	SIZ SR	2
DEX	2d6+12	19		

Hit Locations D20 Melee Miss. Ap/HP/%

R Claw	01-02	01	00/05/20
L Claw	03-04	02	00/05/20
Abdomen	05-07	03-06	02/10/40
Chest	08-09	07-11	02/10/40
R Wing	10-13	12-15	02/08/33
L Wing	14-17	16-19	02/08/33
Head	18-20	20	00/06/25

Damage Bonus

+0

Weapons

Bite 1d8, 45%, SR 4

Claw 1d6, 45%, SR 3

Armor

2 point feathers

Skills

Spot 80%

Notes

May bite and claw whilst in flight.

Attackers chance to hit is halved whilst bird is in flight.

Habitat

Southern US



CATTLE

Cattle are beasts of burden. The term includes domestic bulls, cows, and oxen. Various breeds of cattle may be different sizes, shapes or even colors. Cattle live on the plains or in the meadows. The most popular, and hardy, cattle used in America is the Longhorn. The impressive horns of this animal can extend for up to 120 inches from tip to tip with a slight upward turn and sometimes a triple twist. The Texas Longhorn is known for its extremely diverse coloring.

Characteristics		Averages	
STR	4d6+24	38	Move 12
CON	2d6+9	16	Hits 27
SIZ	4d6+24	38	Fat 54
INT	04	04	DEX SR 4
POW	2d6	07	SIZ SR 0
DEX	2d6	07	
Hit Location D20		Melee	Miss. Ap/HP/%
RH Leg	01-02	01-02	04/09/33
LH Leg	03-04	03-04	04/09/33
Hind Q	05-07	05-09	04/11/40
Fore Q	08-10	10-14	04/11/40
RF Leg	11-13	15-16	04/09/33
LF Leg	14-16	17-18	04/09/33
Head	17-20	19-20	04/11/40

Damage Bonus

+3d6

Weapons

Charge 1d10, 30%, SR 4

Trample 4d6, 75%, SR 5

Armor

4 point tough hide

Skills

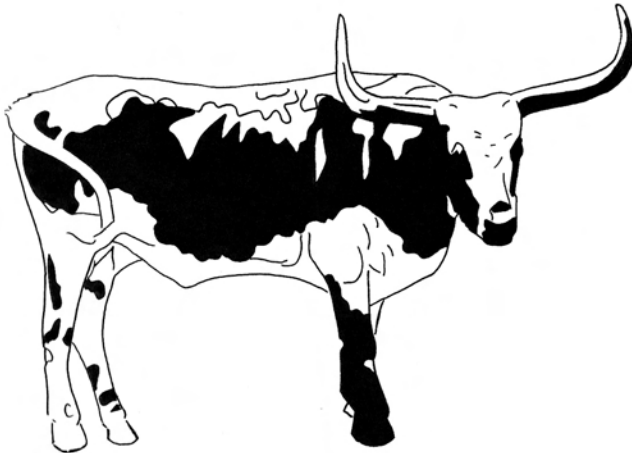
Sense intruder 30%, Listen 30%

Notes

Cattle must successfully Charge an opponent before it can Trample them.

Habitat

Farmland, plains



COYOTE

The Coyote mainly lives in the forests but does travel the plains and savannahs. Coyotes are a solitary predator, although they will occasionally team up with Badger to hunt small game. Their lonely cry is heard all across the Americas. The Red Skins respect the spirit of Coyote as a great and powerful trickster. Coyote is a significant figure in several important creation myths.

Characteristics Averages

STR	2d6	07	Move	12
CON	3d6	10-11	Hits	08-09
SIZ	1d6+3	6-7	Fat	17-18
INT	06	06	DEX SR	3
POW	2d6+6	13	SIZ SR	3
DEX	2d6+6	13		

Hit Location D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	01/03/33
LH Leg	03-04	03-04	01/03/33
Hind Q	05-07	05-09	01/03/33
Fore Q	08-10	10-14	01/04/40
RF Leg	11-13	15-16	01/02/25
LF Leg	14-16	17-18	01/02/25
Head	17-20	19-20	01/03/33

Damage Bonus

-1d4

Weapons

Bite 1d6, 40%, SR 3

Skills

Listen 50%, Track 80%

Armor

1 point furry hide

Notes

May attack with a second Bite 3 Strike Ranks later each Combat Round

Habitat

All over US



DEER

This is the American White Tailed deer. They can be recognized by the white underside to their tail. White-tailed deer can adapt to a wide variety of habitats, from forested regions to woodland, savanna and the prairies. Because of this they are wide spread across the whole of America.

They are easily frightened, shy and very wary. Occasionally a stag attacks a human when cornered or during rutting season. Deer live in small herds, consisting of either a number of does and fawns with one stag, or a group of bachelor stags. Does lack horns, while the Bucks horns range from 3 – 25 in.

Characteristics Averages

STR	2d6+6	13	Move	11
CON	3d6	10-11	Hits	17
SIZ	3d6+12	22-23	Fat	24
INT	04	04	DEX SR	2
POW	2d6	07	SIZ SR	0
DEX	3d6+6	16-17		

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	01/06/33
LH Leg	03-04	03-04	01/06/33
Hind Q	05-07	05-09	01/06/33
Fore Q	08-10	10-14	01/07/40
RF Leg	11-13	15-16	01/06/33
LF Leg	14-16	17-18	01/06/33
Head	17-20	19-20	01/06/33

Damage Bonus

+1d6

Weapons

Butt 1d8, 30%, SR 3

Skills

Listen 75%, Spot 60%, Sense 55%, Jump 90%.

Armor

1 point furry hide

Habitat

Forest



ELK

These are large grazing animals, only the Moose is larger. They spend winter in the less freezing valleys and summer in the mountains. They are social animals and travel in herds.

Elk have great stamina and are powerful animals with excellent reflexes. Elk can be very unpredictable too. They can be pleasant one moment and angry the next. The Elk is sensitive to signs of danger and when threatened, may stand and fight to the end or the herd may run in all directions to confound predators. Elk usually live in large herds, but lone elks can often be seen. Elk graze during the day only, never at night. But if they are disturbed, such as by a hunting party, they will feed only at night.

An adult bull elk with a full set of antlers is a fearsome adversary against any animal, including mountain lions and bears. During the rutting season, adult bulls attack each other with their antlers to establish which among them is the fittest to mate.

Characteristics Averages

STR	3d6+6	16-17	Move	12
CON	3d6+12	22-23	Hits	26-27
SIZ	3d6+21	31-32	Fat	38-40
INT	04	04	DEX SR	2
POW	3d6	10-11	SIZ SR	0
DEX	3d6+6	16-17		

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	01/08/33
LH Leg	03-04	03-04	01/08/33
Hind Q	05-07	05-09	01/09/40
Fore Q	08-10	10-14	01/09/40
RF Leg	11-13	15-16	01/08/33
LF Leg	14-16	17-18	01/08/33
Head	17-20	19-20	01/09/40

Damage Bonus

+2d6

Weapon

Antlers 1d8, 45%, SR 3

Skills

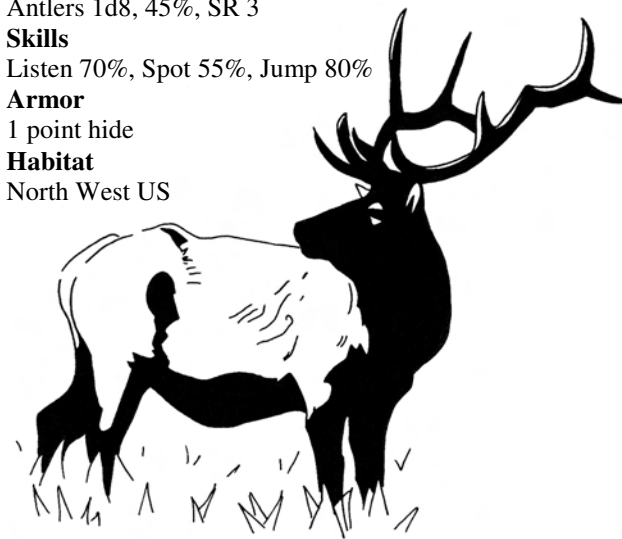
Listen 70%, Spot 55%, Jump 80%

Armor

1 point hide

Habitat

North West US



FOX

There are three types of Fox in North America the Red Furred Fox, the Grey Haired Fox and the Arctic Fox. All Foxes have slender, slightly flattened skulls, pointed muzzles, moderately short but powerful legs, large ears, and long, bushy tails, a small compact body and a reputation for being clever and cunning. They are solitary, feeders that hunt live prey by stealth, cunning and surprise. Foxes also eat a wide assortment of other foods ranging from grasshoppers to fruits and berries.

Characteristics	Averages
STR 1d6+1	04-05 Move 12
CON 3d6	10-11 Hits 07-08
SIZ 1d6+1	04-05 Fat 14-16
INT 07	07 DEX SR 3
POW 2d6+6	13 SIZ SR 3
DEX 2d6+6	13

Hit Locations D20	Melee	Miss.	Ap/HP/%
RH Leg	01-02	01-02	01/02/33
LH Leg	03-04	03-04	01/02/33
Hind Q	05-07	05-09	01/02/33
Fore Q	08-10	10-14	01/03/40
RF Leg	11-13	15-16	01/02/25
LF Leg	14-16	17-18	01/02/25
Head	17-20	19-20	01/02/33

Damage Bonus

- 1d6

Weapon

Bite 1d6, 40%, SR 3

Skills

Listen 60%, Track 70%

Armor

1 point rough fur

Notes

May attack with a second Bite 3 Strike Ranks later

Habitat

Throughout North US

HOG

Hogs, being omnivores, consume both vegetables and meat. Hogs have been known to eat any kind of food, including dead insects, worms, rotting carcasses, garbage, other pigs and even people. They are foraging animals in the wild and will primarily eat leaves, grasses, roots and fruits. The snout is a very sensitive organ. Domestic hogs are bred for meat and tend to be large, up to 4 yards in length and up to 1100lbs. Wild hogs tend to be smaller but come with wicked tusks and an aggressive manner.

Characteristics	Averages
STR 5d6	17-18 Move 08
CON 4d6	14 Hits 17-18
SIZ 6d6	21 Fat 35
INT 06	06 DEX SR 3
POW 2d6+6	13 SIZ SR 0
DEX 3d6	10-11

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	01/06/33
LH Leg	03-04	03-04	01/06/33
Hind Q	05-07	05-09	01/08/40
Fore Q	08-10	10-14	01/08/40
RF Leg	11-13	15-16	01/06/33
LF Leg	14-16	17-18	01/06/33
Head	17-20	19-20	01/08/40

Damage Bonus

+1d6

Weapon

Bite 1d6, 30%, SR 3

Tusk Gore 1d8, 50%, SR 3

Skills

Listen 50%, Spot 40%, Sense 75%

Armor

1 point tough skin and muscle

Notes

Wild Hogs may attack with tusks or a bite.

Habitat

Anywhere there are swineherds. Forest.

HORSE

The horse lived in America for thousands of years, but vanished and was then reintroduced by the Spanish in the 1500's. The horse meant ease of movement for indigenous people who quickly learned they could hunt and move into new territories as never before. Horses offer many advantages to those who know their ways. Single riders and small groups can easily cover forty miles in a day, given water and fodder such as oats or grain.

CART HORSES are the largest of horses, usually broken to ride but not much ridden, they are used for pulling wagons or plows. Saddles and girths large enough for them may not exist. The Cart Horse has +1d6 to STR, CON, and SIZ. It has a move of 09.

CAVALRY HORSES are riding horses with special training, which teaches them to remain calm in battle. They are not trained to fight, although a good Cavalry Horse could be.

DONKEYS, MULES and ASSES mostly carry burdens not humans, or draw wagons and carts. Stereotypically, they ignore commands, even brutal ones. Donkeys, Mules and Asses have -1d6 STR, -2d6 SIZ, and have a move of 8.

MUSTANGS are often the mounts of Red Skins, who regard them as sacred. They are descended from Spanish thorough bred horses, which escaped and went wild. It has adapted to a diet that other domesticated horses could not survive on. The Mustang may go without food or water for several days. Mustangs have +1d6 to STR and CON, and -1d6 to SIZ. They have an INT of 05 and a Move of 11.

RIDING HORSES will not fight unless cornered or engaged in a fight with another horse; they are easily spooked and will usually bolt if surprised or hurt.

Characteristics Averages

STR	4d6+18	32	Move	12
CON	2d6+6	13	Hits	20
SIZ	4d6+12	26	Fat	44
INT	04	04	DEX SR	3
POW	3d6	10-11	SIZ SR	0
DEX	2d6+6	13		

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	01/05/25
LH Leg	03-04	03-04	01/05/25
Hind Q	05-07	05-09	01/08/40
Fore Q	08-10	10-14	01/08/40
RF Leg	11-13	15-16	01/05/25
LF Leg	14-16	17-18	01/05/25
Head	17-20	19-20	01/07/33

Damage Bonus

+3d6

Weapons

- Bite 1d10, 05%, SR 4
- Kick 1d8, 10%, SR 3
- Rear and Plunge 2d8, 15%, SR 5
- Trample 2d6, 40%, SR 4

Skills

Dodge 45%, Hide 25%

Armor

1 point muscle

Notes

A horse must be trained to make any attack willingly, horses attack only once per Combat Round.

Habitat

Anywhere



MOOSE

These huge animals live near, and in, forests and brushy areas. They are shy, wary, generally solitary creatures. During rutting season, however, they can be very dangerous and aggressive. They have large velvet covered palmate antlers. Hunting Moose is a favorite past time of Northern Trappers, the meat tasting like tender beef or veal.

Characteristics Averages

STR	3d6+12	22-23	Move	12
CON	4d6	14	Hits	26
SIZ	4d6+24	38	Fat	30-31
INT	04	04	DEX SR	3
POW	2d6+6	13	SIZ SR	0
DEX	3d6+4	14-15		

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	03/09/33
LH Leg	03-04	03-04	03/09/33
Hind Q	05-07	05-09	03/10/40
Fore Q	08-10	10-14	03/10/40
RF Leg	11-13	15-16	03/09/33
LF Leg	14-16	17-18	03/09/33
Head	17-20	19-20	03/10/40

Damage Bonus

+3d6

Weapon

- Antlers 1d10, 40%, SR 3
- Kick 1d6, 50%, SR 3

Skills

Listen 75%, Spot 75%, Sense 50%, Jump 90%, Swim 65%

Armor

3 point tough muscle

Notes

May attack with Antlers and follow with a kick 3 Strike Ranks later.

Habitat

Throughout North US



MOUNTAIN LION

The Mountain Lion is a wide ranging predator averaging six feet in length. It is a carnivore that will eat anything from insects to cattle. It is smaller, short legged, and less social compared to its African cousin. Normally the Mountain Lion will not attack humans. If attacking, it attaches with both claws and bites while raking with its hind legs. With its vast range, the Mountain Lion has dozens of names (Cougar, Puma, Panther) and many references in the Red Skins mythology.

Characteristics Averages

STR	3d6+6	16-17	Move	12
CON	3d6	10-11	Hits	13
SIZ	2d6+8	15	Fat	28
POW	3d6	10-11	DEX SR	2
INT	05	05	SIZ SR	2
DEX	2d6+12	19		

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	01/04/33
LH Leg	03-04	03-04	01/04/33
Hind Q	05-07	05-09	01/04/33
Fore Q	08-10	10-14	01/05/40
RF Leg	11-13	15-16	01/03/25
LF Leg	14-16	17-18	01/03/25
Head	17-20	19-20	01/04/33

Damage Bonus

+1d4

Weapons

Bite 1d10, 30%, SR 3

Claw 1d6, 50%, SR 3

Rake 2d6, 80%, SR 4

Skills

Climb 80%, Hide 80%, Jump 40%, Stealth 90%

Armor

1 point fur

Notes

A Mountain Lion may attack with 2 Claws, if successful the Lion may Rake and Bite the following round. To break free, treat claw attacks as if they were a Grapple.

Habitat

All along West coast US, prefer forest



SKUNK

Skunks are a member of the weasel family and, in America; there are four types of skunk. About the size of a house cat, skunks are active at night but are also seen during the day. Their habitat is in clearings, pastures, prairies and at the forest edge where they dig burrows or live in any convenient covered area. Skunks prefer to eat meat and insects but also dine on vegetation and any food with a strong odor. All skunks are striped from birth. They may have a single thick stripe across their back and tail, two thinner stripes, or a series of spots and broken stripes. They have excellent senses of hearing and smell but poor eyesight.

Skunks are most famous for their ability to excrete a strong, foul-smelling odor which they can use as a horrendous defensive weapon. Muscles located next to the scent glands allow them to spray with high accuracy.

Characteristics Averages

STR	1d4	02-03	Move	06
CON	3d6	10-11	Hits	06-07
SIZ	1d4	02-03	Fat	05
INT	05	05	DEX SR	3
POW	3d6	10-11	SIZ SR	3
DEX	2d6+6	13		

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	00/02/33
LH Leg	03-04	03-04	00/02/33
Hind Q	05-07	05-09	00/02/33
Fore Q	08-10	10-14	00/03/40
RF Leg	11-13	15-16	00/02/33
LF Leg	14-16	17-18	00/02/33
Head	17-20	19-20	00/02/33

Damage Bonus

- 1d6

Weapons

Claw 1d6, 50%, SR3

Squirt 60%, SR 3, Range 5 yards

Skills

Spot 20%, Sense 65%

Armor

None

Notes

The Skunks squirt can be detected from up to a mile away. The target of a skunk squirt can suffer from irritation, temporary blindness or uncontrollable vomiting. Skunk squirt POT = POW x 2. Make a Resistance Roll versus targets CON. Where POT is active and CON is Passive. A Failed Resistance Roll indicates that the target has been incapacitated, either through vomiting or blindness. A Successful Resistance Roll indicates the target is irritated, very smelly and will suffer a -25% to perform any actions until after a good wash, or 1d10 hours.

Habitat

Throughout Northern and Southern US

TURKEY

The Wild Turkey is a flightless running bird; it has been domesticated and used as a food animal. Its natural habitat is dense forests. It has a small head, which is bald and rounded, on a long flexible neck. It has a round body with long tail feathers and legs. Turkeys have a distinctive fleshy wattle that hangs from the underside of the beak, and a fleshy protuberance that hangs from the top of its beak called a snood. Turkeys can run at speeds up to 25 mph. They are also very tasty.

Characteristics Averages

STR	1d6	03-04	Move	13
CON	2d6	07	Hits	06
SIZ	1d6+1	04-05	Fat	05-06
INT	01	01	DEX SR	4
POW	1d6	03-04	SIZ SR	3
DEX	1d6	03-04		

Hit Location D20 Melee Miss. Ap/HP/%

R Claw	01-02	01	00/01/20
L Claw	03-04	02	00/01/20
Abdomen	05-07	03-06	00/02/40
Chest	08-09	07-11	00/02/40
R Wing	10-13	12-15	00/02/33
L Wing	14-17	16-19	00/02/33
Head	18-20	20	00/01/25

Damage Bonus

-1d6

Weapon

Peck 1d6, 25%, SR 4

Skills

Gobble 95%, Forage 75%, Spot 65%

Armor

None

Habitat

Woodland



WILD CAT

Wild Cats are common in North America, the Bobcat being the most common. It is a hunter of small mammals, birds, and other creatures of a similar size. They are notoriously bad tempered. Wild Cats are found in mountains and forests everywhere, they are especially fond of water courses.

Characteristics Averages

STR	2d6	07	Move	12
CON	3d6	10-11	Hits	07
SIZ	1d4	02-03	Fat	18
INT	05	05	DEX SR	2
POW	2d6	07	SIZ SR	3
DEX	2d6+12	19		

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	00/02/33
LH Leg	03-04	03-04	00/02/33
Hind Q	05-07	05-09	00/02/33
Fore Q	08-10	10-14	00/03/40
RF Leg	11-13	15-16	00/02/25
LF Leg	14-16	17-18	00/02/25
Head	17-20	19-20	00/02/33

Damage Bonus

- 1d6

Weapons

Bite 1d6, 20%, SR 3

Claw 1d6, 40%, SR 3

Rip 1d6+3, 80%, SR 3

Skills

Climb 80%, Hide 80%, Stealth 90%

Armor

None

Notes

A Wildcat may attack twice with its Claws in one Combat Round, if both are successful the Wildcat may Bite and Rip with its hind legs on the following rounds. Treat as Grapple to escape Claw attack.

Habitat

Throughout North US



WOLVERINE

These carnivores are renowned for their amazing endurance, capable of traveling 20 miles through heavy snow while in pursuit of their prey. They are very aggressive and have been known to kill, or drive off, animals much larger than themselves. A stocky and muscular animal, it has brown hair with stripes of dull yellow along the sides. They are greatly resistant to the cold and trappers' prize Wolverine fur as it does not collect ice.

Characteristics Averages

STR	3d6+6	16-17	Move	09
CON	3d6+6	16-17	Hits	12
SIZ	2d6+1	08	Fat	33
INT	05	05	DEX SR	2
POW	3d6	10-11	SIZ SR	3
DEX	2d6+10	17		

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	03/04/33
LH Leg	03-04	03-04	03/04/33
Hind Q	05-07	05-09	03/04/33
Fore Q	08-10	10-14	03/05/40
RF Leg	11-13	15-16	03/03/25
LF Leg	14-16	17-18	03/03/25
Head	17-20	19-20	03/04/33

Damage Bonus

+0

Weapons

Claw 1d6, 55%, SR 4

Bite 1d8, 60%, SR 3

Skills

Dodge 45%, Track 80%, Sense 40%

Armor

3 point fur and muscle

Notes

A Wolverine may attack three times in a Combat Round, 1 Bite and 2 Claws.

Habitat

North US



WOLF

Wolves hunt in packs from a dozen up to forty or more. If too many wolves are killed in a combat they may try to escape and regroup. Wolves fight co-operatively; several Wolves may attack the same target, ensuring that some of them are not parried or dodged. One or two wolves may try to knock their target down; when on the floor the target will be easy meat for the rest of the pack. Wolves will only attack humans if the human is injured or if the wolves are very hungry.

Characteristics Averages

STR	2d6+6	07	Move	13
CON	3d6	10-11	Hits	11
SIZ	2d6+3	10	Fat	24
INT	05	05	DEX SR	2
POW	3d6	10-11	SIZ SR	2
DEX	2d6+10	17		

Hit Locations D20 Melee Miss. Ap/HP/%

RH Leg	01-02	01-02	03/04/33
LH Leg	03-04	03-04	03/04/33
Hind Q	05-07	05-09	03/04/33
Fore Q	08-10	10-14	03/05/40
RF Leg	11-13	15-16	03/03/25
LF Leg	14-16	17-18	03/03/25
Head	17-20	19-20	03/04/33

Average Damage Bonus

+0

Weapon

Bite 1d8, 65%, SR 3

Skills

Dodge 55%, Listen 75%, Sense 90%, Spot 60%, Stealth 55%, Track 85%

Armor

2 point fur

Notes

Wolves may attempt to knock down an opponent.

Habitat

Throughout US



NOTATION:

Move - Maximum movement per Combat Round, in Yards

Hits - Average Total Hit Points for creature

Fat - Average Fatigue points for creature.

RH Leg - Right Hind Leg

LH Leg - Left Hind Leg

Hind Q - Hind Quarters

Fore Q - Fore Quarters

RF Leg - Right Fore Leg

LF Leg - Left Fore Leg

R Claw - Right Claw

L Claw - Left Claw

R Wing - Right Wing

L Wing - Left Wing

Ap/HP/% - Ap - Armor Points / HP - Hit Points / % - Percentage of Total Hit Points for location.

NATURAL ANIMALS IN THE BRP BOOK:

Alligator – page 334BRP – use the following hit location formula...

Hit Locations D20	Melee	Miss.	%
Tail	01-03	01-04	33
RH Leg	04-05	05	25
LH Leg	06-07	06	25
Hind Q	08-10	07-10	40
Fore Q	11-13	11-14	40
RF Leg	14-15	15	25
LF Leg	16-17	16	25
Head	18-20	17-20	33

Dog - page 335 BRP – use Coyote hit locations

Hawk - page 336 BRP – use Buzzard hit locations

Insect Swarm - page 336 BRP – no hit locations

Rat Pack - page 337 BRP – no hit locations

Snake Venomous - page 338 BRP – use King Rattler hit locations

MUNDANE OR OTHERWORLD

An Otherworld creature may be described as an entity which has left the Spirit World willingly to reside in the Mundane World. The creature will usually have a purpose or task to achieve which will involve the aid or use of people to a greater or lesser extent. These duties may never be revealed, although clues and riddles can be rife. Some Shamen will instinctively know whether the creature intends harm.

When an Otherworld creature completes its task it will normally return to the Spirit World, however, some may choose to stay for a while longer by developing a new duty or task.

Otherworld creatures remaining in the Mundane World past their allotted time attract more Otherworld creatures. Creating a weak link or guiding beacon. This makes it easier for less powerful entities to cross.

When an Otherworld creature is killed it is forcibly returned to the Spirit World, where it will remain until it is once again strong enough to break through.

CROSSING THE BARRIER

Otherworld creatures attempting to infiltrate the Mundane World have to breach the mystical barrier separating the two planes of existence. Normal humans would find this almost impossible to achieve, however, some Otherworld beings can cross the barrier on a regular basis. A POW vs. POW 35 resistance roll is called for; the

POW of the barrier (35) has to be reduced to 0 to tear a temporary hole in the barrier. The tear remains open until sealed or the creatures which have passed through return to the Otherworld. In this period there is a 15% chance per 12 hours that a different Otherworld creature will take advantage of the temporary weakness.

Otherworld beings which have taken advantage of a breach, or stayed beyond their allotted time, create a permanent weakness in the barrier. This will reduce the POW of the barrier by the POW of the creature. More Otherworld beings may enter the Mundane World at the location of the original creature, or near it. It is the duty of Hi'nun and the Thunderers to ensure that a breach is not abused in this way.

Creatures summoned by Diabolists, Shamen or other Mystics, side step the barrier and do not create a breach. This makes Otherworld creatures more difficult for Hi'Nun and the Thunderers to find as they leave 'no trail'.



THE NOT SO ANIMAL KINGDOM

the endless chatter of the warped and the dead

This chapter covers a few of the more diverse creatures resident in the Mythical Americas. Some are based on historical fact, some on legends told by the Native population, others on speculation and rumor. They are all, without exception, very rare. A person living a normal life, in a Town may never see, and only occasionally hear of, some of the creatures contained in this section.

The American Indians regard all of these creatures as Holy or Unholy, and will treat them with the utmost respect. Each one could represent a good or a bad omen to the Tribes Shaman, and therefore a Tribe will act in a particular manner, depending on what has been sighted where and when.

The American Indians believe that all things have a spirit, animals, plants and rocks too. No details are given here as each spirit should be uniquely different. Some have characteristics that others do not. These details are left up to the Master to decide when they are needed.

Meeting any of the creatures mentioned in this chapter should be a divine, mysterious or down right terrifying experience for anyone.

Animal Ogres	Men Serpents
Bat People	Onniont
Demonic Spirits	Redman
Drifter	Red Storm Cloud
Father of Lies	Sabertooth Tiger
Ghost	Sasquatch
Giant Buffalo	Shunka Warak'in
Hag	Stone Giants
Hi'nun	Thunderbird
and the Thunderers	Unktake
Hoakah	Wendigo
King Rattler	Weres
Man of Wood	Zombies

ANIMAL OGRES

Animal Ogres play a large part in many of the Indian myths. They are used as a teaching example for the hero, illustrating his weaknesses. They are intelligent but also very dangerous because of it. Animal ogres live away from human habitation; they prefer inhospitable regions and may also be found in the Spirit World.

Animal Ogres combine the most deadly aspect of man and animal. They are almost always cannibals, prizing human flesh above all other meat. However, they can be helpful and charming as well as deadly and disgusting.

Average Damage Modifier
+ 2D6

Weapons
Bite 1D4, 45%, SR 4, or
Claw 1d6, 65%, SR 3, or
Kick 1d8, 60%, SR 3, or
Sting 1d8 +POT, 60%, SR 3

Armor
Animal Ogres do not usually wear armor but do have very tough hides with 3-4 points of armor value.

Characteristics		Average	
STR	4D6+12	26	Move 12
CON	2D6+12	19	Hit Points 23
SIZ	4D6+12	26	Fatigue 45
INT	3D6	10-11	DEX SR 3
POW	3D6+3	13-14	SIZ SR 0
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
R Leg	01-04	01-03	03/08/33
L Leg	05-08	04-06	03/08/33
Abdomen	09-11	07-10	03/08/33
Chest	12	11-15	04/09/40
R Arm	13-15	16-17	03/05/25
L Arm	16-18	18-19	03/05/25
Head	19-20	20	03/08/33



Skills

Listen 55%, Spot 55%, Sense 50%, Dodge 60%

Powers

Frenzy

SAN loss

1/1d8

Notes

Animal Ogres are a mixture of half animal and half Otherworld being. They represent, and look like, the worst of both. The characteristics show the average body type, for biting, clawing, kicking or stinging animals. The Animal Ogre will only have one or two of these weapon attacks, depending on what type of creature it resembles.

Animal Ogres have powers directly related to their animal half, for example a Mountain Lion Ogre will have the equivalent of Excellent Night Vision. Stinging Scorpion Ogres have a vicious barbed and armored tail, if a hit is scored with this tail the victim has to make a check against Poisons POT at the Ogres POW.

Other Animal Ogres may exist with other attacks.

BIG HEAD BAT PEOPLE

The Big Head Bat People are an old, mysterious, malevolent and demonic race. They inhabit the high branches of dark and forbidding forests, or fly out of their isolated mountain caves to plague the people. They are grotesque and very large bat winged heads. Their faces are very dark and angry, filled with great wrinkles and offensive furrows.

Long black wings came out of their sides, and when they rush through the air, mournful sounds assail the ears of frightened men and women. They are accused of cannibalism and see other races and beings as things to exploit and torture. They are universally regarded as evil and malicious.

Characteristics	Average		
STR	5D6+12	29-30	Move 12 flying
CON	2D6+10	17	Hit Points 16-17
SIZ	3D6+6	16-17	Fatigue 46-47
INT	2D6+6	13	DEX SR 3
POW	4D6+6	20	SIZ SR 1
DEX	2D6+6	13	
APP	2D6	7	

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
L Claw	01-03	01-02	02/04/25
R Claw	04-06	03-04	02/04/25
L Wing	07-11	05-09	02/05/33
R Wing	12-16	10-14	02/05/33
Head	17-20	15-20	05/06/40

Average Damage Bonus

+2D6

Weapons

Wing Buffet 1d6 + knockdown, 75%, SR 5

54 - ACES HIGH

Bite 1D6, 50%, SR 4

Claw 1d6, 60% SR 3

Armor

The Bat People have tough skin, but also, cannot be hurt by any mundane weapon.

Skills

Listen 50%, Dodge 50%, Spot 65%

Powers

Omen, Bad

SAN loss

1/1d8

Notes

Big Head Bat People have excellent Night Vision, but suffer a -25% penalty to all skills performed during the day because they are so sensitive to light.

Anybody who sees the Bat People will suffer from Recurring Nightmares, if a SAN roll is failed; this can only be removed with a five night Holy Way (see Red Skin Rituals page 86 AH) or the Big Head that caused the nightmares is killed.

Wing Buffet – STR vs. STR resistance roll or the target is knocked to the ground. If the target is successfully knocked down and on the ground, the Big Head Bat People get a +20% to Bite, or Claw attacks.

May attack twice with Claws. If both Claw attacks are successful, with a Big Head STR vs. Victim SIZ Resistance Roll they can carry their victim away. Because of their great Strength it is possible that they could carry away fully grown cattle.



DEMONIC SPIRITS

They are totally bad, they have no good thing in them, they think only evil. However, they are usually weak and undignified, showing that they are unnatural.

All the Tribes of the Americas live in constant fear of these spirits, which can take the shape of bats, hawks, tarantulas or bears that shoot arrows, they have no natural shape. They have no reason, no morals; they exist purely to destroy what has been created.

Particularly intelligent Demonic Spirits meddle in Human politics and affairs with disastrous consequences. They are a blight and a disease which Hinun and The Thunderers are constantly looking for.

Characteristics		Average	
INT	3D6+6	16-17	Move = POW
POW	3D6+6	16-17	

Average Damage Bonus

The Demon bases its physical bonuses on those of the creature it has taken the shape of.

Skills

Demonic Spirits inherit the skills of the form they have taken; however, a Demonic Spirit may never attain skills above 75%.

Powers

Terror
Omen, Bad

SAN Loss

0/1d8 if the form is recognized as a Demonic Spirit

Notes

Demonic spirits can assume the form of any other creature, except that of man. Demonic Spirits can only assume the shape of a man if they possess one, resolve Spirit Combat in the normal way. Demonic Spirits do not understand the concept of eating to survive, and any human possessed by a Demonic Spirit will slowly starve to death.

DRIFTER

See the Drifter section on *page 77 AH* for a complete description. Drifters are sometimes mistaken for Demonic Spirits by those with Otherworld Abilities that let them see such things. Drifters can sometimes be a Good or Bad Omen.

FATHER OF LIES

Ictinike (malevolence) is the son of the Sun God, who offended his father and was expelled from the Otherworld. He possesses a bad reputation for deceit and trickery. The Sioux Indians say that Ictinike taught them all the evil things that they know. Ictinike may be either friendly or murderous; he has no compassion for mortals.

Characteristics

STR	21	Move	10
CON	21	Hit Points	19
SIZ	16	Fatigue	42
INT	30	DEX SR	1
POW	30	SIZ SR	1
DEX	21		
APP	21		

Hit Location	Melee (d20)	Missile (d20)	Ap/HP
R Leg	01-04	01-03	02/06
L Leg	05-08	04-06	02/06
Abdomen	09-11	07-10	02/06
Chest	12	11-15	02/08
R Arm	13-15	16-17	02/05
L Arm	16-18	18-19	02/05
Head	19-20	20	03/06

Damage Bonus

+1d6

Weapons

Any melee weapon at 75%,
Any other weapon at 50%

Armor

Ceremonial leather clothing and headdress AP 02

Skills

Fast Talk 125%, Orate 200%, Craft Torture 100%, Hide 100%, Persuade 100%, Stealth 100%

Powers

Spirit Contact
Summoning
Level 3 Weather Manipulation (SUN)

SAN Loss

0/1d6

GHOST

Ghosts only possess an INT and POW. They appear as misty, ethereal forms. They seem to haunt specific locations or even specific objects. Some ghosts may be vulnerable to magic, and others not. Some ghosts may be exorcisable - or not.

Ghosts seem to haunt locations in order to communicate the awfulness which prompted their formation. Sometimes a ghost can give clues or instructions which, if carried out, let the anxious spirit dissolve and find peace. Though all ghosts are terrifying, some are more loathsome than others.

To attack, match POW against target POW on the Resistance Table: as this happens, the ghost seems to be clawing at, enveloping, or otherwise physically attacking the target. If the ghost over comes the targets POW, the character loses 1d3 POW. If the victim over comes the ghost then it will lose 1d3 POW. Ghosts of great strength may drain 1d6 POW or more from a victim in a single combat round, but such potent enemies will still only lose 1d3 POW if overcome by the victim.

Ghosts are spirits of the dead and are tied to a specific location or object and cannot leave, or must return if they do leave.

Ghosts can become visible at will, and engage intruders in spirit combat. If a ghost reduces a foe to zero POW, it will possess him, usually causing the victim to kill himself. Even if a ghost possesses someone, it remains tied to its site and may not leave. Most ghosts are malignant, and hate the living. They are frequently insane.

Characteristics

	Average	
INT	2d6+6	13
POW	4d6	14

Powers

Otherworld Travel

SAN Loss

1/1d8

Notes

A ghost may possess any kind of magic at the Masters discretion.

GIANT BUFFALO

The Giant Buffalo is a remnant from the prehistoric age. By the late 1800's this breed of Buffalo will have been completely eradicated in life, and restricted to the stories of supernatural entities.

The plains Indians regard this rare animal as extremely sacred. It is associated with a strong portent or omen, and is treated with the utmost respect.

The Giant Buffalo may be seen among normal Buffalo herds. However, the buffalo hunters see the Giant Buffalo as a huge source of income, possessing none of the reverence associated with the Indians mythologies, they will eventually hunt to extinction this Giant of the Plains.

The Giant White Buffalo is hailed as the mother of the Buffalo and has a special interest for Sioux Indians. The White Buffalo is the representative for the Rebirth Cycle and a particularly strong Omen for Good.

Characteristics	Average			
STR	6D6+30	51	Move	15
CON	4D6+30	44	Hit Points	47-48
SIZ	6D6+30	51	Fatigue	95
INT	3d6	10-11	DEX SR	4
POW	3D6	10-11	SIZ SR	0
DEX	2D6	7		

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
R R Leg	01-04	01-03	06/16/33
R L Leg	05-08	04-06	06/16/33
H Quarters	09-11	07-10	06/19/40
F Quarters	12	11-15	08/24/50
R F Leg	13-15	16-17	05/16/33
L F Leg	16-18	18-19	05/16/33
Head	19-20	20	10/19/40

Average Damage Bonus

+5d6

Weapons

Head butt 60%, 1d8, SR 4

Trample 70%, 2d6, SR 6

Armor

Tough Hide and muscle

Skills

Sense Foe 45%, Sense 50%

Powers

Omen, Good or Bad

Otherworld Travel

SAN Loss

0/1d3

56 - ACES HIGH

Notes

A giant Buffalo may attack once with a Head butt and follow with a Trample.



HAG

Hags are nymphs of dark and shadowy places. Because most such places are old and forlorn, most hags are malevolent and ugly.

Hags are often friends of undead, demonic spirits and other horrors. They may haunt old caves, dank caverns or dense, dark forests. Hags can materialize their bodies at will, clotting out of the darkness of their lair.

Hags can leave their home for short periods of time, but must return before dawn. Their bodies are dissolved by direct sunlight - this doesn't kill the hag, however, and her spirit merely returns to her home.

Characteristics	Average			
STR	3D6	10-11	Move	10/12 fly
CON	3D6	10-11	Hit Points	10-11
SIZ	3D6	10-11	Fatigue	N/A
INT	2D6+12	19	DEX SR	3
POW	2D6+20	27	SIZ SR	2
DEX	3D6	10-11		
APP	1D6	03-04		

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
R Leg	01-04	01-03	00/03/33
L Leg	05-08	04-06	00/03/33
Abdomen	09-11	07-10	00/03/33
Chest	12	11-15	00/04/40
R Arm	13-15	16-17	00/02/25
L Arm	16-18	18-19	00/02/25
Head	19-20	20	00/03/33

Average Damage Bonus

+0

Weapons

Claw 1d6, 66%, SR 3

Armor

None

**Skills**

Bargain 75%, Blasphemous Lore 75%, Craft Torture 50%, Dodge 45%, Hide 90%, Insight 55%

Powers

Command
Sacrifice
Summoning

SAN Loss

0/1d6

Notes

Hags may form a body at will from the shadows in their lair.

Hags know 2d6 points of Magic and 1d6 Sorcery spells.

Hags prefer to summon Demonic Spirits.

**HI'NUN AND THE THUNDERERS**

Hi'nun is the principle deity of thunder for the Iroquois. With the help of his brother he destroyed many powerful monsters and giants, which infested the early world. Hi'nun is beneficent to man. He has a mysterious voice which is difficult to ignore.

Hi'nun is the power that protects man from forces unfriendly to humankind.

The Thunderers are the people of Hi'nun. They are beings in the shape of men with human failings. Possessing curious murmuring voices and clad in strange, diaphanous clothing. Their mission is to keep the earth in good order for the benefit of humanity, to slay or destroy every agency inimical to mankind.

They travel in the thunder clouds, throwing lightning at their enemies. They possess the power to change the form of others.

HI'NUN**Characteristics**

STR	24	Move	10
CON	24	Hit Points	22
SIZ	18	Fatigue	48
INT	24	DEX SR	1
POW	40	SIZ SR	1
DEX	30		
APP	19		

Damage Bonus

+ 2d6

Weapons

Any Red Skin weapon at 150 %

Skills

All between 70% and 120%

Powers – Hi'Nun

Hypnotic Voice, INT x 1 to resist
Level 2 Weather Manipulation (SUN)

Seal Barrier

THUNDERERS**Characteristics**

		Average		
STR	3D6+3	13-14	Move	10
CON	3D6+6	16-17	Hit Points	15
SIZ	2D6+6	13	Fatigue	20
INT	2D6+6	13	DEX SR	2
POW	4D6+6	20	SIZ SR	2
DEX	4D6+3	17		
APP	3D6+3	13-14		

Average Damage Bonus

+ 1d4

Weapons

Any Red Skin weapon at 75%

Skills - Thunderers

All between 50% and 100%

Powers

Hypnotic Voice INT x 3 to resist

	Hit Location	Melee (d20)	Missile (d20)	Hi'Nun Ap/HP	Thunderer Ap/HP/%
R Leg		01-04	01-03	00/08	00/05/33
L Leg		05-08	04-06	00/08	00/05/33
Abdomen		09-11	07-10	00/08	00/05/33
Chest		12	11-15	00/10	00/06/40
R Arm		13-15	16-17	00/07	00/04/25
L Arm		16-18	18-19	00/07	00/04/25
Head		19-20	20	00/08	00/05/33

Armor

Normally they wear ceremonial diaphanous clothing, but they may also be seen wearing toughened leather armor and looking like any other group of Red Skins.

Powers

Hi'Nun and the Thunderers have their own special powers as described above. However, when they are together as an Otherworldly force with a specific mission to achieve they gain the following powers below in addition to those above.

Cacophony
Cloudwings
Cooling Rain
Death Slumber
Moulding
Other World Travel
Thunder Bolt

SAN Loss

0/1d6

HOAKAH

Hoakah is the Sioux god of thunder. The countenance of this divine being is divided into two halves, one half expresses grief, the other half, cheerfulness. When he weeps there is rain and when he smiles there is sun. Heat affects him as cold and cold is to him as heat.

He beats the tattoo of the thunder on his great drum, using the wind as a drum-stick. He wears a pair of horns, for he is a mighty hunter. When he is angry he hurls lightning spears to the earth with deadly accuracy.

Characteristics

STR	30	Move	10/15	flying
CON	25	Hit Points	23	
SIZ	21	Fatigue	55	
INT	21	DEX SR	1	
POW	60	SIZ SR	0	
DEX	25			
APP	5 / 20	appearance represents both sides of Hoakahs face		

Hit Location	Melee (d20)	Missile (d20)	Ap/HP
R Leg	01-04	01-03	00/08
L Leg	05-08	04-06	00/08
Abdomen	09-11	07-10	00/08
Chest	12	11-15	00/10
R Arm	13-15	16-17	00/07
L Arm	16-18	18-19	00/07
Head	19-20	20	00/08

Damage Bonus

+ 2d6

Weapons

Hoakah uses his Supernatural Powers as a weapon.

Armor

None, but Hoakah cannot be harmed by Mundane weapons

Skills

150% in all Hunting related skills, 50% in all others

Powers

Level 5 Weather Manipulation (RAIN)

Cacophony

Terror

Frenzy

SAN Loss

0/1d6

KING RATTLER

An Algonquian myth, the King Rattler is a huge sacred rattlesnake. When it moves, it is said that, it sounds like a herd of charging buffalo.

The King Rattler dwells among the mountain passes and the plains of Central America, sometimes attended by a retinue of its kind. The venom of these reptiles is said to be exceptionally deadly.

The flesh of the King Rattler is particularly full of flavor. However, the King Rattler is also favored by the Great Spirit and anyone that consumes its flesh will transform over night into one of the Men Serpents (*page 59 AH*).

Characteristics	Average		
STR	4d6+30	44	Move 12
CON	4d6+30	44	Hit Points 47
SIZ	4d6+40	54	Fatigue 88
INT	3d6	10-11	DEX SR 3
POW	2D6+10	17	SIZ SR 0
DEX	3D6	10-11	
APP	3d6	10-11	

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
Tail	01-04	01-03	10/16/33
Body	05-16	04-17	10/24/50
Head	14-20	18-20	15/12/25

Damage Bonus

+5d6

Weapons

Bite 65%, 1d4, SR 1

Armor

The King Rattler is covered in extremely thick reptilian scales giving 10-15 AP.

Skills

Dodge 55%, Listen 100%, Sense 125%

Powers

Precious Body Organs

SAN Loss

1/1d6

Notes

POT of venom is POW x 2, POW x2 POT is also given to the retinue of 5d6 other rattlesnakes which may accompany the King of Rattlers.

The flesh of the King Rattler is particularly tasty.

RATTLE SNAKE RETINUE

SNAKE 1	Move	08	DEX SR: 3
	Hit Points	10	SIZ SR: 3

Hit

Location	Melee	Missile	Ap/HP/%
Tail	01-06	01-03	00/03/33
Body	07-14	04-17	00/05/50
Head	15-20	18-20	00/03/25

Bite 1d6+1, 35%, SR 3 POT 20

SNAKE 2	Move	08	DEX SR: 3
	Hit Points	14	SIZ SR: 3

Hit

Location	Melee	Missile	Ap/HP/%
Tail	01-06	01-03	00/05/33
Body	07-14	04-17	00/07/50
Head	15-20	18-20	00/04/25

Bite 1d6+1, 40%, SR 3 POT 18



MAN OF WOOD

The Man of Wood is a benevolent forest being, preferring privacy and solitude. The Man of Wood possesses great power and knowledge.

Those visited by the Man of Wood may learn of things that no mortal man should know. However, the Man of Wood is shy and fearful of the loud and boisterous, making him difficult to approach.

Characteristics

STR	11	Move	11
CON	11	Hit Points	12
SIZ	13	Fatigue	21
INT	17	DEX SR	2
POW	28	SIZ SR	2
DEX	17		
APP	14		

Hit Location	Melee (d20)	Missile (d20)	Ap/HP
R Leg	01-04	01-03	05/04
L Leg	05-08	04-06	05/04
Abdomen	09-11	07-10	05/04
Chest	12	11-15	05/05
R Arm	13-15	16-17	05/03
L Arm	16-18	18-19	05/03
Head	19-20	20	05/04

Damage Bonus

+0

Weapons

Live Wooden Spear 75%, 1d8+1, SR 1

May attack more than once in each Combat Round, SR allowing.

Armor

05 point thick bark

Skills

Insight 75%, Anthropology 100%, Listen 100%, Stealth 100%, Hide 125%, Zoology 150%

Powers

Command

Otherworld Travel

Seal Barrier

Summoning

Level 1 Weather Manipulation (SUN, WIND, RAIN)

SAN Loss

0/1d4

Notes

The Man of Wood may also possess normal Shaman spirit powers; in this case the Live Wooden Spear is likely to contain a bound spirit

MEN SERPENTS

There is a legend among the Sioux which tells of a band of starving warriors returning home from a battle. They encounter a King Rattler, kill it after a great fight and eat it, only to discover later that they turn into halvesnake-halfmen.

This band of warriors still inhabits the plains and the forests seeking only solitude and isolation from the workings of other mortals. Hoping that in the future their mistake will be forgiven and their normal shapes returned.

Characteristics

Characteristics	Average		
STR	4D6	14	Move 12
CON	4D6	14	Hit Points 14
SIZ	4D6	14	Fatigue 28
INT	2D6+6	13	DEX SR 1
POW	2D6+6	13	SIZ SR 2
DEX	4D6+6	20	
APP	2D6+6	13	

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
R Leg	01-04	01-03	02/05/33
L Leg	05-08	04-06	02/05/33
Abdomen	09-11	07-10	02/05/33
Chest	12	11-15	04/06/40
R Arm	13-15	16-17	02/04/25
L Arm	16-18	18-19	02/04/25
Head	19-20	20	03/05/33

Average Damage Bonus

+1d4

Weapons;

Bite 70%, 1d6, SR 3

War Bow 75%, 2d6+6, 1/SR, Range 450m,

Other Weapon 65%

Armor

02 - 04 point thick scaly skin

Skills

Throw 65%, First Aid 50%, Hide 65%, Stealth 75%

Powers

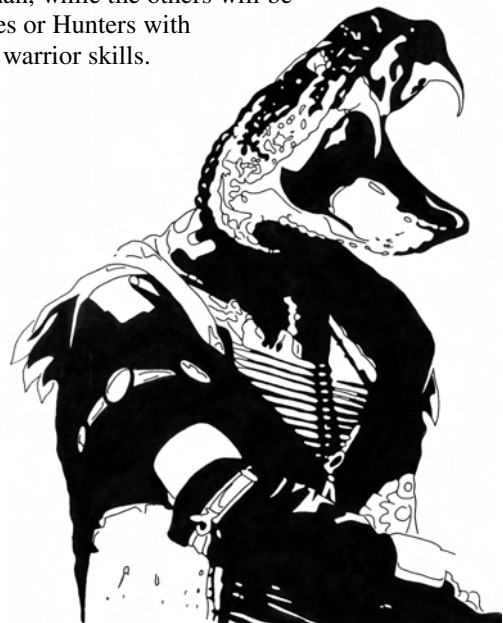
Poisonous Bite POT = POW

SAN Loss

1/1d6

Notes

There are twenty Men Serpents; one is likely to be a Shaman, while the others will be Braves or Hunters with good warrior skills.



ONNIONT

The Great Armored Serpent deity of Iroquois and Huron legends may inhabit rivers, lakes or the areas near to them. It is a fearful adversary and an evil omen.

Some say that the Great Serpent mound in Ohio was created to placate the Onniont.

The Onniont carries on its head a horn which could pierce mountains, trees and rock.

Tradition says that the old people of the tribe should stand on the lake shore and sing a sacred song. The Onniont would then come to the surface, showing them its horn. Then the tribes Shaman cut off a piece of the horn while continuing the chant.

Portions of the Onniont may be used for a fetish of great power. Warriors of the tribe like to carry portions of this for luck and even consume fragments of the horn in water to give them courage

Characteristics

STR	60	Move	7/15 in water
CON	50	Hit Points	63
SIZ	75	Fatigue	55
INT	05	DEX SR	3
POW	18	SIZ SR	0
DEX	10		

Location Melee (d20) Missile (d20) Ap/HP

Tail	01-04	01-03	20/21
Body	05-16	04-17	30/32
Head	14-20	18-20	25/16

Damage Bonus

+7d6

Weapons

Bite 75%, 1d6, SR 3

Horn 75% 2d6, SR 3

Armor

The Onniont has heavy armored plates covering its body giving 20 - 30 AP

Skills

Listen 100%, Sense 100%, Spot 75%

Powers

Omen, Bad

Precious Body Organs

SAN Loss

1/1d8

Notes

The Onnionts horn is an Otherworldly weapon. Mundane armor does not protect against it.

Small portions of the Horn may be used to create fetishes of great luck or can be swallowed to grant Otherworldly combat prowess.

REDMAN

Redman or Blood-Colored Man, the Lightning Spirit, (Asgaya Gigei) is the powerful Cherokee thunder god and is described as being the color of red lightning.

He shows his face around the mountain peaks that gather heavy folds of great thunder clouds. He is half hidden with spasmodic, jerking limbs of red flashing lightning from shadowy rolling depths of the heavy clouds.

At other times Redman can appear as a normal man. In this guise he is usually helpful. Offering wisdom and handing out supernatural gifts to people that prove themselves honorable or worthy.

Characteristics

STR	50	Move	15 flying
CON	50	Hit Points	50
SIZ	50	Fatigue	50
INT	20	DEX SR	1
POW	100	SIZ SR	0
DEX	25		
APP	30		

Location Melee (d20) Missile (d20) Ap/HP

R Leg	01-04	01-03	00/17
L Leg	05-08	04-06	00/17
Abdomen	09-11	07-10	00/17
Chest	12	11-15	00/20
R Arm	13-15	16-17	00/13
L Arm	16-18	18-19	00/13
Head	19-20	20	00/17

Damage Bonus

+5d6

Weapons

Redman uses his Supernatural Powers as a weapon.

Armor

Redman has no natural armor but is impervious to damage from Mundane weapons.

Skills

Dance 125%, Dodge 75%, Listen 75%, Sense 75%

Powers

Heal

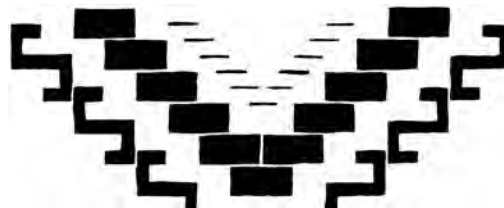
Level 4 Weather Manipulation (RAIN)

Moulding

Terror

SAN Loss

1/1d10, the SAN Loss represents the fact that Redman could appear to only be a frightening Storm, but if scrutinized then the leaping, jerking figure of Redman can be seen controlling the natural wrath of the storm.



RED STORM CLOUD

A Haida wind deity who turns the sky to a deep red.

With his great voice he can raise the winds to a hurricanes strength, which will take the tops off of trees, set the stones and sand flying. He commands the fog which strikes terror in the hearts of those at sea and finally he may summon the Tidal wave.

Characteristics

STR	80	Move	100 flying
CON	100	Hit Points	89
SIZ	76	Fatigue	180
INT	21	DEX SR	1
POW	100	SIZ SR	0
DEX	21		
APP	21		

Location	Melee (d20)	Missile (d20)	Ap/HP
R Leg	01-04	01-03	00/30
L Leg	05-08	04-06	00/30
Abdomen	09-11	07-10	00/30
Chest	12	11-15	00/36
R Arm	13-15	16-17	00/22
L Arm	16-18	18-19	00/22
Head	19-20	20	00/30

Damage Bonus

+9d6

Weapons

Red Storm Cloud uses his Supernatural Powers as a weapon.

Armor

Red Storm Cloud is unharmed by Mundane weapons

Skills

Sing 125%, Dodge 90%, Listen 90%, Sense 90%

Powers

Level 5 Weather Manipulation (RAIN, WIND)

Terror

SAN Loss

1/1d10



SABERTOOTH TIGER

Sabertooth Tigers are best known for having massive scythe like canines which are up to 20 cm long and extend down from the mouth even when the mouth is closed. Saber-toothed tigers are generally more robust than today's cats and are quite bear-like in build.

The heaviest examples of this massively built carnivore may have reached a body mass of up to 900 pounds. With their heads being as big as a human body they can rip a mans head clean off with a single bite. Just to make them really worrying, they hunt in packs of up to 6.

Characteristics

Characteristic	Value	Average	Other	Value
STR	5D6+12	29-30	Move	15
CON	6D6+12	33	Hit Points	31
SIZ	5D6+12	29-30	Fatigue	59
INT	04	04	DEX SR	3
POW	3D6	10-11	SIZ SR	0
DEX	3D6	10-11		

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
R R Leg	01-04	01-03	05/10/33
R L Leg	05-08	04-06	05/10/33
H Quarters	09-11	07-10	05/10/33
F Quarters	12	11-15	05/14/40
R F Arm	13-15	16-17	05/10/33
L F Arm	16-18	18-19	05/10/33
Head	19-20	20	05/10/33

Average Damage Bonus

+3d6

Weapons

Bite 75%, 1d12, SR 3

Claw 55%, 1d6, SR 3

Armor

5 points of tough hide

Skills

Dodge 50%, Listen 70%, Sense 65%, Stealth 55%

Powers

Frenzy

SAN Loss

0/1d4

Notes

Sabertooth Tigers attack with both claws in the first Combat Round, if both attacks succeed it will bite on the next Combat Round.



SASQUATCH

The Sasquatch are a lonely race of people who inhabit deep forests and mountainous areas, some say that they are descendants of an earlier civilization.

They live off of raw flesh, which they catch with their hands. They are expert hunters and can recognize the signs of man. The Red Skins claim that these giants live on and around the peaks of nearby mountains and steal salmon from the fishermen's nets.

They have a ferocious appearance made more strange by their extreme height and thick black fur covered bodies.

Characteristics	Average			
STR	4D6+9	23	Move	10
CON	3D6+9	19-20	Hit Points	21
SIZ	4D6+9	23	Fatigue	42
INT	2D6+3	10	DEX SR	3
POW	3D6	10-11	SIZ SR	1
DEX	3D6	10-11		
APP	2D6	07		

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
R Leg	01-04	01-03	01/07/33
L Leg	05-08	04-06	01/07/33
Abdomen	09-11	07-10	01/07/33
Chest	12	11-15	01/09/40
R Arm	13-15	16-17	01/06/25
L Arm	16-18	18-19	01/06/25
Head	19-20	20	01/07/33

Average Damage Bonus

+2d6

Weapons

Bite 1d8, 40%, SR 4

Claw 1d6, 60%, SR 3

Armor

1 point furry hide

Skills

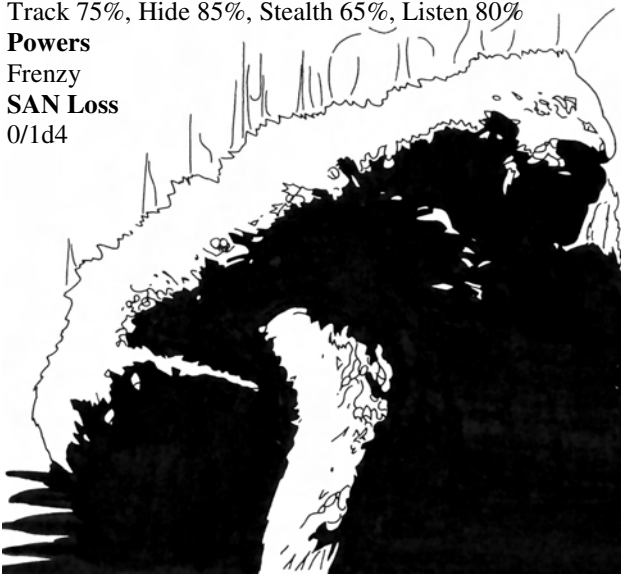
Track 75%, Hide 85%, Stealth 65%, Listen 80%

Powers

Frenzy

SAN Loss

0/1d4



SHUNKA WARAK'IN

The Shunka Warak'in (carrying-off-dog) is a mean looking remnant of a breed of prehistoric hyena-wolf. They are larger than the timber wolf, with massive forequarters and head. They have an extremely developed jaw and jaw muscles which allows them to bite clean through muscle and bone set in an odd-shaped head with a narrow snout. They are nearly black with light tan areas and a pale impression of stripes on its side. They have high shoulders and a back that slopes downward like a hyena.

The Shunka Warak'in was been spotted in the Great Plains during the pioneer days, by both white settlers and American Indian tribes. They are wide ranging travelers, easily hunting prey over an area of 15 miles or more.

The Shunka Warak'in gets its name from its method of hunting; it carries off dogs, children or other prey, and then devours them at its leisure in a safe location.

They are not very sociable creatures but may hunt in packs. Females are extremely over protective of their cubs.

Characteristics	Average			
STR	4D6+12	26	Move	12
CON	2D6+12	19	Hit Points	19-20
SIZ	4D6+6	20	Fatigue	45
INT	04	04	DEX SR	3
POW	3D6	10-11	SIZ SR	0
DEX	3D6	10-11		

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
R R Leg	01-04	01-03	02/07/33
R L Leg	05-08	04-06	02/07/33
H Quarters	09-11	07-10	02/07/33
F Quarters	12	11-15	04/08/40
R F Arm	13-15	16-17	03/07/33
L F Arm	16-18	18-19	03/07/33
Head	19-20	20	04/08/40

Average Damage Bonus

+2d6

Weapons

Bite 65%, 1d10, SR 4

Armor

2 - 4 points of tough hide

Skills

Dodge 50%, Listen 45%, Sense 35%

Powers

None

SAN Loss

0/1d4

Notes

If the Shunka Warak'in succeeds with a bite attack it will try to drag its victim off, with a STR vs. victims SIZ resistance roll.

STONE GIANTS

In the Iroquois myths there exists a malignant race whose bodies are fashioned from stone. They dwell in the forests and mountains of the west and they wish for nothing except the extermination of the race of men.

When they taste blood they have to kill and they possess the strength of four men.

Characteristics	Average		
STR	6D6+20	41	Move 10
CON	4D6+20	34	Hit Points 37-38
SIZ	6D6+20	41	Fatigue 75
INT	2D6+3	10	DEX SR 3
POW	3D6	10-11	SIZ SR 0
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
R Leg	01-04	01-03	10/12/33
L Leg	05-08	04-06	10/12/33
Abdomen	09-11	07-10	10/12/33
Chest	12	11-15	12/15/40
R Arm	13-15	16-17	08/09/25
L Arm	16-18	18-19	08/09/25
Head	19-20	20	10/12/33

Average Damage Bonus

+4d6

Weapons

Weapons fashioned from Stone have a triple AP value,
Spear 1d8+1, 65%, SR 1
Stone Club 1d8, 70%, SR 2,
Tomahawk 1d6+2, 75%, 1/SR Range 30

Armor

08 - 12 of hard stone skin

Skills

Climb 55%, Dodge 50%, Grapple 75%, Geology 100%

Powers

None

SAN Loss

1/1d8

Notes

Stone Giants will throw their Tomahawks before entering combat.

While the Stone Giants have no special powers (other than Stone Skin) a group of 10 may contain a Shaman.

THUNDERBIRD

The Thunderbird (Waukheon) of the Dakota Indians is worshipped as a major deity. However, a thunder bird is revered by many different Indian Tribes.

This powerful being is usually engaged in war with Unktake, the Watergod, a cunning sorcerer and controller of dreams.

Thunder is the sound of this great birds wings and lightning is the flash of the Thunderbirds eye. Those caught in the shadow of the Thunderbird are forever changed.

Characteristics

STR	30	Move	100 flying
CON	65	Hit Points	62
SIZ	60	Fatigue	n/a
INT	50	DEX SR	1
POW	80	SIZ SR	0
DEX	21		
APP	30		

Location	Melee (d20)	Missile (d20)	Ap/HP
L Leg	01-02	01	20/16
R Leg	03-04	02	20/16
Abdomen	05-07	03-06	20/21
Chest	08-09	07-11	20/21
L Wing	10-13	12-15	20/25
R Wing	14-17	16-19	20/25
Head	18-20	20	20/16

Damage Bonus

+ 5d6

Weapons

Claw Attack 1d6, 75%, SR 3

Thunder Bird may attack twice with Claws at the same time. If both claw attacks are successful the victim is held, but can try to break free with a STR vs. STR resistance roll.

Bite Attack 1d6, 85%, SR 4

Thunder bird may only use this attack when the victim is held.

Armor

Thunder Bird cannot be harmed by mundane weapons and has 20 points of resistance to any Otherworld weapons.

Skills

All Knowledge skills at 100%, all others at 75%

Powers

Level 5 Weather Manipulation (SUN, RAIN)

Command

Omen, Good

Other World Banishment

Moulding

Other World Travel

Spirit Contact

SAN Loss

1/1d20



UNKTAKE

The Sioux say that Unktake is a mighty saltwater snake, an evil water goddess that will cause destruction for no other purpose than her own vicious interests.

Unktake is fond of swimming up rivers and polluting them. Then she floods the land with salt water so that nothing can grow there. She laughs at the surviving people before eating them.

Unktake is attributed with the creation of the Bad Lands of Nebraska and Dakota, a lifeless blasted desert with twisted snakelike rock formations.

Unktake does have a weakness known to the northern Plains tribes. The only vulnerable place on her body is her seventh spot.

Characteristics

STR	40	Move	50
CON	40	Hit Points	50
SIZ	60	Fatigue	n/a
INT	15	DEX SR	1
POW	50	SIZ SR	0
DEX	20		
APP	10		

Location Melee (d20) Missile (d20) Ap/HP

Tail	01-04	01-03	22/17
Body	05-09	04-09	25/25
Body	10	10	5/25
Body	11-16	11-17	25/25
Head	19-20	20	22/17

Damage Bonus

+ 5d6

Weapons

Unktake normally uses her Powers as a weapon.

Bite Attack 1d6, 75%, SR 3

If Unktake makes a successful Bite attack on creatures SIZ 15 or less and if they fail a Luck Roll, she can swallow them whole doing no damage, but digesting them slowly over a number of years.

Armor

Unktake has very heavy armored scales covering most of her body. Her Seventh spot is her weak point with only 5 points of armor.

Skills

All skills at 75%

Powers

Level 5 Weather Manipulation (RAIN, WIND)

Command

Omen, Bad

Other World Banishment

Moulding

Other World Travel

Terror

SAN Loss

1/1d20

WENDIGO

'The evil that devours' is greatly feared among the Arctic and Sub Arctic Indian Tribes as a fearsome monster that stalks the wastes eternally hungry.

The Wendigo is attributed with the power to cause natural catastrophes, hurricanes and blizzards. It is known to stalk the wastes, tracking down hapless travelers and carrying them off. Such unfortunates are found weeks or months later frozen in agonizing positions, apparently dropped from a great height. The victims are sometimes found with random body parts missing.

The Eskimo tribes of Alaska leave sacrifices to keep Wendigo from their camps.

Characteristics

STR	50	Move	10/100 flying
CON	150	Hit Points	125
SIZ	100	Fatigue	n/a
INT	10	DEX SR	1
POW	35	SIZ SR	0
DEX	30		
APP	05		

Location Melee (d20) Missile (d20) Ap/HP

R Leg	01-04	01-03	10/42
L Leg	05-08	04-06	10/42
Abdomen	09-11	07-10	10/42
Chest	12	11-15	15/50
R Arm	13-15	16-17	10/31
L Arm	16-18	18-19	10/31
Head	19-20	20	10/42

Damage Bonus

+8d6

Weapons

Claw 80%, 6d6, SR 3 damage ignores Mundane Armor

Armor

10 - 15 point skin and thick rime

Powers

Level 5 Weather Manipulation (WIND)

Frenzy

Terror

SAN Loss

1d10/1d100 to see the Wendigo

1/1d6 to hear the Wendigo Howl on the North Wind

Notes

May attack twice with claws but Weather manipulation is always the primary weapon.

WENDIGO PEOPLE

Wendigo is a malevolent cannibalistic spirit which can possess humans. It is said that those who indulge in cannibalism are at risk of being possessed and becoming a Wendigo themselves. The more they indulge in this wicked practice, the more powerful they become. However much the Wendigo People eat, they will never satisfy their hunger, they are always ravenous.

To begin with, Wendigo People appear to be normal people. However, they will be gaunt and have an air of madness and starvation about them. As they eat more of the flesh of sentient beings they increase in stature and power. In the early stages they may group together, but a group of psychopathic cannibals cannot sustain itself for long and the group will inevitably break, or eat itself, as the Wendigo Psychosis intensifies.

While the Wendigo People clearly have a link to the Otherworld, they are firmly placed and created in the Mundane world. Because of this 'accident of birth' Hi'Nun and the Thunderers have no interest in the Wendigo People, or even Wendigo itself.

Characteristics	Average			
STR	3d6+3	13-14	Move	10
CON	3d6+3	13-14	Hit Points	13-14
SIZ	2d6+6	13	Fatigue	27
INT	2d6+6	13	DEX SR	3
POW	3d6	10-11	SIZ SR	2
DEX	3d6+3	13-14		
APP	2d6	7		

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
R Leg	01-04	01-03	10/05/33
L Leg	05-08	04-06	10/05/33
Abdomen	09-11	07-10	10/05/33
Chest	12	11-15	12/06/40
R Arm	13-15	16-17	08/04/25
L Arm	16-18	18-19	08/04/25
Head	19-20	20	10/15/33

Damage Bonus

+1d4

Weapons

Bite 30%, 1d3, SR 4

Fist 40%, 1d3, SR 3

Grapple 50%, Special, SR4

Armor

None

Powers

Frenzy

SAN Loss

0/1d6 to see the Wendigo People in their early stages

Notes

Wendigo People become Psychopathic and because of this, no longer lose SAN.

Wendigo People gain powers and increases in their statistics as they devour other sentient beings. Each sentient victim that the Wendigo People eat from offers a gain of 1/10 of the victims SIZ (round up) in points that may be used to increase STR, SIZ or CON, on a one for one basis.

Additionally the points may be used to purchase the following Otherworld Powers.

Cost	Power
50	Causes SAN Loss 1/1d8
100	Causes SAN Loss 1/1d12
150	Causes SAN Loss 1d6/1d20
200	Causes SAN Loss 1d10/1d100
25	Flight Move 10
50	Flight Move 25
100	Flight Move 75
200	Flight Move 100
20	Level 1 Weather Manipulation (WIND)
40	Level 2 Weather Manipulation (WIND)
80	Level 3 Weather Manipulation (WIND)
160	Level 4 Weather Manipulation (WIND)
320	Level 5 Weather Manipulation (WIND)
20	Natural Armor 3 Ap
30	Natural Armor 6 Ap
40	Natural Armor 9 Ap
50	Natural Armor 12 Ap
60	Natural Armor 15 Ap
20	Natural Weapon, Claws 1d6
40	Natural Weapon, Claws 2d6
60	Natural Weapon, Claws 3d6
80	Natural Weapon, Claws 4d6
100	Natural Weapon, Claws 5d6
120	Natural Weapon, Claws 6d6
50	Terror
50	Two Attacks at same SR
150	Natural Weapons ignore mundane armor
60	Wendigo Howl causes 0/1d4 SAN Loss
120	Wendigo Howl causes 0/1d6 SAN Loss
240	Wendigo Howl causes 1/1d6 SAN Loss



WERES

Red Skin legends are frequently populated with people transforming into animals, such as snakes, bears, mountain lions, ravens and hares etc. Were-Creatures, or Skin-Walkers, are considered a boon to the Red Skin society. A Were is a Red Skin who has achieved a great understanding with their Totem spirit and, consequently, has the ability to shape shift into that particular animal.

The characteristics of the human undergoing the transformation are the base for the modifiers under the Characteristics for the were-creature.

Three forms of Were-Creature are understood, Full-Man with a strong link to the Animal Totem, Part-Man with totem animal characteristics, and Full-Animal with human understanding. No matter what form the were-creature is in, the being still possesses the mental morality of the full-man, even if INT suffers due to the transformation.

The Full-Man form of the Were-Creature will show few or no signs of his gift. Only careful observation will reveal hints as to his true nature.

The Part-Man form is literally half animal and half man. Standing erect, but with blatant animal characteristics and mannerisms.

The Full-Animal form looks and acts, in most ways, like the natural animal. However, the creature will commonly display some unusual animal traits, such as an advanced Intelligence. The Full-Animal form also tends to be larger than the normal size range of the animal.

Once a Red Skin achieves a Piety score of 75% or more then their Totem will offer them the gift of shape changing. If they accept this gift, the Red Skin may transform into any of the three states of Were-Creature at will, if they successfully roll under their Piety.

WERE-BEAR

Modifier	Bear-Man	Full-Bear	Move
STR	X 3	X 5	part-man 12 full-animal 14
CON	X 2	X 3	
SIZ	X 2	X 2.5	
INT	X 0.75	X 0.5	
POW	X 1	X 1	Armor part-man 4 full-animal 8
DEX	X 1	X 1	
APP	X 1	X 1	

WERE-MOUNTAIN LION

Modifier	Lion-Man	Full-Lion	Move
STR	X 2	X 3	part-man 10 full-animal 12
CON	X 1.5	X 2	
SIZ	X 1.5	X 2	
INT	X 0.75	X 0.5	
POW	X 1	X 1	Armor part-man 1 full-animal 2
DEX	X 2	X 3	
APP	X 1	X 1	

WERE-WOLF

Modifier	Wolf-Man	Full-Wolf	Move
STR	X 2	X 3	part-man 11 full-animal 13
CON	X 2	X 3	
SIZ	X 1	X 1.5	
INT	X 0.75	X 0.5	
POW	X 1	X 1	Armor part-man 2 full-animal 4
DEX	X 1.5	X 2	
APP	X 1	X 1	

Hit Locations

Part-Man has Hit Locations as normal human

Full-Animal has Hit Locations as normal animal

Weapons

Refer to the natural weapons for the appropriate animal e.g. Bears can Hug, Mountain Lions can Rake.

All Weres can claw

Claw 65%, 1d6, SR 3

All Weres may attack twice with claws, or one claw attack and any other attack, SR allowing.

Skills

Recalculate the Weres Characteristic Rolls and Derived Characteristics for Part-Man and Full-Animal forms. Apply the new modifiers to all of the Weres skills.

Communication and Manipulation Skills are all *Difficult* for the Part-Man form and are *Impossible* for the Full-Animal form.

The shape changer maintains all human Mental and Physical Skills at their normal level.

Perception skills are at + 10% for Part-Man and at + 20% for Full-Animal.

Combat skills remain the same

Powers

Death Slumber

Frenzy

SAN Loss

1/1d8 Part-Man.

0/1d6 Full-Animal

Notes

The were-creature may learn magic as though they are a Shaman from their Totem Spirit Animal without taking part in a Vision Quest or Sundance Ritual.

Were creatures are not permanently injured by mundane weapons, but only heal at the normal rate.

This is a mystical shape change, granted as a gift, and the ability will *not* be passed on to the Weres victims, normally.



ZOMBIES

Zombies are almost totally immune to weapons which impale (including firearms), although such weapons will further damage the zombies appearance. Any hit by an impaling weapon does 1 point of damage to the creatures hit points. All other weapons do only half damage rolled. A zombie literally has to be hacked apart or have its head destroyed before it ceases to act. Setting one aflame seems to divert it though.

When a zombie is created the spell caster supplies it with the point of POW which motivates it. The spell caster directs what he creates: zombies have no will of their own other than an urge to feed. According to voodoo tradition, zombies could be deactivated by feeding them salt; their makers would sew shut their mouths to guard against this.

Characteristics	Average		
STR	3d6	10-11	Move 4
CON	3d6	10-11	Hit Points 11-12
SIZ	2d6+6	13	Fatigue N/A
POW	01	1	DEX SR 4
DEX	2D6	7	SIZ SR 2
APP	1D6	3-4	

Hit Location	Melee (d20)	Missile (d20)	Ap/HP/%
R Leg	01-04	01-03	00/04/33
L Leg	05-08	04-06	00/04/33
Abdomen	09-11	07-10	00/04/33
Chest	12	11-15	00/05/40
R Arm	13-15	16-17	00/03/25
L Arm	16-18	18-19	00/03/25
Head	19-20	20	00/04/33

Damage Bonus

+1d4

Weapon

Bite 30%, 1d3, SR 4

Claw 45%, 1d6, SR 3

Armor

None, but impaling weapons do only 1 point of damage.

Skills

Obey command 99%, Pursue human flesh 99%.

Powers

None

Sanity Loss

1/1d8 sanity points to see a zombie.

1 SAN is lost for every bullet fired into a Zombie that does not kill it.



NOTATION:

Move/Flying - *Maximum movement per Combat Round, in Yards. First number is land based, second number is aerial.*

Weapon - *Most of the animalistic beings have normal claw, fang or bite attacks. Some of the more intelligent use 'normal' weapons and others only use supernatural powers.*

Armor - *Many of the creatures in this section have natural armor, in some circumstances this is because the being has tough skin, in other cases it is because they are naturally immune to mundane weapons.*

Skills - *Only special or unusual skills are included in the descriptions. The being will have a full skill set but probably all at lower percentages.*

Powers - *Many of these beings have unusual Otherworldly Powers; these are described in the following section.*

Sanity Loss - *Most of the beings in this section cause SAN loss. For SAN Loss rules see page 319 BRP.*

OTHERWORLD ANIMALS IN THE BRP BOOK:

There are many excellent creatures in the standard BRP rule book which can be used in Aces High with minimal work.

The following list is a selection of creatures that would not be out of place in the Not So Animal World section.

Angel page 351 BRP

Demon, Greater page 352 BRP

Demon, Lesser page 354 BRP

Dinosaurs (various) page 334, 339, BRP

Ghoul page 343 BRP

Minotaur page 345 BRP (see Animal Ogres page 53 AH)

Squid (Giant) page 339 BRP

Vampire page 348 BRP



OTHERWORLD POWERS

The following Otherworld Powers are attributed to some of the creatures described in the previous section. Each power is fully described and self-contained. However, should the Games Master require clarification then all of these powers behave in a manner some-what similar to Super Powers described on *page 140 BRP* or Magic described on *page 88 BRP*.

CACOPHONY

Range: Beings POW in yards, Radius

Duration: Instant

Power Point Cost: 2

The Cacophony power creates a deafening roar of confusing and disorienting noises. The victim is literally pounded by violent shockwaves, making it impossible to hear and exceptionally difficult to do anything else. Beings POW vs. target CON or target is incapacitated, if target succeeds the resistance roll then they are not incapacitated but all actions are *Difficult*.

CLOUD WINGS

Range: Self

Duration: Varies, minimum 1 hour

Power Point Cost: 1 per hour

Wings, seemingly formed of an otherworldly mist, give the being the ability to fly in the Mundane World and the Otherworld. The being flies at their normal movement rate.

COMMAND

Range: Beings POW in yards

Duration: Varies, minimum 1 hour

Power Point Cost: 1 per Command

Command any one incomplete mundane or otherworld creature for 1 Power Point. This can include Mundane or Otherworld creatures such as bats, scorpions, snakes, demonic spirits, ghosts or zombies. The creature may not resist the Command.

Multiple Commands may be issued but each costs 1 additional Power Point. Duration may also be extended at the cost of 1 Power Point per hour.

DEATH SLUMBER

Range: Self

Duration: Varies

Power Point Cost: 0

An effect created when the being 'dies'. The being appears dead, but is in fact in a restorative mode. A being with this power cannot in any physical sense be killed, just reduced to a deathly slumber. The creature will regain Hit Point and POW at the normal recovery rate. The creature does not come out of the Death Slumber until all Hit Points and POW are recovered.

FRENZY

Range: Self

Duration: 1 Combat

Power Point Cost: Varies, 1 per 1 point reduction

Frenzy increases the speed that the being attacks at. Reduce all weapon SR or DEX speed values for the Frenzied being by 1 per Power Point spent, to a maximum of 2. Frenzied creatures may dodge, parry or block as normal.

MOULDING

Range: Beings POW in yards

Duration: Permanent

Power Point Cost: Victims POW per Moulding attempt

The being with this powerful ability can mould the physical shape and characteristics of other beings with a POW vs. POW resistance roll. Each Moulding attempt can be used to alter a Characteristic by plus or minus 1d6, or to actually change the appearance and use of one body location, head, chest, arm etc. Moulding may also be used to create new body locations, extra arms, legs, heads, wings, tentacles etc.

OMEN

Range: Self

Duration: Permanent

Power Point Cost: 0

The being is usually the herald of some greater event which will follow. This omen can be either good or bad, it depends on the creature and how that creature behaves. For example, the Giant Buffalo is considered to be a good omen by the plains Indians if it is seen on the Great Plains, this omen could be reversed if the Giant Buffalo is subsequently slaughtered by a white hunter and left to rot.

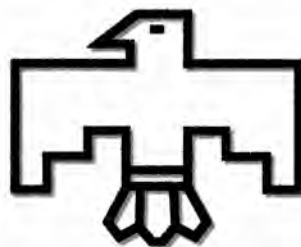
OTHERWORLD BANISHMENT

Range: Beings POW in yards

Duration: Instant

Power Point Cost: POW of being banished

A being with this power may send someone or thing directly to the Otherworld with a POW vs. POW resistance roll. The being sent to the otherworld need not necessarily have come from there.



OTHERWORLD TRAVEL

Range: Self

Duration: 6 Combat Rounds (1 minute)

Power Point Cost: 1

The being may travel between the Otherworld and the Mundane without having to cross the barrier or upset the equilibrium. One minute they are in the Mundane world, the next they can be in the Otherworld. The being fades from one reality and slowly appears in the other.

PRECIOUS BODY/ORGANS

Range: Self

Duration: Permanent

Power Point Cost: 0

The being has a valuable organ or body which may be used by others. It may be valuable in a monetary or spiritual sense. Removal of the valuable artifact will usually result in the being's death.

SACRIFICE

Range: Touch

Duration: POW gained in minutes

Power Point Cost: 1/10 POW gained, round up

The being with this power can sacrifice other beings, both Mundane and Otherworldly, and use their POW as extra POW or Power Points for other spells and abilities.

The POW gained from the Sacrifice is used before the being's own Power Points or POW. This is a temporary gain. The Power Points needed to cast this spell are lost on the following magical action and the Sacrifice POW gained at the end of the Duration. POW gained in this way is lost at the rate of 4 per hour.

SEAL BARRIER

Range: Beings POW in yards

Duration: Instant

Power Point Cost: 18

The being with this power can prematurely seal the barrier between the Mundane plane and the Otherworld.

If the Seal Barrier power is used before the being that created the breach has been returned to the Otherworld then the being could become trapped in the Mundane World.

SPIRIT CONTACT

Range: Self

Duration: 1 minute

Power Point Cost: 1

The being can communicate with the Spirits that are always present but are hardly ever seen. The being cannot command them and this can be dangerous if inadvertently contacting an evil spirit, such as a Demonic Spirit.

SUMMONING

Range: 10 yards

Duration: Permanent

Power Point Cost: Summoned beings POW

The being with the Summoning power can summon Otherworldly beings.

The Power Point cost of Summoning an Otherworld being is equal to that being's POW. If the summoner does not have enough Power Points to complete the ritual then the summoned being may possess the summoner. Additional Power Points can be gained using the Sacrifice power described above.

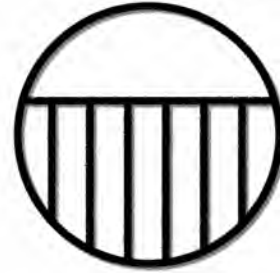
TERROR

Range: Beings POW in yards, Radius

Duration: Instant

Power Point Cost: 15

The being with this power can instill an overwhelming fear on all beings within the area of effect. All beings in the area of effect make a POW Resistance Roll versus the Otherworld being's POW. If they fail they gain a Randomly determined Phobia at the Terminal Severity (*see page 12 AH*) for Otherworld Beings POW in days.



WEATHER MANIPULATIONS

The entity has some control over the Sun, Wind or the Rain. Only the Great Spirit has complete control of all three elements, lesser beings may be able to control some of these elements. Shamen can be granted low levels of these powers by their totem.

SUN MANIPULATION

LEVEL 1

CLEAR SKIES

Range: Sight

Duration: 10 minutes

Power Point Cost: 1

This power reduces the cloud density using the power of the sun to burn away the clouds and create a clear patch of sky on a cloudy day. Only the area of sky above the being using this power is affected.

IGNITE

Range: Beings POW in yards

Duration: Instant

Power Point Cost: 1

This Power can be used to ignite any flammable object or material. A person may be ignited if the being wins a POW versus POW Resistance Roll. Ignite does 1d4 damage, but continues to burn unless put out.

LIGHT

Range: Self/10 yard radius

Duration: 10 minutes

Power Point Cost: Varies, minimum 1

The being can produce Light in a 10 yard radius centered on itself.

If additional Power Points are used then the radius can be increased at the rate of 10 yards for each additional Power Point (e.g. 3 Power Points will produce a 30 yard radius sphere of light).

LEVEL 2

FIREWEAPON

Range: Self

Duration: 1 Combat

Power Point Cost: 2

This Power creates a weapon of Fire which does 2d6 damage. Fire-spears, axes and bows are all acceptable variations.

The being does not need to possess a weapon before using this power as an appropriate weapon is created. However, the being does need a suitable weapon skill to use the Fireweapon effectively.

SHIMMERING

Range: Self

Duration: 1 Combat

Power Point Cost: Varies, minimum 2

Shimmering creates a wavering Sun Haze around the Being. This Shimmering may be used to obscure the Beings shape, making it difficult to see.

This power will impose a 10% modifier to anyone trying to hit the being. Each additional 2 Power Points will add a further 10% up to a maximum of 100% (e.g. Shimmering with 4 Power Points will generate a 20% modifier).

SUN SPEAR

Range: Sight

Duration: 1 Combat Round

Power Point Cost: 2

This power creates a fiery spear which may be thrown as far as the eye can see with deathly accuracy.

The Sun Spear will never miss its target and does 3d6 damage. Once the Sun Spear has hit its target it then turns into a normal fire and will burn the target for 1d4 each combat round until extinguished.

LEVEL 3

BURNING TOUCH

Range: Touch

Duration: 1 Combat

Power Point Cost: 3

Any one touched by the entity with this Power automatically takes 1d4 points of burning damage. In addition any flammable object will suddenly ignite and will burn the target for 1d4 each combat round until extinguished.

Each additional 3 Power Points invested in this power add an additional 1d4 points of damage (e.g. 9 Power Points invested in the power produces a burning touch with 3d4 damage).

EYES OF FIRE

Range: Sight

Duration: 1 Combat Round

Power Point Cost: 1

This Power projects a stream of fire directly from the beings eyes. This Power may be maintained at the cost of 1 Power Point per Combat Round. Anything that the being looks at directly will be scorched or burnt for 1d4 points of damage.

LEVEL 4

FLAME GOUT

Range: Beings POW in yards

Duration: Instant

Power Point Cost: Varies, minimum 4

Flame Gout produces a torrent of flame igniting any flammable substances in its wake. Victims caught in the wash of flame should make a POW Resistance Roll or be incinerated for 4d6 damage. Additional Power Points will increase the area of affect by 10 yards per point.

Before this power can be used there need to be clear skies for the sun to shine down unimpeded. This can be achieved with the Level 1 Sun Manipulation power, Clear Skies.

SPONTANEOUS COMBUSTION

Range: Beings POW in yards

Duration: Instant

Power Point Cost: POW of target

If the being calling on this power is successful with a POW versus POW of target Resistance Roll then the target will start to ignite from the inside. This can be a very slow and painful death.

Spontaneous Combustion does 1d4 damage directly to Total Hit Points. Flames will lick up and out of any orifices. The body will stop burning when there are only ashes left.

LEVEL 5

DROUGHT

Range: POW in miles, radius

Duration: Permanent

Power Point Cost: Varies, minimum 5

This power can be used to dry the land, evaporating all sources of water, and creating general hardship for anyone living in the area.

Each additional 5 Power Points invested in the power multiplies the Range (e.g. 15 Power Points used, Range: POWx3 in miles, radius).

Drought can be used to counteract the effects of the Level 5 Rain Manipulation, Floods, if the equivalent number of Power Points are expended.

Before this power can be used there need to be clear skies for the sun to shine down unimpeded. This can be achieved with the Level 1 Sun Manipulation power, Clear Skies.

SOLAR FLARE

Range: Beings POW in yards

Duration: Instant

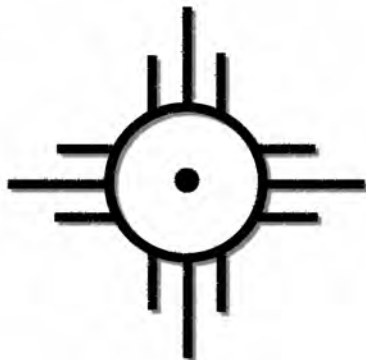
Power Point Cost: Varies, minimum 5

The being can summon a devastating burst of raw sun energy to blast all living things into oblivion. The effects are instantaneous and short lived.

The Solar Flare burns everything within its path for 2d6 damage.

Each additional 5 Power Points invested in the power multiply the Damage and the Range (e.g. 15 Power Points used, Damage: 6d6, Range: POWx3 in yards).

Before this power can be used the being needs to perform the Level 1 Sun Manipulation power, Clear Skies.



WIND MANIPULATION

LEVEL 1

CLEAR SKIES

Range: Sight

Duration: 10 minutes

Power Point Cost: 1

This power reduces the cloud density using the power of the wind to blow away the clouds and create a clear patch of sky on a cloudy day. Only the area of sky above the being using this power is affected.

FLOATING

Range: Beings POW in yards

Duration: 10 minutes

Power Point Cost: Varies, minimum SIZ of target

This Power is used to suspend the object or being in the air by directing an upward wind from below.

The being which has this power may also travel in this state, but movement is slow compared to normal flight. Floating Movement is 3.

MUTTERING WIND

Range: 1 mile

Duration: 1 minute

Power Point Cost: 1 per minute

This Power is used to listen to the Mutterings of the Wind. The Wind may be used to listen for messages, hear far distant conversations, or to hear the approach of other beings.

LEVEL 2

FLYING

Range: Self

Duration: Varies, minimum 5 minutes

Power Point Cost: Varies, minimum 2

The being with this ability can fly without the need for wings; instead a strong wind holds the being in the air.

Flying Movement is 10 and Duration is 5 minutes per 2 Power Points expended (e.g. 4 Power Points would sustain the being for 10 minutes at a movement speed of 20). Complex maneuvers require an Agility check.

MOVING

Range: Touch

Duration: Varies, minimum 5 minutes

Power Point Cost: Varies, minimum 2

The Moving power allows the being to run with great rapidity for short periods as the being is lifted and pushed by the wind.



The being may double its movement rate for 5 minutes and 2 Power Points; triple its movement rate for 10 minutes and 4 Power Points etc. (e.g. 8 Power Points will allow the being to move at 5 times its normal rate for 20 minutes).

SLOWING

Range: Beings POW in yards

Duration: Varies, minimum 5 minutes

Power Point Cost: Varies, minimum 2

The being with this power may direct a blast of wind into the face of a target, impeding their movement by creating a great amount of wind resistance.

If the target fails a POW vs. POW Resistance roll with the being then their movement rate is halved for 5 minutes for each 2 Power Points expended, (e.g. 6 Power Points expended means the target moves at an eighth of their normal movement rate for 15 minutes, if they fail the resistance roll).

LEVEL 3

FREEZING TOUCH

Range: Touch

Duration: 1 Combat

Power Point Cost: Varies, minimum 3

Anyone touched by, or touching the entity with this Power automatically takes 1d4 points of freezing damage. Each additional 3 Power Points invested in the power add an additional 1d4 points of damage (e.g. 9 Power Points invested in the power produces a freezing touch with 3d4 damage).

WINDELAST

Range: Beings POW in yards

Duration: Instant

Power Point Cost: 3

This Power is used to knock down, or otherwise move, people and objects by directing precise and short bursts of highly concentrated wind.

A Resistance Roll is called for, targets STR versus beings POW. If the target fails the Resistance Roll he is unable to perform any physical actions until the following Round as his body is buffeted and blown about by the winds.

LEVEL 4

BLIZZARD

Range: POW in miles, radius

Duration: Varies, minimum 1 hour

Power Point Cost: Varies, minimum 4

The Being can create a blinding, freezing blizzard. Disorienting people caught in its maelstrom. All victims caught in the Blizzard must immediately make a Fatigue Resistance Roll for an Arctic Environment with Terrible Conditions.

72 - ACES HIGH

Each additional 4 Power Points invested in the power multiply the Range and Duration (e.g. 12 Power Points used, Range: POWx3 in miles radius, Duration: 3 hours).

TIDALWAVE

Range: POW in miles, radius

Duration: Instant

Power Point Cost: Varies, minimum 5

Any large body of water can be whipped up into a surging wall of chaos and directed by the being with this power.

Each additional 5 Power Points invested in the power multiply the Range (e.g. 15 Power Points used, Range: POWx3 in miles, radius). While the Duration is marked as instant, the Tidal Wave will take 1 hour to reach the coastline.

WINDSTORM

Range: POW in miles, radius

Duration: Instant

Power Point Cost: Varies, minimum 5

The Windstorm will destroy some poorly built buildings, tear up trees and make it very difficult to walk for most people.

A STR versus POW of being Resistance Roll is needed to operate effectively while moving about in the Windstorm, some tasks will still be impossible however. Each additional 5 Power Points invested in the power multiply the Range (e.g. 15 Power Points used, Range: POWx3 in miles, radius).

LEVEL 5

MIGHTY WIND

Range: Beings POW in yards

Duration: Instant

Power Point Cost: SIZ of target

Mighty Wind can be used to whisk victims off their feet and in to the air. Characters attacked in this way must make a Resistance Roll matching the characters SIZ to the attacking beings POW. The being may attack as many people as possible but POW is divided among them.

A character which has been lifted in this way suffers from freezing cold extremes of temperature, taking 1d4 damage directly to Total Hit Points. The target may also be dropped from a great height with this power. Roll 1d10x10 feet for height. Each 10 feet dropped equals 1d6 damage.



RAIN MANIPULATION

LEVEL 1

CLOUD SKIES

Range: Sight

Duration: 10 minutes

Power Point Cost: 1

This Power brings or creates enough clouds to cover the area of sky that can be seen from the ground by the being.

COOLING RAIN

Range: 100 yards radius per Power Point

Duration: Varies, minimum 5 minutes

Power Point Cost: Varies, minimum 1

This Power produces a light and refreshing shower. Clouds need to be present before this power can be used. Each additional Power Point invested in the power multiplies the Range and Duration (e.g. 3 Power Points used, Range: 300 yards radius, Duration: 15 minutes).

LIGHTNING

Range: Sight

Duration: Instant

Power Point Cost: Varies, minimum 1

A blast of crackling energy projects from the hand of the being toward the target.

Lightning causes 1d6 points of damage. The being calling the Lightning bolt needs to make an Agility roll if they are trying to hit a specific target. The target may attempt to dodge, but only if they successfully make a Luck roll first.

LEVEL 2

BALL LIGHTNING

Range: Beings POW in yards

Duration: Instant

Power Point Cost: Varies, minimum 2

Ball Lightning can be sent by the Being to hunt down a particular target. Ball Lightning can enter a home and strike at its target without causing pain to anyone else.

Ball Lightning causes 1d6 points of damage and mundane armor will not protect against this attack. Each extra 2 Power Points used in this spell will add 1d6 to the damage (e.g. 4 Power Points put into this power will do 2d6 damage).

EXTINGUISH

Range: Beings POW in yards

Duration: Instant

Power Point Cost: Varies, minimum 2

This power can be used to put out fires and cool hot materials. The being directs a jet of water from their hand.

Steam may be created during the cooling process. Each additional 2 Power Points invested in this power multiply the Range (e.g. 4 Power Points used, Range: Beings POWx2 in yards).



DOWN POUR

Range: Beings POW in yards radius

Duration: 10 minutes

Power Point Cost: Varies, minimum 2

Down Pour creates a deluge of heavy rain. This makes most roads almost impassable as mud tracks turn into a swamp like quagmire. A Down Pour will also erase any tracks and make rivers swell.

Vision is also impaired; the rain is so heavy that being able to see more than a hundred yards is impossible.

Each additional 2 Power Points invested in the power multiply the Range and Duration (e.g. 6 Power Points used, Range: Beings POWx3 in yards radius, Duration: 30 minutes).

For this power to be effective there needs to be heavy cloud cover. This can be achieved with the use of the Level 1 Rain Manipulation Cloud Skies.

CLEANSING RAIN

Range: 100 yards radius

Duration: 10 minutes

Power Point Cost: Varies, minimum 2

Cleansing Rain can be used to remove the tracks of Otherworld beings. Cleansing Rain effectively wipes a designated area clean of all Otherworld or Magical influences, this may affect a Shamans fetishes, or a Diabolists servants.

Each additional 2 Power Points invested in the power increases the Range and Duration (e.g. 4 Power Points used, Range: 200 yards radius, Duration: 20 minutes).

For this power to be effective there needs to be heavy cloud cover caused by a Cloud Skies.

LEVEL 3

THUNDERBOLT

Range: 1 mile

Duration: Instant

Power Point Cost: Varies, minimum 3

Thunderbolt causes a flash of lightning followed by a deafening roar of thunder.



The lightning bolt is similar to the Level 1 power causing 1d6 damage, but the roar of the thunder causes Fear in everyone within 100 yards radius of the target. Each extra 3 Power Points used in this spell will add 1d6 to the damage and double the area of effect (e.g. 6 Power Points will discharge a 2d6 Lightning bolt, that causes Fear over 200 yards radius).

For this power to be effective there needs to be heavy cloud cover caused by a Cloud Skies.

LANDSLIDE

Range: Sight

Duration: Instant

Power Point Cost: 3

The Landslide power can be used by beings who wish to remodel the landscape. People caught in a Landslide could be crushed by falling, sliding debris or completely covered by earth and rocks.

For this power to be effective there needs to be heavy cloud cover, either caused by Cloud Skies, Electric Storm or a Down Pour.

LEVEL 4

ELECTRIC STORM

Range: POW in yards radius

Duration: 10 minutes

Power Point Cost: Varies, minimum 10

The Electric Storm covers the sky above the being. Large, heavy rain clouds appear and a charge is noticed in the air. Animals can sense that a cataclysm is approaching and panic, running for cover or just running with fear.

Heavy rain and loud crashes of thunder can be heard as lightning and ball lightning is thrown to the ground with seemingly random mindlessness. But a being of power is in control.

Each combat round roll 1d10

1-4 Down Pour

5-6 Lightning

7-8 Ball Lightning

9 Thunderbolt

10 Nothing

Each extra 10 Power Points used in this spell will increase the Duration and double the area of effect (e.g. 20 Power Points means that the Electric Storm will last 20 minutes and affect POWx2 yards radius).

For this power to be effective there needs to be heavy cloud cover. This can be achieved with the Level 1 Rain Manipulation, Cloud Skies.

LEVEL 5

FLOODS

Range: POW in miles radius

Duration: Permanent

Power Point Cost: Varies, minimum 5

This power can be used to flood the land, covering all sources of land, and creating general hardship for anyone living in the area.

Each extra 5 Power Points used in this spell will double the Range (e.g. 10 Power Points will affect POWx2 in miles radius).

Floods can be used to counteract the effects of the Level 5 Sun Manipulation, Drought, if the equivalent number of Power Points are expended.

For this power to be effective there needs to be heavy cloud cover, either caused by Cloud Skies, Electric Storm or Down Pour.



ARCANE LORE IN THE WEST

it must be with the aid of the devil

Behind the veil of this new Land there is another reality that is only available to a narrow circle of the enlightened. They have learnt how to manipulate knowledge of the hidden otherworldly powers. These people study the inner nature of things in the hope of gaining power over the physical world around them. Some of them embrace the gods and the spirits; others abandon the gods entirely and follow their own twisted path.

The following are Games Master alternative occupations utilizing weird sorceries, bizarre death magic, and Otherworld influences. The Master should use this section with extreme caution, the denizens of which can turn any headache into a nightmare.

The following character types are expected to have the Open Minded Extraordinary Ability, on page 11AH.

Diabolist	Red Skins	ARTIST
Magicians	Artist	<i>Leather Worker</i>
Satanists	Herder	<i>Wood Worker</i>
Drifter	Hunter	<i>Weaver</i>
Voodoo Priest	Brave	<i>Bone/Stone Worker</i>
Mambo	Medicine Man/Shaman	<i>Potter</i>
Houngan	Shamans Assistant	<i>Earth Worker</i>
Wicca	Chieftain	
Witch		
Warlock		

THE DIABOLIST

as above, so below

MAGICIANS SATANISTS

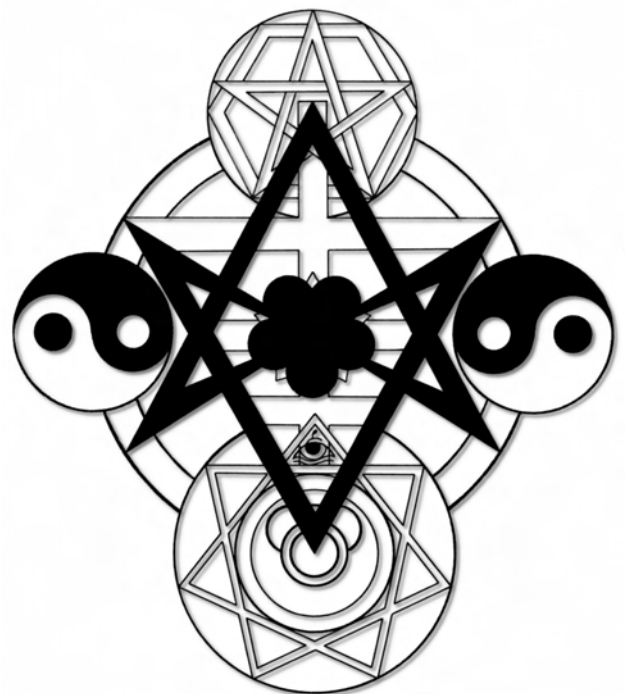
Not all Diabolists take a religious approach; some consider it to be a philosophical system involving complex mathematics, or a symbolic cycle of enlightenment and ignorance. Many Diabolists align their beliefs and mystical ideas with other religions, Christianity, Buddhism, Judaism, Paganism, or Islam. Many hold that all religions have some Otherworldly truths at their core.

Diabolists believe the teaching that humans are divine souls trapped in a material world created by an imperfect god. The imperfect god may be depicted as an embodiment of evil, or in other instances as merely flawed and as benevolent as its inadequacy permits. In order to free themselves from the inferior Mundane World, they need a profound Otherworldly knowledge.

Diabolists believe the Mundane World is some sort of malevolent intoxication brought about by Otherworldly powers to keep elements of the light trapped inside it, to keep them ignorant, in a state of drunken diversion.

They believe the Mundane World, owing to the Otherworld above, is flawed. This Mundane world is typically an inferior simulacrum of a higher-level Otherworld. The inferiority may be compared to the

technical inferiority of a painting, or sculpture to the thing of which those crafts are supposed to be a representation. In certain other cases it is also believed that the Mundane world is evil and constrictive, a deliberate prison for its inhabitants.



They explain this state through the use of a complex astrophysical drama in which a divine element breaks into the Mundane World and lodges itself within human beings; from here, it may be returned to the Otherworld through a process of awakening or enlightenment.

They seek to elevate their own individual redemption to the level of a cosmically significant event. They attempt to achieve their own enlightenment through the use of the Lost Speech. Lost Speech is the Word used by man as a tool. The Diabolist acquires the ability to recognize the True Name, and so manipulate the True Form. Words are the creation of man and not just the clothing of things. Every spell, incantation and ritual relies heavily on words and this is the source of the Diabolists power.

The Diabolist believes he has penetrated a fraction of the ultimate secret; consequently he has divided all other noteworthy forces, both mundane and otherworld, into a hierarchy. Having attained some power through use of the Word the Diabolist places himself at the top of this hierarchy.

People whose magical practices concern Totemism, animals or the healing of the sick are considered misguided. Their powers are misdirected. The Diabolist believes that they have lost their search for the Word and now practice bastard magic with a limited use and no direction.

People whose magical practices are concerned with corpses and the dead have the ability to learn the power of the Word but prefer to wallow in pity and suffering.

All men contain a power or force within them that may be tapped or trained in the use of the Word.

Beings from the Otherworld are divided into a hierarchy of their own due to their diverse nature. Their powers are great but also greatly misunderstood. They should be subjugated and brought round to the will of the Diabolist.

Less accomplished Diabolists spend their life trying to fool people with their sleight of hand when their powers go awry. This kind of Diabolist tends to be more of a Confidence Trickster than an actual Magician; however some have mastered their art and are a real threat to the rest of the population. Continuous associations with strange, half understood powers have warped the way in which they view the world. Diabolism produces megalomaniacs.

The antithesis of the Satanist is the Preacher covered in the Players Book character occupations.

MAGICIAN

The Magician follows the middle path, the gray line, the route of least resistance. The Magician owes no allegiance to anyone or thing, preferring to remain neutral and unaffiliated. They rely only on their intelligence and

insight to improve them selves. They care little for other, mundane, people and prefer to avoid confrontation unless absolutely necessary.

SKILLS:

Craft (Any) Or Science (Any), Etiquette, Fast Talk, Insight, Knowledge (Folklore And Occult), Language, Literacy, Perform (Any) or Sleight of Hand, Research.

EQUIPMENT:

Any weapon your character has more than 40% skill in. A Piety of 00% (see page 32 AH), average clothing, magic book.

WEALTH LEVEL:

Affluent 1D6 x \$50 (\$50 - \$300).

MAGIC:

Sorcery (page 122 BRP).

Command (page 68 AH)

Sacrifice (page 69 AH)

Summoning (page 69 AH)



SATANIST

The Satanist follows the dark path, the blood line, the route of confrontation. The Satanist has chosen to ally himself with powerful and sinister forces in the hope that they will gain some of that power. They regard other, mundane, people as an annoyance or as a resource to be used and then discarded.

SKILLS:

Craft (Torture and Any 1 other), Disguise, Etiquette, Knowledge (Blasphemous Lore and Any 1 other), Language, Literacy, Persuade, Research

EQUIPMENT:

Any weapon your character has more than 40% skill in. A Piety between 00-50% (see page 32 AH), average clothing, unholy book, unholy symbol

WEALTH LEVEL:

Affluent 1D6 x \$50 (\$50 - \$300).

MAGIC:

Sorcery (page 122 BRP)

Command (page 68 AH)

Sacrifice (page 69 AH)

Summoning (page 69 AH)



DIABOLIST GRIMOIRE

The Grimoire is a vital component of the Diabolists armory. In it they will collect together all of their hard won esoteric knowledge. The Grimoire contains all of the instructions that the Diabolist requires to successfully call and contain the Otherworld Powers. These books can contain astrological conjunctions, lists of angels and demons, directions on casting charms and spells, mixing medicines, summoning Otherworldly Beings, and making talismans.

The Grimoire also describes various purifications which the Diabolist should go through, how they should clothe themselves, how the magical implements used in their rituals should be assembled, and what sacrifices should be made to which spirits. All components needed for magic drawings and amulets are described, as well as the means to purify and prepare them.

The Diabolists have been repeatedly persecuted by the Christian church, so these journals are usually kept hidden to prevent them from being burned or stolen. Frequently the Grimoire will be written in a code or obscure language that only the Diabolist is familiar with.

If the Diabolist loses their Grimoire then they have effectively lost access to their list of Sorcery spells. Conversely if the Diabolist finds someone else's Grimoire then they may have also gained a new selection of spells and hidden knowledge.

DIABOLIST SPELLS

the sooty stink of Saturn

See page 122 BRP for the list of existing Sorcery Spells.

NEW DIABOLIST SPELLS

SUBTLE BODY (1-4)

Range: Self

Duration: Varies, minimum 1 Combat Round

Diabolists believe that the Spirit has been captured by the body, that it is incarcerated in the 'prison of flesh'. The aim of this spell is to unshackle the Spirit and free the 'subtle body'. The Diabolist becomes a spiritual entity, free to travel unobserved and unhindered by mortal constraints. They may move through walls and barriers as if they do not exist. They may still be at the mercy of Otherworld creatures. All Mundane influences appear opaque and ethereal; all Otherworld entities take on a very real and solid form to the Diabolist. Additional Power Points used for this spell extend its duration.



THE DRIFTER

in fear of life

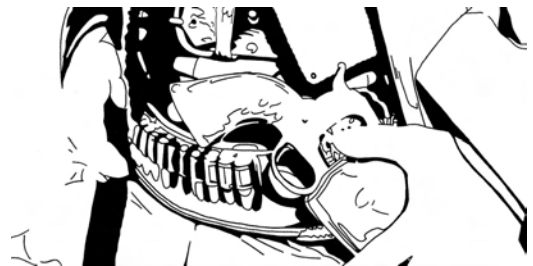
A player character cannot become a Drifter as a starting character; they become one at the Games Masters discretion.

The Drifter may only be created from a character that has a lot to lose, not just a life but also honor, love, hopes or dreams. The Character will have these aspirations slowly removed during their death experience by the tormentor, or enemy.

The character's death should be horrific or extremely painful. Whipping, torture and lynching have the power to create a Drifter but there are many other ways. Hate and pain have conspired to create this avenging angel. They have to be put in the situation where they can see that they have lost everything. The Character must understand their complete and utter destruction. The Character needs to be eaten with the desire for revenge. Only then may they continue their journey. A terrible secret may be needed to activate this Otherworldly desire for revenge.

At the point of death the spirit is freed and is given the option to rest in peace, or strike back from beyond the grave as a baroque tool, an emotionless, killing, automaton.

The Character needs to roll under their POW on 1d100 to activate this Otherworldly desire for revenge, if the Character has a Religion and a Piety Score he may choose to roll under Piety instead of POW. If unsuccessful the Character is still in a highly emotional state and may still become a Ghost or Demonic Spirit under the supervision of the Games Master.



The price of revenge from beyond the grave is not cheap. The Drifter character will only be able to attempt to leave the Otherworld once a year, at the exact time of their death. During this time the Drifter is continually reminded of the circumstances and situations of their death, existing in constant physical and emotional pain.

Whilst the Drifter is trapped in this purgatory there is plenty of time for training. For each Mundane month spent in the Otherworld the Drifter may have two months of free training as sympathetic spirits pass on their knowledge and skills. In this way the Drifter may also gain access to normally restricted skills, such as Occult, and Spirit Lore. The Drifter Character may train up their POW but no other characteristic. The Drifters teachers may take any form, plants, rocks, animals, humans, Otherworldly creatures etc.

To return to the Mundane world the Drifter must breach the barrier as described in 'Crossing the Barrier' on page 52 AH.

In the Mundane world the Drifter is once again reminded of their tormentors and circumstance of death. They constantly feel the moment of death until a complete revenge is exacted. During this time the Drifter will be recognized as the walking dead by those who understand such things (Shaman, Diabolists, Voodoo Priests, cats etc.), but these people will treat the Drifter in different ways depending on their ideologies. The Drifter need not eat, drink or sleep but may do so at no cost, or pleasure, or gain. The Character can only be killed by spiritual destruction (POW 0); a normal death will only send the Drifter back to the Otherworld.

The Drifter no longer obeys the Sanity rules, they are the cause of them, nor does the Drifter obey the Fatigue rules.

The Drifter will feel no emotion for any person or object except that of revenge.

Once the revenge is complete the Drifter loses the will to continue. They recognize that they are out of place, an outcast from Mundane life, and will finally rest in peace. If the Drifter refuses to rest then Otherworldly beings of great power will eventually come to collect them, returning them to the Otherworld or destroying them if necessary. After this the Drifter may only return to the Mundane world if summoned by a powerful Sorcerer, Shaman or Priest.

DRIFTER

The Drifter occupation should be used wisely by the Games Master. They can be a powerful adversary or a lethal foe and should only be used to enhance an already existing party.

SKILLS:

Any skill may be available, although the emphasis will tend toward the aggressive, destructive side of things. Skills learnt in the Otherworld are not limited by Occupation or to the 75% / 90% limit for Normal and Heroic Levels of play.

EQUIPMENT:

The Drifter gains no equipment. They keep what they had while alive. The Drifter may use any weapon they have a skill in but may not keep anything they did not have in life. In effect the Drifter and their equipment all become Otherworldly. The Drifters possessions do not wear out, or run out, in the case of ammunition. The Drifter does not need to reload their Otherworldly firearms, but may choose to for effect.

WEALTH LEVEL:

Nothing. The Drifter only has as much cash as they died with.



VOODOO PRIEST

service to the spirits

MAMBO, HOUNGAN AND CAPLATAS

In the sixteenth century African slaves were taken to Brazil and the East Coast of America. They brought with them Voodoo and the worship of strange Spirit Gods. The Catholic Priests were determined to wipe out this primitive spiritism and they encouraged the slaves to worship the Christian saints. The Priests were partly successful as the Saints and their Spirits became fused in the minds of the slaves. They began to worship the white mans gods, but only as images for their native spirit gods.



Voodoo can be a perfectly respectable religious teaching. With the well being of the community at the heart of the Priests motives. However, the Voodoo rituals often require animal sacrifices and the invocation of spirits and this is just too far removed from civilized religion for most of the western religions to tolerate. As such, they are regarded with suspicion, fear and in some cases outright hatred.

The Voodoo priests say that other civilized religions are too far removed from the Gods.

Voodoo priests have such an intimate contact with their gods that they allow willing possession by them. In Voodoo there is nothing special about a man or woman who is in the throes of a divine possession by gods or spirits.

The objective of voodoo is to allow access to Otherworldly forces that improve their daily lives by gaining power in many areas of life, including divination, employment, health, love, luck, money, necromancy, and revenge.

Extensive use is made of herbs, minerals and parts of animals' bodies. Contact with spirits of the dead is an important practice within voodoo, and the recitation of

Psalms from the Bible is also regarded as magically effective. Due to the Voodoo emphasis being on an individual's personal power, its basic principles are easily adapted for use based on the desires, inclination and habits of an individual.

The Curall Voodoo Spell is very popular amongst followers of Voodoo. The Curall can solve many problems.

Voodoo dolls are used by slaves as a way to control their masters. The use of the voodoo doll has a dark and ominous status. Voodoo dolls are often used to curse the enemy.

The Loa are the spirits of Voodoo. They are analogous to saints and angels in the Western religions in that they are intermediaries between Bondye the Creator, who is isolated from the world, and humankind. Unlike saints and angels, the Loa are not simply prayed to, they are also served. They are each distinct beings with their own personal fears and phobias, distinct sacred songs, dances, and symbols.

During the nineteenth century, Voodoo queens, or Mambos, supervised the rituals. They also sold charms, amulets, and magical ointments to cure ailments, grant wishes, and destroy their enemies.

Marie Laveau was a notable Mambo for her activities in New Orleans in the 1830's. She worked as a hairdresser for the elite of New Orleans. Marie acquired many patrons to whom she sold charms and powders. She acted as fortune teller, performed rituals, carried out exorcisms, and offered sacrifices. Marie was allowed to perform rituals in Congo Square in the New Orleans French Quarter. These rituals were flamboyant and exotic attracting seekers of entertainment to her cause. She also held more secret rituals at Lake Ponchartrain.

A female Voodoo Priest is referred to as the Mambo, the male version is called the Houngan.

The Voodoo Priest of the Negro people is a source of great fear and respect. The people in the Voodoo Priests neighborhood are required to support them; in return they aid them in whatever ways they can. They do not take kindly to lack of respect.

There is another side to the public face that the Mambo and Houngan shows, the Caplatas or Bokor. They perform acts of evil sorcery or black magic, sometimes called left-hand Voodoo. A Houngan will rarely engage in such sorcery; a few alternate between white and dark magic. But the Caplatas is wholly dark, actively seeking the corruption that others avoid.



MAMBO HOUNGAN

Houngan is the male Voodoo Priest.
Mambo is the female Voodoo Priest.

SKILLS:

Art (Any) or Craft (Any), Bargain, Command, Etiquette, First Aid, Insight, Knowledge (Folklore Or Occult), Medicine, Spirit Lore, Status

EQUIPMENT:

Any weapon your character has more than 40% skill in. A Piety between 00-50% (see page 32 AH)

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

MAGIC:

Magic (page 88 BRP)

Sacrifice (page 69 AH)

CAPLATAS

Caplatas is the evil Voodoo Priest.

SKILLS:

Bargain, Brawl, Craft (Any), Dodge, Fast Talk, Knowledge (Folklore Or Occult), Melee Weapon (Any), Parry, Spirit Lore, Stealth

EQUIPMENT:

Any weapon your character has more than 40% skill in. A Piety between 00-50% (see page 32 AH)

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

MAGIC:

Magic (page 88 BRP)

Sacrifice (page 69 AH)

VOODOO SPELLS

work with both hands

See page 88 BRP for the list of existing Magic Spells.

NEW VOODOO SPELLS

CURALL

Range: Touch

Duration: Instant

Power Point Cost: Varies, minimum 3

The Curall spell is a catch all health spell. Used to tend wounds, treat disease, neutralize poison, remove a dependency, cure insanity or restore lost SAN. The Voodoo Priests use this spell judiciously. In a world where such practical magic is rare, they can command high prices for its use. By allowing selected access to the benefits of this spell the Voodoo Priest can promote themselves to high status in the eyes of influential people.

For each 3 Power Points used the Voodoo Priest can heal 1d6 Hit points, or restore 1d6 SAN. Or they can reduce the severity levels of insanities, dependencies or diseases by one level. E.g. 3 Power Points in this spell will drop a Terminal Disease to the Serious level.

 -  ACES  HIGH 

CREATE ZOMBIE

Range: Touch

Duration: Permanent

POW Cost: Varies, minimum 1

The Voodoo Priest needs to acquire a fresh corpse. Initially 1 point of Permanent POW is expended to animate the corpse. This will create an essentially mindless automaton which is capable of carrying out only simple instructions. If the Voodoo Priest expends additional points of Permanent POW during the creation process then the Zombie gains additional abilities, see the table below. Each additional point of POW invested in the Zombie also adds an hour to the creation time. Once a Zombie is created it will follow the Voodoo Priests commands until it rots or is destroyed.

POW EFFECT

- | | |
|---|--|
| 1 | Servile automaton, capable of carrying out simple tasks. This is the lowest form of Zombie that a Voodoo Priest can create. |
| 2 | By investing an additional 2 points of POW the Zombie becomes capable of understanding more complex instructions |
| 4 | By investing an additional 4 points of POW the Zombie benefits from Increased Movement Rate, but is still only capable of carrying out simple tasks. MOV becomes 10. |
| 4 | By investing an additional 4 points of POW the Zombie gains Improved Senses, but is still only capable of carrying out simple tasks. Zombie gains Listen, Sense and Spot skills at 50%. |
| 4 | By investing an additional 4 points of POW the Zombie becomes capable of Spontaneous Decision Making. However this will usually be along the lines of what to kill and eat. The Zombie is as close to sentient as is possible. |

EXAMPLE:

Madame Laveau, the Mambo Priestess has just received delivery of a nice fresh corpse and would like to replace her older, more rotten Zombie. She has decided that she wants a more powerful Zombie to act as a body guard this time and has elected to imbue it with an Increased Movement Rate and Improved Senses.

At the beginning of the Ritual Madame Laveau Sacrifices three turkeys that have been donated to her. She gets 10 POW from her Sacrifice, and immediately starts the Create Zombie Ritual knowing that POW gained in this way has a tendency to leak away, and there are many hours of work ahead.

She has to start by creating a servile zombie which costs 1 POW and takes an hour. Adding Increased Movement adds 4 more hours to the ritual and costs 4 more POW. Finally adding Improved Senses brings the total to 9 hours and 9 POW. The POW she gained from the Sacrifice has leaked away 2 points because the ritual took so long and she has to use 1 of her own POW to complete the ritual or risk losing it all. At the end of the 9 hour ritual the Zombie rises.

WICCA

thou shalt not suffer a witch to live

WICCANS, WITCHES AND WARLOCKS

The Christian religions have never tolerated the ancient pagan religions and the Wiccans bore the brunt of that unjust fear and hatred in America during the Salem Witch Trials of 1692-93. Wiccans see themselves as stringently benign; their principles are based on a Wiccan rule which states: "Do as ye will, as long as ye harm none".

Wiccans worship both a prehistoric God and Goddess. These gods are the incarnation of a life-force manifested by nature. The God is viewed as a Horned God of nature. He is often seen as a god of woodlands, sexuality, and hunting. The Goddess is usually portrayed as a Triple Goddess with aspects of Maiden, Mother and Crone.



Wiccans believe in five elements, Air, Fire, Water, Earth and Spirit, which unites the other four and represents Otherworldly powers. The five elements are symbolized by the pentagram, the symbol most prominently used by Wiccans.

Wiccans follow the Wheel of the Year and celebrate its eight festivals known as Sabbats. Four of these, the cross-quarter days, are Greater Sabbats, coinciding with Celtic fire festivals. The other four are known as Lesser Sabbats, and comprise of the solstices and the equinoxes.

Samhain - *Greater Sabbat*, a festival at the end of the harvest season with aspects of a Festival of the Dead. It also represents the beginning of the year.

Yule - *Lesser Sabbat*, the Winter solstice festival.

Imbolc - *Greater Sabbat*, a festival celebrating the first sign of Spring and a celebration of the lengthening days.

Ostara - *Lesser Sabbat*, the Spring equinox 'the month of opening' or 'the month of beginnings'.

Beltane - *Greater Sabbat*, the beginning of the Summer season.

Midsummer - *Lesser Sabbat*, the Summer solstice.

Lughnasadh - *Greater Sabbat*, marks the beginning of the harvest season.

Mabon - *Lesser Sabbat*, the Autumn equinox.

Wiccans use a set of magical tools in their rituals. These include a broom, cauldron, chalice, wand, the Book of Shadows, altar cloth, a ceremonial double edged dagger, a white handled sickle, candles, crystals, pentacle and incense. An altar is present in the circle, on which the ritual tools are placed and representations of the God and Goddess are displayed. Before entering the circle, some Wiccans fast for the day, and/or ritually bathe. After a ritual has finished, the God, Goddess and Guardians are thanked and the circle is closed.

A central aspect of Wicca is the practice of working in the nude, also known as skylad. This brings the Wiccan closer to nature thus allowing them to channel the spirits easier.

Wicca is organized into covens of initiated priests and priestesses. Covens are generally independent from each other, and generally headed by a High Priest with a High Priestess working in partnership. Occasionally the leaders of a coven are low level initiates, in which case they come under the rule of a parent coven. Initiation and training of new priesthood is performed within a coven environment and a few initiated Wiccans are unaffiliated with any coven.

A commonly quoted Wiccan tradition holds that the ideal number of members for a coven is thirteen, although this is not a hard-and-fast rule. When covens grow beyond their ideal number of members, they often split into multiple covens, yet remain connected as a group. A grouping of multiple covens is known as a grove.

Initiation into a coven is preceded by a waiting period of at least a year and a day. A course of study may be set during this period. In some covens a "dedication" ceremony may be performed during this period, some time before the initiation proper, allowing the person to attend certain rituals on a probationary basis.

WITCHES AND WARLOCKS

Witches and Warlocks are those Wiccans that have been cast out of the coven for some act that has gained displeasure from the covens majority. This could commonly involve a diabolical pact or at least an appeal for the intervention of the spirits of evil.

Wiccans consider the term "Witch" and "Warlock" to be a derogatory term, meaning "oath-breaker", "traitor", "enemy" or "devil", or to mean one who has been banished from a coven, either for revealing secrets, or for breaking the coven laws.

WICCAN

The Wiccan character works with nature and the community that they live in.

SKILLS:

Art (Any), Bargain, Craft (Any), Etiquette, First Aid, Insight, Knowledge (Folklore Or Occult), Literacy, Perform (Any), Spirit Lore.

EQUIPMENT:

Any weapon your character has more than 40% skill in. A Piety between 00-50% (see page 32 AH)

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120).

MAGIC:

Magic (page 88 BRP).

Level 1 Weather Manipulation (SUN, RAIN or WIND)

WITCH

The Witch abhors the senseless chaos of nature and tries to bend it to her will.

SKILLS:

Craft (Any), Disguise, Fast Talk, First Aid, Hide, Knowledge (Folklore Or Occult), Literacy, Research, Spirit Lore, Stealth.

EQUIPMENT:

Any weapon your character has more than 40% skill in. A Piety between 00-50% (see page 32 AH)

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30).

MAGIC:

Magic (page 88 BRP) and Sorcery (page 122 BRP) but half the number of Initial Spells for each (e.g. Normal Level yields 2 Initial Magic spells and ¼ INT in Sorcery levels).

Command (page 68 AH)

Sacrifice (page 69 AH)

Summoning (page 69 AH)

WARLOCK

The Warlock abhors the senseless chaos of nature and tries to bend it to his will.

SKILLS:

Brawl, Craft (Any), Dodge, Firearm (Any), Knowledge (Folklore Or Occult), Literacy, Perform (Any), Persuade, Research, Spirit Lore.

EQUIPMENT:

Any weapon your character has more than 40% skill in. A Piety between 00-50% (see page 32 AH)

WEALTH LEVEL:

Poor, 1D6 x \$5 (\$5 - \$30).

MAGIC:

Magic (page 88 BRP) and Sorcery (page 122 BRP) but half the number of Initial Spells for each (e.g. Normal Level yields 2 Initial Magic spells and ¼ INT in Sorcery levels).

Command (page 68 AH)

Sacrifice (page 69 AH)

Summoning (page 69 AH)



WICCAN SPELLS

we are not dangerous

See page 88 BRP for the list of existing Magic Spells.
See page 122 BRP for the list of existing Sorcery Spells.

NEW WICCAN SPELLS

FLYING POTION

Range: Touch

Duration: 5 minutes per POW

POW Cost: Varies, minimum 1

The Witch or Warlock uses this spell to allow them to fly. It is an evil brew created using the fat of a person that has no religious allegiance. Wiccan practitioners tend to avoid this kind of spell because it is intrinsically evil, requiring the sacrifice of an un-baptized innocent (usually children).

This spell does not actually enable the Wiccan to fly, but to move at incredible speed. For each point of POW invested in the creation of the Flying Potion the caster gains 10 to their Movement.

The Flying Potion is powered by the POW of the victim Sacrificed using the Otherworld Sacrifice Power.



RED SKINS

all is silent around me

The Red Skins are steeped in mystery; few outsiders are allowed to freely explore the insides of an Indian camp without being harassed. They call themselves 'the human beings' and seek guidance from the spirits. History is passed on in the oral tradition. The Red Skin understands the delicate balance of People and Nature. Because of this they despise the influx of White Men, who seems not to care for the natural order of things.

The Red Skin would have us believe that he is honorable, always keeping his word, while the White Man changes his promises like the wind. This has been the cause of great strife and many fierce battles.



Each tribe is said to have acquired a particular gift or skill directly from the Great Spirit so that a man could recognize another tribe by observing their mannerisms or abilities. Sometimes a whole tribe holds a particular reverence for a certain spirit animal or totem. These tribes will openly show signs which (to those who recognize them) display a certain characteristic of the chosen totem.

When creating a Red Skin Character or Tribe refer to the Totem Spirits on *page 89 AH* in the Totem Spirit Animals

section. A Totem can be randomly rolled for with 1d20 or selected from the list (GMs discretion). A different Totem can be assigned for each individual member of a Red Skin Tribe or for the Tribe as a whole.

Pure Red Skins should only be used by the Master, due to their unusual abilities. Player Characters may be allowed to play Half Breeds, Outcasts or Scouts as described in the Players Section. These Red Skins have no connection to their original tribe and have lost their spiritual connection; many were forced into slavery or into strict 'civilizing schools' at a very young age. The Cavalry sometimes used these Red Skins for scouts or trackers, even though they were never treated as regular recruits and never trusted.

ARTIST

The Red Skin Artist specializes in a specific art or craft, possibly with some religious significance. The artist instructs others and helps to produce ceremonial clothing and paraphernalia. The Artist obtains colored dyes from local plants, animals or from special colored sands and rocks.

SKILLS:

Art (Any), Brawl, Craft (Any), Dodge, Insight, Melee Weapon (Red Skin) Or Missile Weapon (Red Skin), Perform (Sing Or Dance), Ride, Spirit Lore, Stealth.

EQUIPMENT:

leather clothing (1 pt amour), knife, weapons, horse, water skins, 50m rope, fire maker and tinder, crafting tools, Piety of 25%

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120)

MAGIC:

One Power Point of Magic (if granted by Totem)

HERDER

The Red Skin Herder guards the wealth and sustenance of the Tribe. Without horses the Tribe would have to walk their migratory routes. The Herder also rounds up wild ponies for future use within the Tribe. Quiescent Tribes also manage and maintain some herd animals.

SKILLS:

Brawl, Dodge, Hide, Listen, Melee Weapon (Red Skin) Or Missile Weapon (Red Skin), Navigate, Ride, Spirit Lore, Spot Stealth.

EQUIPMENT:

leather clothing (1 pt armor), knife, weapons, water skins, 50m of rope, fire maker and tinder, horse, Piety of 25%

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120)

MAGIC:

One Power Point of Magic (if granted by Totem)

HUNTER

The Red Skin Hunter has to travel great distances from the Tribe to gather information and game for their people. They hunt all year round, while on the march or during the winter months. They are familiar with the use of a painless cut to save their prey from unnecessary anguish. They know all of the songs to appease the spirits after a successful kill. They hunt by stealth and use their cunning to catch their quarry by surprise.

SKILLS:

Brawl, Dodge, Hide, Listen, Missile Weapon (Red Skin), Ride, Spirit Lore, Spot, Stealth, Track.

EQUIPMENT:

leather clothing (1 pt armor), breech cloth, fur cap (2 pts armor), knife, weapons, water skin, snares, fire maker and tinder, horse, fetish, Piety of 25%.

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120)

MAGIC:

1d3 Power Points of Magic (if granted by Totem)



BRAVE

The Red Skin Brave serves as the core of a fighting force but is also used to hunting for food when the need arises. Braves take time in battle to count coup, touching the enemy without damaging him and without being hit, the single bravest action a Red Skin Brave can achieve.

Since the White Man has encroached on their land they have been fighting where they need to and talking, if they can. The Brave knows the art of war and may frequently surprise their enemy with ingenious tactics.

SKILLS:

Brawl, Dodge Or Parry, Fast Draw (Any), Melee Weapon (Red Skin), Missile Weapon (Red Skin), Ride, Shield, Spirit Lore, Stealth, Throw.

EQUIPMENT:

weapons, horse, water skins, fire maker and tinder, coup stick (club), leather clothing (1 pt armor), breech cloth, fetish, war bonnet, Piety of 25%.

WEALTH LEVEL:

Affluent 1D6 x \$50 (\$50 - \$300)

MAGIC:

1d3 Power Points of Magic (if granted by Totem)

MEDICINE MAN/SHAMAN

The Shaman looks after the welfare of, and is the spiritual leader and healer of, the Tribe. The Shaman has an extensive knowledge of plant life, animal life and spiritual matters. They can create balms and salves for healing purposes. They know many songs, dances and chants for soothing a wide range of minor health problems. They are responsible for the spiritual well-being of the Tribe and have been charged with decoding the visions and omens that others have witnessed. The Shaman will make expeditions into the Otherworld to learn of impending disasters or to gain knowledge for the Tribes benefit. Shamans and their assistants are supported by the Tribe for the duties that they carry out.

ACCEPTANCE:

- (1) must have been an assistant for at least 3 years, or have the Thunderbird as a Totem
- (2) must have succeeded in a Vision Quest.

SKILLS:

Art (Any) Or Craft (Any) Or Perform (Sing Or Dance), Etiquette, First Aid, Insight, Medicine, Ride, Spirit Lore, Status, Stealth, Teach.

EQUIPMENT:

leather clothing (1pt of armor), water skins, knife, weapons, horse, fire maker and tinder, 1d6 fetishes, trinkets, war bonnet, Piety between 25% - 50%

WEALTH LEVEL:

Wealthy, 1D6 x \$100 (\$100 - \$600)

MAGIC:

1d3+3 Power Points of Magic

ASSISTANT SHAMAN

The Assistant Shaman aids the Shaman in performing their duties to the Tribe and is, in return, instructed in the deeper knowledge of Shamanism.

ACCEPTANCE:

- (1) if a Red Skin's parents were Shamans, then at age 15 they are automatically accepted,
- (2) they must make a POW x 1 roll to represent the Totem Spirits approval. This can be attempted once a year until accepted.

SKILLS:

Brawl, Craft (Any), Dodge, Etiquette, First Aid, Insight, Melee Weapon (Red Skin) Or Missile Weapon (Red Skin), Ride, Spirit Lore, Stealth.

EQUIPMENT:

leather clothing (1 pt armor), water skins, weapons, knife, fire maker and tinder, 1d3 fetishes, horse, Piety between 25% - 40%

WEALTH LEVEL:

Affluent 1D6 x \$50 (\$50 - \$300)

MAGIC:

1d3+1 Power Points of Magic

WEALTH LEVEL:

Wealthy, 1D6 x \$100 (\$100 - \$600)

MAGIC:

1d3+1 Power Points of Magic (if granted by Totem)

TRIBAL CHIEFTAIN

The Red Skin Tribal Chieftain lives by the work of the Tribe. In return the Chief co-ordinates, speaks for and organizes the protection of the Tribe. The Chief is democratic and accessible, typically welcoming chances to display his courage, prowess and wisdom. They demand a lot from themselves and can be ruthless with others. The Chief is the figure head of the Tribe, if the Tribe is unhappy with their Chief, they have the power to change him. Anyone with a problem, concerning the Tribe or its people, which cannot be solved easily goes to him for advice or a decision.

SKILLS:

Brawl, Command, Dodge Or Parry, Etiquette, Firearm (Rifle) Or Melee Weapon (Red Skin) Or Missile Weapon (Red Skin), Persuade, Ride, Spirit Lore, Status, Stealth Or Teach.

EQUIPMENT:

leather clothing (1 pt armor), finely crafted weapons, water skins, fire maker and tinder, leather/bone armor (2 pts chest and abdomen), ceremonial clothing, 1d6 horses, peace pipe, Piety between 25% - 50%



RED SKIN WEAPONS

MELEE

	<i>BS%</i>	<i>Skill</i>	<i>HP</i>	<i>Dam.</i>	<i>Special</i>	<i>STR/DEX</i>	<i>ENC</i>	<i>S.R.</i>
Coup Stick	25	Club	20	1d6	Crushing	- /7	1	2
Dagger	25	Knife	10	1d4	Bleeding	7/11	0.2	3
Lance	15	Spear	15	1d8+1	Impaling	9/8	3.5	1
Rawhide Shield	10	Shield	16	1d4	Knockback	5/7	1	3
Spear	15	Spear	15	1d6+1	Impaling	12/10	2	2
Tomahawk	15	Axe	12	1d6+2	Bleeding	9/11	0.5	2

MISSILE

	<i>BS%</i>	<i>Skill</i>	<i>HP</i>	<i>Dam.</i>	<i>Special</i>	<i>STR/DEX</i>	<i>ENC</i>	<i>RoF.</i>	<i>Range</i>
Dagger (Thrown)	15	Knife	10	1d3	Impaling	7/11	0.2	1/CR	10
Hunting Bow	05	Bow	5	1d6+1	Impaling	9/9	0.5	1/SR	120
Rawhide Shield (Thrown)	05	Shield	16	1d4	Crushing	5/7	1	1/CR	15
Spear (Thrown)	05	Spear	15	1d6+1	Impaling	12/10	2	1/CR	15
Tomahawk (Thrown)	10	Axe	12	1d6+2	Bleeding	9/11	0.5	1/CR	20
War Bow	05	Bow	12	1d8+1	Impaling	15/11	1	1/SR	200

CHAPTER II

RED SKIN TRIBES

two river currents flowing together

Each tribe encountered should be an individual experience. Outlines are given below of characteristic differences for the general descriptions of tribes. Some Half Breeds may still retain an affiliation for their Tribal specialty, but are likely to have never been taught the full implications of their advantage.

TRIBAL CHARACTERISTIC MODIFIERS

The following characteristic modifiers are applied to Red Skins while they remain affiliated with their Tribe. This is a spiritual connection. The individual is blessed when they are strongly connected to their Tribe. Should the

Red Skin leave their Tribe or be banished these modifiers are lost, representing a spiritual break from the Tribe.

Shamanic and Totem powers are not affected, although the Totem will probably not be very pleased.

ALGONQUIAN - the Hunters - EDU +3
ATHABASCAN - the People of the Woods - APP +3
ESKIMO ALEUT - the Arctic People - CON +3
IROQUIAN - the People of the Longhouse - INT +3
MUSKOGEAN - the River People - SIZ +3
SALISHAN - the Mountain People - STR +3
SIOUAN - the Plains People - DEX +3
UTO AZTECAN - the Pueblo Dwellers - POW +3

RED SKIN RITUALS

keep the fearful thing away from me

SHAMANIC RITUALS

Shamanic rituals are those rituals only performed by a Shaman, or a Shaman with the aid of his assistant. For each Ritual to be successful the Shaman must succeed in a Spirit Lore roll and use up 1 Power Point per night. Shamanic rituals are usually performed in a Sweat Lodge or a quiet, private or Holy place. Most of the time, a Shamanic ritual is a private event.

HOLY WAY

The overall emphasis of the Holy Way is to promote goodness and harmony, to summon the Holy People, and to restore health.

The Holy Way is used to cure or ease lameness, insanity, deafness, blindness, rheumatism, diseases and many other afflictions. The Holy Way comes in three different forms depending on the severity of the affliction to be cured.

The 2 night Holy Way can be used to reduce the level of Minor and Acute insanities, diseases and afflictions.

The 5 night Holy Way can be used to reduce the level of Serious insanities, diseases and afflictions.

The 9 night Holy Way can be used to reduce the level of Terminal insanities, diseases and afflictions as well as cure disabilities such as blindness and deafness.

In each different form of the Holy Way chant the patients disease or affliction is held in a form of stasis until completion of the ritual. The patient will be released after the allotted time spent in the Sweat Lodge with the Shaman. Multiple sessions may be required.



The Holy Way can be reversed to cause diseases and afflictions but this is not their common use.

LIFE WAY

The Life Way chant is specific for injuries, sprains, fractures, broken bones, cuts and burns. The chant has no definite duration. The duration depends on the condition of the patient.

Chiefly involved in the ritual are herbal medicines and repetitive mesmeric songs. Many different herbs are used. The theme of the song is sprouting and growing.

In game terms, this ritual will enable the rested patient to gain a whole week of natural healing in one day (24 hours). The patient may continue to receive the Life Way chant for as long as is necessary to restore them to full health. The Shaman needs to continually perform the ritual until completion or exhaustion stops it.

VISION QUESTING

The Vision Quest has two uses; the Shaman uses it to induce visions of specific occurrences, when it will snow, when to move camp, etc. important things that affect the Tribes continued survival. Information is collected from the Spirits and interpreted after the Quest is completed (this is abstracted as POW x 2 roll to gain relevant information and INT x 3 to understand it).

An Assistant Shaman may do a Vision Quest, if their Shaman thinks they are ready, to become a full fledged Shaman. The Assistant must meet their Totem Spirit Animal and beat it in a POW vs. POW resistance roll. If the Assistant fails to beat the Totem they may not try again for another year. If they are successful the Spirit Totem may allow access to the Magic spells that it has. It may allow the Assistant Shaman to have a fetch, or spirit guide, and they emerge from the Vision Quest as a Shaman.

A Vision Quest uses Peyote to separate the mind from the body to allow the Shaman to visualize other places and other times. Peyote is an intrinsic part of the Vision Quest and is regarded as a Holy Plant.



GROUP RITUALS

Group Rituals are performed by all members of a Tribe, so long as a Shaman leads the Ritual with a successful Spirit Lore roll. Each participant in a Group Ritual temporarily donates 1 point of POW to awaken the Tribal Spirit Powers. A Group Ritual may be performed in any large area. Totem Poles or large bonfires are sometimes a central focal point to Group Rituals.

BUFFALO DANCE

The Buffalo Dance is performed between dusk and dawn in imitation of the style of a ferocious Buffalo hunt. This is the way the Tribe calls to the Spirit of the Buffalo for continued survival.

The POW sacrificed to the Spirits calls to all of the Buffalo within a hundred miles. These Buffalo stampede in the Tribes general direction. If there are no Buffalo within the area covered the Shaman will become aware of this during the ritual and understand it as a Bad Omen. The Buffalo may take some days to arrive; scouts will look for signs of the stampede after the dance is completed.

SUNDANCE RITUAL

When a Red Skin child reaches adulthood they are allowed to take part in a Sundance Ritual. The primary benefit of this Ritual is its ability to put the Red Skin in contact with their Totem Spirit Animal. Its other use is to induce Visions which the Shaman may help to interpret.

The Red Skin must overcome fear and pain to put their body into a trance, where their mind is free to walk the Otherworld (abstracted as CON x 2 and POW x 2 every hour until both rolls succeed). The Red Skin literally pierces the chest with hooks or Eagle talons that are attached by a long rope to a tree or pole. The dance is not completed until the body is ripped free (causing 1d4 damage to the chest location).

This may take some hours. While the Red Skin is in the trance they will either be met by their Totem Spirit Animal who bestows powers on the Red Skin, or the Red Skin may have a vision containing important information concerning the future.

VICTORY DANCE

The Victory Dance is performed whenever a significant victory is achieved. Its purpose is simply to express thanks to the spirits for any part they may have taken. It also gives a chance for individual Braves to tell everyone in the Tribe of the heroic deeds that they carried out in the previous battle or hunt.

WAR DANCE

The War Dance is an elaborate ritual calling to the most appropriate Totem Spirits for aid; this will almost always include the Thunderbird but can frequently involve other great spirits, such as Wolf, Snake or Bear. The War Dance is mainly performed by the Braves of the Tribe, as they are the ones most likely to see combat. The spirits are told of past battles where the Braves were heroic or particularly cunning, and victorious. The Braves wear war paint which has special significance to their Totem Spirit.

If the ceremony is performed successfully then the spirits will hear the Braves and grant them a gift for the coming battle. This boon can take any shape that the spirits feel is most appropriate, such as extended duration spells, a

supernatural creature to fight on the Tribes side or other favorable conditions.

GHOST DANCE

The Ghost Dance is a wild and unrestrained ritual. Its underlying message states that there will come a time when the earth will be destroyed, and a new world created. The white man will perish under earth five times the height of a man, but leave the Red Skins untouched to inhabit this new earth. This will be followed by the vast buffalo herds and the antelopes return, and all of the deceased ancestors will rise up to the new earth where they will all live in a world free from disease, starvation, violence and suffering.

For this apocalypse to come about the Red Skin people have to rid themselves of evil, while advocating messages of clean living, an honest life, cross-cultural cooperation, they must practice honesty and peace not only to other

tribes but to the whites as well. When all Red Skins have achieved this moralistic ideal the Ghost Dance will be complete and the apocalypse will begin.

Each time a Ghost Dance is carried out by a group of Red Skins the ritual temporarily enchants their Ghost Dance Shirt for a week with the ability to stop bullets. This is not a flawless enchantment and there is only a 25% chance that the Ghost Dance Shirt will actually stop a bullet. If more Red Skins follow the Ghost Dance ideals and way of life then the percentage may increase.



TOTEM SPIRIT ANIMALS

the ground is the blood of our ancestors

SPIRIT POWERS - SHOOMESH

A Red Skin can come into contact with their Totem Spirit Animal during the Sundance Ritual, Vision Quest, or similar coming of age ritual. At this point in time they are suspended halfway between worlds, not completely in the Mundane world and not completely in the Otherworld.

On meeting a Totem face to face this way a Red Skin may try to gain some of its powers with a POW vs. POW resistance roll, this represents the Totem testing the Brave of their spiritual worth.

Every time a Red Skin engages a Totem, during an appropriate ritual, they may learn one power that it knows. The POW of the Totem is determined when the Red skin begins the ritual. It will take several attempts and many months to gain all of the Totems powers.

If the Red Skin is contacting their Totem with the purpose of gaining spells they should have a Fetish ready to accept the gift. The Red Skin will have to expend 1 point of Permanent POW to enable the Fetish to hold the spell eternally. Spells are activated by a moments concentration and physical contact.

Rituals end when the Totem has handed over a power, or when the Totem returns to the Spirit Plane.

An appropriate Totem for a Shaman to have would be those with a POW of 5d6 or more. However, Shamen do not get the choice of a Totem, a Totem chooses them. To a degree a Totem may influence a Red Skins occupation in this way. Turkey, for example, is probably not a good totem for a Shaman.

A Totem may communicate with its Red Skin, offering information with no prompting, but a POW x 1 roll is necessary if the Red Skin asks the Totem a specific question. This roll may be attempted every 4 hours of meditation and contemplation or once a day.

The Totem is unable to communicate with its Red Skin if they are in a heavily industrialized area, and will have difficulty communicating with them in any place which 'bares the mark of the White Man', unless otherwise stated. See Totem Spirit Manifestation on page 90 AH.

A Totem adds its POW to the Red Skins POW when defending against Spiritual attack from Otherworld creatures such as Demons and Ghosts. A Red Skin will take on subtle mannerisms and abilities in connection with their Totem, for example a Red Skin with the Cougar Totem may become more cautious, and rely on their Stealth more.

Each and every animal is the embodiment and physical representation of a specific Spirit Totem. If a Red Skin with the Cougar Totem is approached by a natural Cougar, the animal will not fear the man but will treat him as an equal. In this way the Red Skin is also expected not to fear the Cougar and to treat it as an equal.

The only thing that a Totem demands of its Red Skin is respect for the natural order. If the Red Skin is disrespectful to any creature or natural thing then the Totem may withdraw all benefits and advantages and actively prohibit further association with any aspect of the Otherworld. In extreme cases the Red Skin may effectively be cursed as their former Totem goes out of its way to harass them. This is especially true for trickster totems, such as Coyote.

TOTEM SPIRITS

When a Red Skin reaches maturity they are automatically required to attempt a Vision Quest or Sundance ritual to reveal their Spirit Totem. The Totem, once revealed, will remain with the Red Skin for the rest of their life, offering guidance and, occasionally, spiritual power.

Roll 1d20, or pick an appropriate Totem Spirit Animal from the following list.

1. **THUNDERBIRD**
POW 5d6+6
MAGIC: Blast, Countermagic, Flame, Lightning, Protection
 The Carrier of Prayers, the sacred messenger. Courage, freedom, illumination, potency, rising spirits and visions, strength and endurance, sun-circling, wisdom.
2. **COYOTE**
POW 5d6
MAGIC: Change, Control, Illusion, Perception, Vision
 The Enforcer of the laws. Bedevilment, clowning around, community, cunning, mischief, often considered an omen that something unpleasant might happen, stealth.
3. **BEAR**
POW 5d6
MAGIC: Enhance (CON, STR), Protection, Sharpen
 The Watcher. Giver of strength and courage, introspection, leadership, physical strength, self-preservation, willpower, World-guardian.
4. **HAWK**
POW 4d6
MAGIC: Blast, Perception
 The All-Seeing Observer. Aggression, awareness, perceptiveness, representative of primal life force, spirit guide, truth.
5. **SPIDER**
POW 4d6
MAGIC: Diminish, Dull, Vision
 The Grandmother. Balance, creation, creativity, death and rebirth, fate, the future, unity of spirit.
6. **DEER**
POW 3d6
MAGIC: Enhance (CON, DEX, STR)
 Agility, compassion, freedom, gentleness, kindness, peace, sacrifice, sensitivity, speed, stamina, strength, unconditional love.

7. **MOOSE**
POW 3d6
MAGIC: Enhance (CON, STR)
 Clarity, Courage, determination, gracious and relaxed, truth and spiritual understanding.
8. **RABBIT**
POW 3d6
MAGIC: Enhance (DEX), Perception
 Agile and instinctive, excellent observation skills, fast, sensitive reflexes.
9. **TURKEY**
POW 3d6
MAGIC: Perception
 Appearance, attentiveness, challenge, freedom, generosity, patience, rebirth, renewal, sharing.
10. **DOG**
POW 3d6
MAGIC: Protection
 The Protector and Guardian. Loyalty, friendship, nobility, guidance, forgiveness.
11. **SKUNK**
POW 3d6
MAGIC: Blast
 Confidence and pride, humble and gentle, reserved and unobtrusive, self-esteem and honor.
12. **WOLVERINE**
POW 3d6
MAGIC: Frost, Resistance
 Clarity, cunning, emotional and physical balance, endurance, ferocious, focus, smart and wily, strong, tenacity and persistence.
13. **HORSE**
POW 3d6
MAGIC: Enhance (STR, CON)
 The Message Carrier.
 Astral travel, beauty through strength, grace, independence, mobility, movement, power sharing, speed, stamina.
14. **FOX**
POW 3d6
MAGIC: Heal, Invisibility
 The Great Healer.
 Camouflage, cleverness, cunning, discretion, great healing power, harmony, observation, quick wit, slyness, stealth, wisdom.
15. **COUGAR**
POW 3d6
MAGIC: Enhance (DEX), Sharpen
 Courage, foresight, grace and stealth in darkness, leadership, loyalty, power, taking responsibility for your life.



16. WOLF

POW 4d6

MAGIC: Enhance (CON), Wound

The Pathfinder. Cooperation, facing death with dignity, free spirited, knowledge, loyalty, order amid chaos, perseverance, taking advantage of change, teacher, teaching skill.

17. SALMON

POW 4d6

MAGIC: Blast, Protection

Confident, determination, inspiration, intensity, persistence, pride, trusting but not trustworthy, wisdom,

18. BUFFALO

POW 4d6

MAGIC: Enhance (STR), Resistance

Abundance, courage, gratitude, honor, prayer, respect, strength.

19. CROW

POW 5d6

MAGIC: Heal, Illusion, Perception, Speak to Mind, Vision

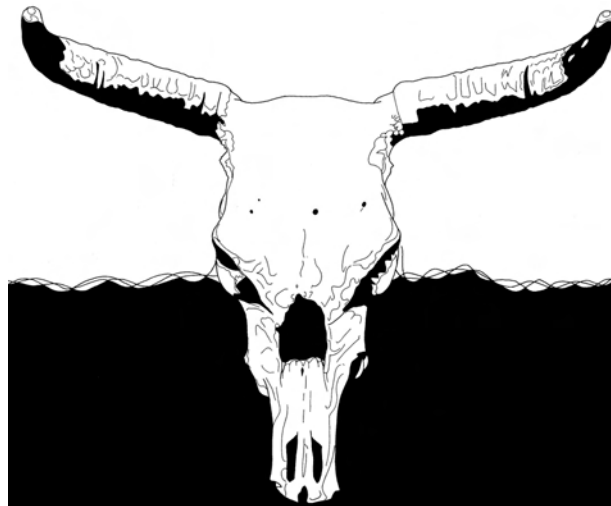
The Left Handed Guardian, the keeper of all sacred law. An omen of change, balance, greed, healing, illusion, justice, magic, releasing past beliefs, resourcefulness, truth.

20. SNAKE

POW 5d6

MAGIC: Blast, Enhance (CON), Heal, Lightning, Vision

The Storm Bringer, the changer of seasons. Being able to move undetected, healing and fertility, impulsiveness, life-force, lightning, prophecy, sexual potency, speed, thunderstorms and violent, sudden change, transformation.



TOTEM SPIRIT MANIFESTATION

Each Totem has a percentage chance of manifesting when summoned by the Red Skin. This figure is dependent on how holy or industrialized that area is. These percentages are modified by the Characters average of INT + POW.

Attempting to summon the manifestation of a Totem in a Sacred Red Skin place should be considered an *Easy* roll. Mostly these results will allow the Totem to manifest as a conversational or reassuring presence. However, the

Totem is actually present in a physical sense and as such can aid the Red Skin if that is appropriate. While the Totem may help the Red Skin it would not be expected to be asked to start teaching magic, that request is always restricted to the organized rituals, like the Sundance Ritual described on *page 87 AH*.

These are general guidelines and are only concerned with the Red Skin summoning the Totem. The Totem can manifest without being summoned.

TOTEM	ARCTIC	DESERT	MOUNTAIN	PRAIRIE	TOWN	TUNDRA	WOODS
Bear	20	N/A	40	20	N/A	40	60
Buffalo	20	20	N/A	60	N/A	20	N/A
Cougar	N/A	20	60	20	N/A	20	40
Coyote	40	40	40	40	40	40	40
Crow	N/A	20	20	40	20	N/A	40
Deer	20	N/A	40	20	N/A	20	60
Dog	N/A	N/A	N/A	40	40	N/A	20
Fox	20	20	40	60	20	20	60
Hawk	N/A	20	40	20	20	20	40
Horse	N/A	20	N/A	40	20	20	20
Salmon	N/A	N/A	20	20	N/A	N/A	40
Snake	N/A	40	60	20	20	N/A	40
Spider	N/A	20	20	40	40	20	40
Thunderbird	40	60	60	60	40	60	40
Turkey	N/A	20	N/A	40	N/A	20	40
Wolf	20	20	40	40	N/A	40	60

SHAMEN MAGIC

one who knows

The Shaman never has access to the full list of Magic, only those listed below and the ones taught by their Totem. This is due to the fact that the Great Spirit has restricted the gift of Magic to certain Totem animals.

A Shaman may not learn spells taught by any Totem other than his own; to do so would be considered very bad manners indeed. The Totem is responsible for teaching spells to its Shaman through either a Vision Quest or Sundance Ritual (page 87 AH).

Dark	Light	Vision	Level 1 Weather Manipulation RAIN
Dispel	Seal	Wall	Level 1 Weather Manipulation SUN
Lift	Unseal		Level 1 Weather Manipulation WIND

ANIMISM TOTEMISM AND FETISHISM

sing your death song, and die like a hero going home

ANIMISM

Animism is the mythological belief that every animate, inanimate, object and natural phenomena has the gift of life and intelligence. The trees, the winds and the rivers all possess a tangible consciousness. As the long rivers diffuse themselves into the sea they mutter, articulate and prophesize, telling of their long journey from birth place to resting place. The winds are heralds of words, warnings and threats. They whisper the musings of wandering beings. The trees moan, rustle and leer at passers-by. They speak to those that can hear, or are the homes of other strange beings. Even abstract qualities, such as light and darkness, heat and cold, possess the attributes of living things, are active and alert to their surroundings. Even the sky co-operated with the earth, from this union sprang all living things.

TOTEMISM

Totemism has close ties with Animism, although Totemism places creatures of the animal world on a higher level. The prairie and forest denizens are superior. Their instinctive qualities, great cunning and hunting skills represent all that the Red Skin admires. Human attributes and characteristics are personified in the wild animals of plain and forest. The Bear possesses great strength, the Buffalo, endurance, Coyote is the meddler and the fool, the Fox is cunning, the Deer is swift. The Red Skin sees these animals as being more gifted than he, and places himself under the protection of the animal or bird which symbolizes a certain quality. If a Tribe or clan possess a particular characteristic, such as cunning or fearlessness, then they may adopt the beast which best symbolizes their character.

FETISHISM

Fetishism stands side by side with Animism and Totemism. A Fetish is a charm, a drawing, or something made by art. It may be large or small, natural or crafted, regarded as possessing intelligence or ambition, and especially, magic power.

Nearly all the belongings of a Shaman are Fetishes. These may be animal skins, snake skins, roots, bark, powder, bones an arrow head, a feather, anything with some symbolism to the owner.

The magic resident in a Fetish is a powerful and living thing; it must be soothed with prayer, feast or sacrifice. The prayer need only be a dance or song, the sacrifice is something small, something which symbolizes the owners dedication. There are many wandering spirits who, in return for food and other comforts, are willing to materialize in the object the Shaman provides for them, and to assist him in the chase and other pursuits of life.



ROLE-PLAYING RELEVANCE

Animism and Totemism represent the Red Skins ability to contact otherworldly spirits. This information is supplied mainly to add color and flavor to the Red Skins.

Animism and Totemism are popular philosophies of the time. They should guide NPC Red Skins with reactions to things that the Characters know nothing about. With time Characters may learn of, or even join, a group practicing Animism or Totemism as an alternative religion.



THE LANGUAGE TREE

as long as the wind shall blow, the grass shall grow

There are literally hundreds of variations of the tribal languages. Differences can vary from regional accents to completely unfamiliar sentence structures.

The various languages of the North American Indians all developed from a single language and each language is related to its geographic neighbor. This means that a Brave of one tribe and linguistic group may be able to communicate to another Brave from a different tribe and similar linguistic group. The further the Brave goes from his homeland, the less chance he has of successfully communicating to the local natives.

It would be possible to break up each Linguistic Group into separate Tribal Languages. However, penalties for Intertribal Communication should not be as harsh as the Linguistic Group Communication Modifiers.



LINGUISTIC COMMUNICATION MODIFIERS

ALGONQUIAN

The Algonquian language occupies the **SUB ARCTIC**, the **PLAINS** and the **NORTH WEST** of America. This Linguistic Group covers the largest area, and many tribes, such as the Arapaho, Blackfoot, Blood, Choctaw, Cree, Illinois, Kwakiutl, Menominee, Miami, Ojibwa, Ottawa, Sauk and Fox, Shawnee and Tlingit. Most of the Tribes on the **NORTH EAST** coast also speak Algonquian. These include the Abnaki, Delaware, Micmac, Mahican, Narragansett, Powhatan and Wampanoag, there are many others.

Algonquian may speak Athabascan at -20%, Siouan at -20%, Iroquian at -20%, Eskimo Aleut at -30%, Uto Aztecan at -30%, Muskogean at -40% and Salishan at -40%.

ATHABASCAN

The Athabascan language is spoken in the **SUB ARCTIC** North and the **SOUTH WEST** of America. The Northern Athabascan Tribes include the Beaver, Chipewyan, Dogrib, Haida, Koyukan and Kutchin. The Southern Athabascan include the Apache, Keresan, and Navajo tribes.

Athabascan may speak Algonquian at -20%, Eskimo Aleut at -30% and Uto Aztecan at -30%.

ESKIMO ALEUT

The language Eskimo Aleut is spoken by all Eskimo from the **ARCTIC** North of Canada. It includes the Aleut, Alaskan Eskimo, Copper Eskimo, Caribou Eskimo and Labrador Eskimo. As well as other Tribes further North.

Eskimo Aleut may speak Athabascan at -20%, Algonquian at -30%, and Salishan at -40%.

IROQUIAN

The Iroquian language occupies the **NORTH EAST** and includes the Cherokee, Eerie, Huron, Mohawk, Oneida, Onondaga and Seneca tribes.

Iroquian may speak Algonquian at -20%, Siouan at -30% and Muskogean at -40%

MUSKOGEAN

There are many different languages in the **SOUTHEAST** of America but Muskogean is the Major Linguistic Group. The Caddo, Chickasaw, Creek, Natchez and Seminole tribes can be placed in the Muskogean group.

Muskogean may speak Algonquian at -20%, Athabascan at -30%, Siouan at -30%, Iroquian at -40% and Uto Aztecan at -40%.

SALISHAN

The **NORTHWEST COAST** down to **CALIFORNIA** is home to many tribes and different Linguistic Groups. For ease of play the Penutian, Hokan and Salishan Linguistic Groups will be encompassed under the title of Salishan. The tribes in these areas are the Chinook, Chumash, Flathead, Nez Perce, Okinagan, Pomo, Salina and Yakima.

Salishan may speak Algonquian at -20%, Uto Aztecan at -20% and Athabascan at -30%.

SIOUAN

The Siouan language is mainly restricted to the **PLAINS** which include the Assiniboin, Crow, Dakota Sioux,

Hunkpapa Sioux, Oglala Sioux, Iowa, Missouri, Omaha and the Osage.

Siouan may speak Algonquian at -20%, Iroquian at -30% and Muskogean at -30%

UTO AZTECAN

The Uto Aztecan language can be found in the **GREAT BASIN** and the **SOUTH WEST** areas of America. The tribes which speak this language include the Bannock, Commanchee, Kiowa, Mono, Paiute, Shoshone and Ute. In **MEXICO** the Aztecs, Concho, Hopi, Huichol, Papago, Pima and Yaqui speak Uto Aztecan.

Uto Aztecan may speak Athabascan at -20%, Salishan at -20%, Siouan at -30%, Algonquian at -40% and Muskogean at -40%.



TRIBAL LIFESTYLE

one does not sell the land people walk on

TRIBE	LINGUISTIC GROUP	LIFESTYLE	TRIBE	LIGUISTIC GROUP	LIFESTYLE
Abnaki	Algon	N	Menominee	Algon	Q
Aleut	EskAl	N+Q	Miami	Algon	Q
Apache	Athab	N	Micmac	Algon	N
Arapaho	UtoAz	N	Missouri	Sioun	N+Q
Assiniboin	Sioun	N	Mohawk	Irqun	Q
Aztec	UtoAz	Q	Mahican	Algon	Q
Bannock	UtoAz	N	Mono	UtoAz	N
Beaver	Athab	N	Narraganset	Algon	Q
Blackfoot	Algon	N	Natchez	Musko	Q
Blood	Algon	N	Navajo	Athab	Q
Caddo	Musko	N	Nez Perce	Salish	N
Cherokee	Irqun	Q	North Paiute	UtoAz	N
Cheyenne	Algon	N	Ojibwa	Algon	Q
Chickasaw	Musko	Q	Okinagan	Salish	Q
Chinook	Salish	Q	Omaha	Sioun	N+Q
Chipewyan	Athab	N	Oneida	Irqun	Q
Choctaw	Algon	Q	Onondaga	Irqun	Q
Chumash	Salish	Q	Osage	Sioun	N+Q
Commanchee	UtoAz	N	Ottawa	Algon	Q
Concho	UtoAz	Q	Papago	UtoAz	N
Cree	Algon	N	Pawnee	Musko	N+Q
Creek	Musko	Q	Pima	UtoAz	Q
Crow	Sioun	N	Pomo	Salish	Q
Delaware	Algon	Q	Powhatan	Algon	Q
Dogrib	Athab	Q	Salina	Salish	Q
Eerie	Irqun	Q	Sauk & Fox	Algon	Q
Eskimo	EskAl	N+Q	Seminole	Musko	Q
Flathead	Salish	N	Seneca	Irqun	Q
Hopi	UtoAz	N+Q	Shawnee	Algon	Q
Huichol	UtoAz	Q	Shoshone	UtoAz	N
Huron	Irqun	Q	Sioux	Sioun	N
Illinois	Algon	Q	South Paiute	UtoAz	N
Iowa	Sioun	N+Q	Tlingit	Algon	Q
Keresan	Athab	N	Ute	UtoAz	N
Kiowa	UtoAz	N	Wampanoag	Algon	Q
Koyukan	Athab	Q	Yakima	Salish	Q
Kutchin	Athab	N	Yaqui	UtoAz	Q
Kwakiutl	Algon	Q	Zuni	UtoAz	N+Q

The Red Skins can be split in to the two distinct and separate Lifestyles of Nomadic and Quiescent. Each group has its own different advantages and disadvantages.

NOMADIC - describes those tribes that have no permanent resting place. They travel seasonally to where their primary subsistence is located, wild game, buffalo or caribou. There will be a summer and winter site that the tribe returns to each year.

QUIESCENT - describes those tribes that have settled permanently. They have permanent homes, some times

made of stone. They have experience of cultivation and, therefore, regular crops of maize. However, they still hunt wild game and may collect wild fruit when needed.

LEGEND

EskAl	Eskimo Aleut	Sioun	Siouan
Athab	Athabaskan	Irqun	Iroquian
Algon	Algonquian	UtoAz	Uto Aztecian
Musko	Muskogean	Salish	Salishan

N	Nomadic
Q	Quiescent

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GLOSSARY OF INDIAN NAMES

names with hidden meanings

TRIBE	CALLED	MEANING	LANGUAGE
Abnaki	Wabunaki	Those living at the Sunrise	Algonquian
Apache	Apachu	Enemy	Uto Aztecan
	Tinneh	People	Athabaskan
	Chiracahua	Mountain	
	Jicarilla	Little Basket	
	Mescalero	Mescal People	
	Tcichi	People of the Forest	
Arapaho	Tirapihu	He buys/He trades	Muskogean
	Inuna-Ina	People of our kind	Uto Aztecan
	Hitaniwo'iv	Cloud Men	Algonquian
	Assiniboin	One who cooks with stones	Siouan
Caddo	Kadohadacho	Real Chiefs	Muskogean
Chickasaw	Chickasaw	They left as a Tribe not a very great while ago	Algonquian
Chocktaw	Okla Homa	Real People	Algonquian
Crow	Absaroka	Children of the long beaked bird	Siouan
Delaware	Lenni-lenape	Men of our nation	Algonquian
Erie	Erie	At the place of the panther	Iroquian
Eskimo	Eskimo	Eaters of raw flesh	Algonquian
	Inuit	The People	Eskimo Aleut
Fox	Mesquaki	Red Earth People	Algonquian
Hopi	Hopitu	The Peaceful Ones	Uto Aztecan
Huron	Huron	Bristly Bearded	French
Illinois	Illiniwek	Men	Algonquian
Iowa	Ai'yuwe	Marrow	Siouan
Kiowa	Kaigwa	Principle People	Uto Aztecan
Menominee	Menominee	Wild Rice	Algonquian
Miami	Omaumeg	People who live on the peninsula	Athabaskan
Natchez	Nakni Sakti Chaha	Warriors of the high bluff	Algonquian
Navajo	Navajo	People with big fields	Spanish
Ottawa	Adawe	To trade	Algonquian
Pawnee	Pariki	Horn	Muskogean
Seminole	Seminole	Runaway	Muskogean
Shawnee	Shawnee	Southerners	Algonquian
Sioux	Nadowessioux	Snake/Enemy	Athabaskan



CHAPTER 12

SCENARIO

INCIDENT AT BOULDER RANCH

or, big heads, big troubles

INTRODUCTION

This Scenario takes place in Boulder, Colorado, near the Rocky Mountains but begins in the local City of Denver. It has been designed to take place before the American Civil War, but could just as easily take place during or after 1861. The Posse should be made up, primarily, of lawful and rugged outdoors types. A recognized, official Lawman of some sort would be beneficial.

The Arrapahoe Red Skin Tribe occupies Colorado and the Great Plains. They are allies with the Cheyenne to the North and loosely aligned with the Sioux.

The Arrapahoe live in teepees made from bison hide. They migrate, chasing the bison herds. Their teepees are designed so that they can be transported easily. It is said that a whole village can pack up their homes and belongings and be ready to leave in an hour. In winter the tribe split up into small camps and shelter in the foothills of the Rocky Mountains of Colorado. In late spring they move out onto the Plains to hunt buffalo. In mid-summer the Arapahoe travel back into Colorado to hunt mountain herds, returning to the Plains in summer to autumn for ceremonies and for collective hunts of herds.

In November 1864, a small village of Cheyenne and Arapaho in Kiowa County, Colorado (about 40 miles south of Castle Rock) became the victims of a horrendous attack by the Union Army, led by Colonel John Chivington. This attack became known as the Sand Creek Massacre.

Denver City was founded 1858. The U. S. Census of 1860 counted 4,749 Denver residents. Denver didn't get a railroad until 1870; this created a link from Denver through Brighton, Greeley and on to Cheyenne.

BACKGROUND

Recently, the new frontier town of Boulder went through a rapid expansion faze. The area, previously heavily wooded, was largely cleared and turned over to cattle grazing and farming. Lumber and produce from Boulder now helps to sustain the much larger city of Denver to the south.

The local Arrapahoe Red Skins have been displaced by this aggressive expansion.

When Boulder started its expansion the local Arrapahoe Red Skins went through a crisis in their nomadic hunting lifestyle.

Not wanting to confront the pale faces in all out open warfare they turned to their new and inexperienced Shaman for advice. The Shaman preyed to his totem for guidance, but his motives were tinged with greed and power for himself. Instead of gaining the guidance that the tribe wanted they were cursed with the appearance of a family of Big Head Bat People.

The Arrapahoe abandoned their mountain campsite to find a more peaceful location distant from the local troubles. The tribal shaman, Broken Bear, was made to stay as punishment and to purify the area of the demonic taint that he had summoned.

The demons cannot be banished until the shaman proves that his avariciousness has gone and must help someone without expecting or receiving reward. Because of his old greed he has, up until now, been unable to successfully banish the Bat People. Also, because he hates what the white man has done to his homeland he has been unwilling to do a self sacrificing act for them. There being no other Red Skins in the area, he has been unable to break the curse.

PRESENT DAY - DENVER

The following two hooks represent a couple of easy ways to get the posse involved in this scenario.

HOOK ONE

If the players have a Lawman (Sheriff, Marshal or Texas Ranger) in their party then they will be given some deputies (the other player characters) taken from the local population, or from the many cowboys and explorers looking for temporary work in Denver. So long as they are not Wanted as Outlaws and can demonstrate some useful skill that may benefit the posse there shouldn't be a problem in temporarily deputizing them for a one off official contract. The posse is told to go to Boulder and help mediate an apparent conflict that has erupted between the cattle men and the farmers. Boulder has no

permanent Sheriff and reports have been coming to the Denver Sheriffs office concerning some attacks on livestock. The posse is to diffuse the situation and bring any culprits to justice with an appropriate sentence.

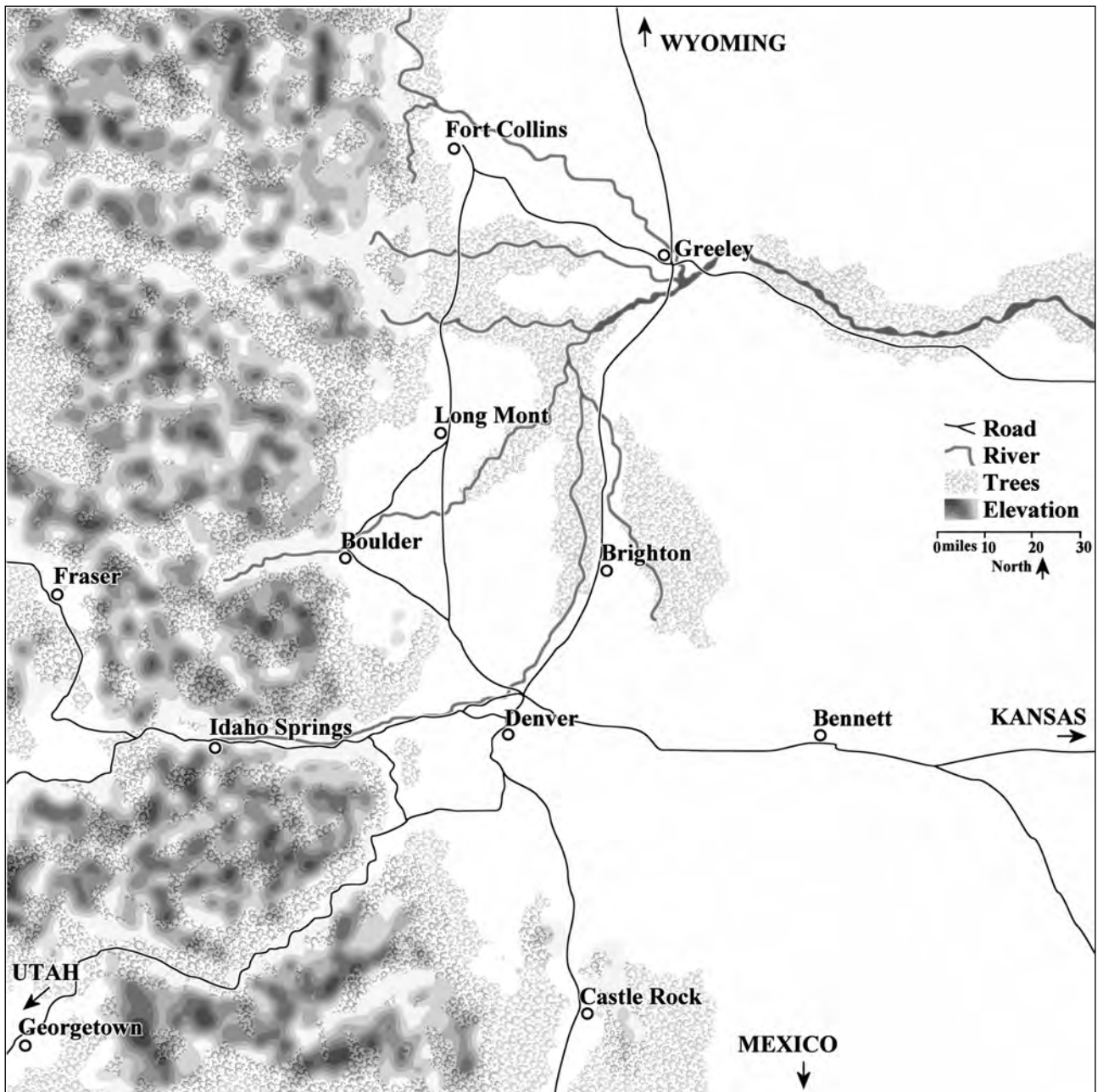
HOOK TWO

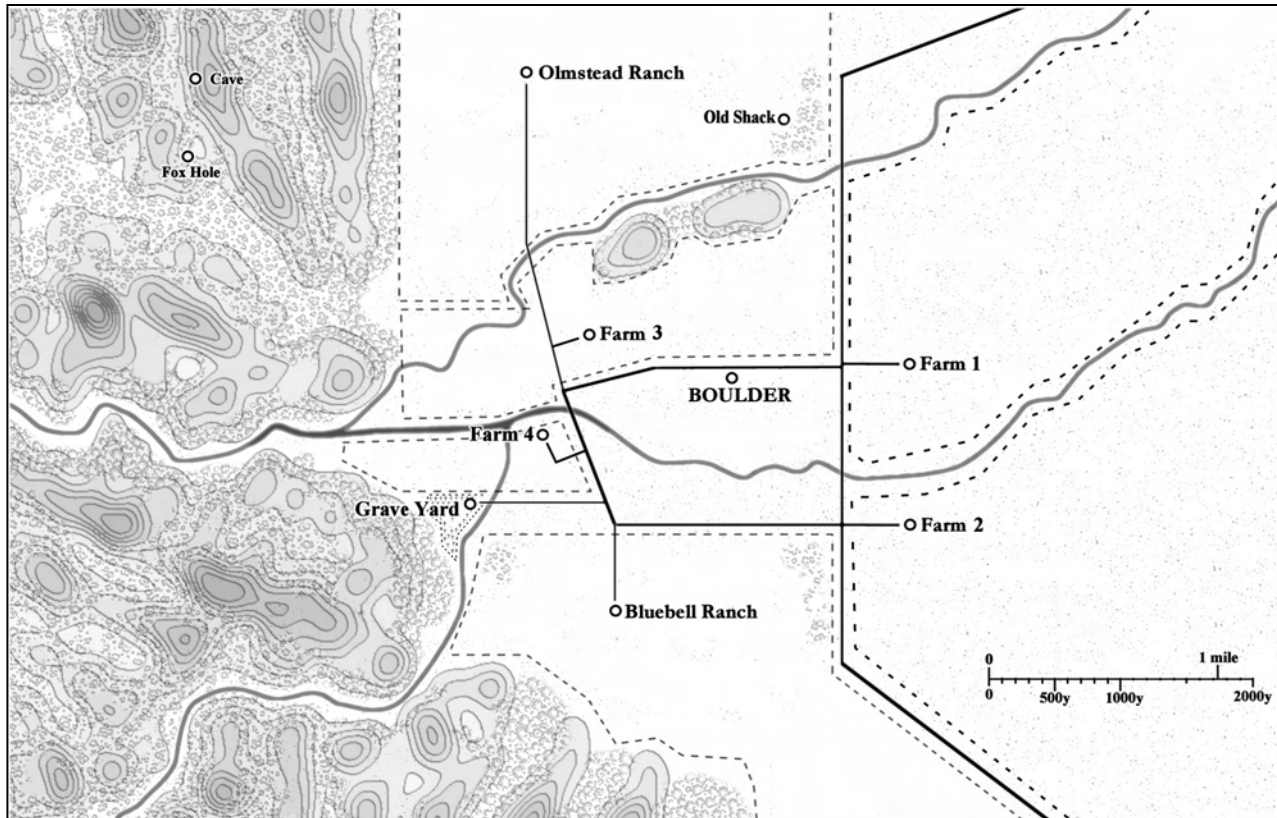
If the party does not contain a Lawman, the posse, or one of the characters notices a small advert in the Denver Chronicle offering unusually good money for some extra hands at the Olmstead Ranch in Boulder. Strangely the advert asks for talented Trackers and Shootists as well as people used to the open plains. In small print there is also mention of attacks from Red Skins, wild animals, and cursed farmers on the Ranchers valuable livestock.

GETTING THERE

Boulder is about 50 miles north of Denver, either a single hard days ride with an early start, or two days at a steady pace. There is only infrequent traffic between Denver and Boulder for most of the year. The only exceptions will be during harvest time or during the cattle drives to Denvers market.

Boulder is a small town with no resident Sheriffs office. Ranches and farms are scattered around the local environs. The ranches are situated between Boulder and the formidable Rocky Mountains, skirted by dense woodland and a short distance from Boulder itself.





LOCAL ENVIRONMENT

WEATHER REPORT

The following table shows the average temperature in Fahrenheit and Celsius for the Boulder, Denver, Colorado area, and the percentage chance of rain and snow for each month of the year. Average temperatures can vary plus or minus 15 degrees Fahrenheit or 5 degrees Celsius.

	Temp F	Temp C	Rain %	Snow %
Jan	32	0	20	11
Feb	34	1	25	12
Mar	40	4	25	18
Apr	48	9	30	11
May	56	13	45	2
Jun	66	19	55	0
Jul	72	22	30	0
Aug	70	21	55	0
Sep	62	17	30	1
Oct	52	11	25	4
Nov	42	6	30	14
Dec	34	1	20	12

The table should help the GM to set this scenario at any time during the year using the different weather conditions to add an environmental problem or two.

For each day roll 1d100 twice to determine if there is rain or snow. If both results are under the relevant percentages for rain and snow, then it is a cold, wet, sleeting day. No success means that the day is clear and bright.

FLORA

Colorado's great range in elevation and temperature contributes to a variety of vegetation, distributed among five areas: plains, foothills, mountain, sub-alpine, and alpine. The plains teem with grasses and many types of wildflower. Arid regions contain dozens of varieties of cacti. Foothills are matted with berry shrubs, lichens, lilies, and orchids, while fragile wild flowers, shrubs, and conifers thrive in the mountainous areas.

Ponderosa pine and douglas-fir are the most common trees. Several species of deciduous trees can be found as well, including aspen, maple, cottonwood, willow, alder and birch. Common shrubs include juniper, chokecherry, skunkbush, wild plum, hawthorn, beaked hazelnut, raspberry, ninebark and snowberry.

Poison Ivy grows in many places throughout the open spaces and mountains, especially along river banks. Watch out for three shiny leaves. Many people suffer a serious skin reaction when they contact this plant. Even its twigs and ivory-colored berries can produce a reaction.

Myrtle Spurge grows all over Boulder. It creates carpets of yellow flowers. This plant produces poisonous milky latex which is caustic to human skin and terrible when accidentally rubbed into the eyes. It produces wiry light green stems roughly 12-18 inches in length that form conspicuous yellow flowers.

Houndstongue is a weed which grows 1 to 4 feet tall and is common in disturbed areas like trail borders. Its flowers are reddish-purple and produce an annoying prickly seed.

Houndstongue is toxic and causes liver cells to stop reproducing. It has been known to kill cattle and horses on occasion.

Diffuse Knapweed can grow up to 2 feet tall. It has a single small white flower. The seed head ends as sharp, ridged spines and can cause skin irritation. Once the seeds are mature the plant breaks at the base of the stem and tumbles across any open ground, dispersing its seeds.

Scotch Thistle grows up to 13 feet tall. It produces large spiny leaves covered in fine dense hair and a flower that is purple in color. Scotch thistle can produce stands so dense they are impenetrable to humans, cattle, and wildlife.

FAUNA

The most important big-game species in this area are the elk, mountain lion, Rocky Mountain bighorn sheep, antelope, black bear, white-tailed deer; the mountain goat and the moose. The lark bunting, blue grouse and mourning doves are numerous, and dozens of duck species have been sighted. Colorado has more than 100 fish species. The lakes and rivers contain salmon, and trout. Rare Colorado fauna include the golden trout, white pelican, and wood frog. The Mexican spotted owl, bald eagle, gray wolf, whooping crane, black-footed ferret, southwestern willow flycatcher, and bonytail chub are also present.

BOULDER

At this time in its history Boulder is a fairly new frontier town, has very little to offer and has not even been officially declared a Town yet.

- 1 Bakery
- 2 Barber
- 3 Barn 1

- 4 Barn 2
- 5 Barn 3
- 6 Barn 4
- 7 Barn 6
- 8 Barn 7
- 9 Blacksmith
- 10 Church
- 11 Corral
- 12 Construction sites
- 13 Red Rock Saloon
- 14 Bluebell Saloon
- 15 Stables/Livery
- 16 Tanner
- 17 Undertaker
- 18 General Store
- 19 Water Tower

A couple of run down Saloons do a brisk business most evenings when the Ranchers and Farmers come into town at the end of the day. Both Saloons are of a fair size and offer basic amenities such as gambling tables, private rooms for rent, hot food and drinks.

BLUEBELL SALOON

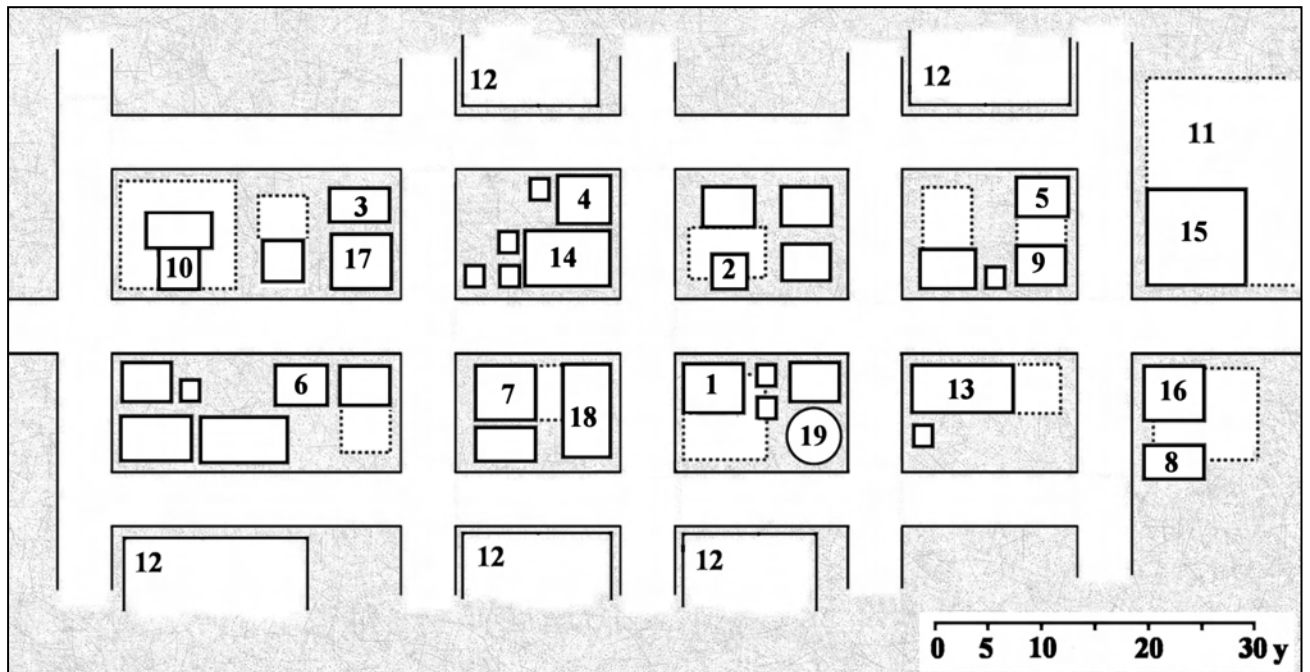
Ken Maynard, his wife and their infant daughter live at this saloon.

The Bluebell Saloon has a piano and someone that can play at a reasonable level of competence. This Saloon is owned by George O'Brien, who also operates and spends most of his time at, the Bluebell Ranch to the south.

RED ROCK SALOON

Gene Sherman, his wife, their two grown up sons live at the Saloon. Two prostitutes, Bubbles and Candy rent rooms on a permanent basis.

The Red Rock Saloon offers the popular delights of a couple of Fallen Doves. They also have a decent card table for gamblers.



GENERAL STORE

Dick Foran, his wife and their young son and daughter live above the General Store.

The General Store is well stocked and Dick also keeps a barn full with supplies. He makes the trip to Denver three or four times a year to replenish his stock and pick up new items. Dick has a good relationship with the local farmers and buys vegetables, fruit, grain and dairy produce from them.

BAKER

Will Evans, his wife and their young son, live above the bakery.

Will and his wife buy a lot of their grain and wheat produce from the local farmers to grind into flour and make bread, pastries, biscuits and cakes. They have a good working relationship with the farmers but not so good with the ranchers.

BARBER

Dale Rogers owns and runs the small Barber shop.

He shaves beards, cuts hair and acts as the towns Doctor in an emergency, although he isn't really a very good doctor. Most of the towns folk enjoy his company, and he tries to remain thoroughly neutral whenever possible.

BLACKSMITH

Cooper Smith, his wife and their 3 children live and work from the blacksmiths and the nearby barn.

The Blacksmith is kept busy pretty much all year round from the demands of the ranchers and their hired hands. Cooper Smith is competent at his job and has a good working relationship with both ranches.

CHURCH

Father Charlie Allen lives at and maintains the church for the peoples spiritual health.

Father Charlie is a half hearted preacher with an alcohol problem. The small church is sufficient to accommodate most of the church going populace but isn't that well attended for the regular weekly congregations. A small donations box sits just inside the entrance which Father Charlie uses to fund his alcoholism.

UNDERTAKERS

Chad and Greg Starlett operate the towns quiet undertakers. The brothers are a couple of old timers with some decent woodworking skills. They have moved to Boulder to slow down and to get away from the bustle of Denver. They keep a barn next to their main premises stocked with coffins. They are both good Christians and try to please the Preacher whenever possible. They choose to 'overlook' the Preachers alcohol problem.

TANNER

Rex Copland and his wife live and work at the Tanners.

They are struggling to find business in Boulder and are thinking of packing up and moving on. The Tanner is

very good at this job and frequently embellishes his work with very fine decorative finishes.

THE STABLES/LIVERY/CORRAL

James Somerford, his wife, their grown up son and their 4 young children live at the towns stables.

They train horses as well as look after them. For a modest fee they will stable visitors horses.

VEGETABLE AND FRUIT FARM 1

Johnny Brown, his wife and their two small children own and work the fruit farm.

This farm mainly specializes in vegetables and fruits. They produce strawberries in summer, apples, raspberries, potatoes and tomatoes, carrots, beans and peppers. This family has a close relationship with the owners of the Grain Farm.

GRAIN FARM 2

Mark and Gertrude Smith own and work the grain farm.

This farm specializes in grain produce.

They mainly grow corn and wheat. Come harvest time, usually around November, they hire any spare hands from Boulder that are willing to help.

The couple that run this farm have wiccan powers, they have been cultivating the Browns with the intention of beginning a proper coven.

DAIRY FARM 3

Don Barry and his three wives and 4 children run the dairy farm. This family follows the Mormon religion. Realizing they are in a minority they have kept their religion quiet.

They have a small herd of dairy cows. Mostly they produce milk but also butter and cheese.

PIG FARM 4

Rod Cameron, his wife and their only son live and work at the pig farm.

Rod is also a competent butcher. A small pig farm that breeds, rears and butchers pigs.

OLMSTEAD RANCH

Magnus and Matilda Olm, with their two grown up sons and their two young children live and work at Olmstead Ranch. Magnus employs ten ranch hands permanently and they are given three square meals, the use of the stables and the bunk house that make this a large and comfortable compound.

Olmstead Ranch has 1000 head of longhorn cattle spread over 800 acres of land. The western boundary is enforced with a cultivated Scotch Thistle hedge. This keeps wild animals out and the cattle in. The rest of the ranch is bordered with wooden or barbed wire fences. However the southern border of the ranch is mainly enforced by the river that runs between this ranch and the Dairy Farm, this is the main source of water for the cattle.



OLD SHACK

The old shack on the Olmstead Ranch looks run down and dilapidated. When the ranch was being set up it was used as a temporary shelter for the ranch hands, but has not been needed for a couple of years now.

BLUEBELL RANCH

George O'Brien with his three grown up sons live and work at the Bluebell Ranch. Two adopted orphan children and 15 ranch hands also live and work here. George also owns the Bluebell Saloon in town.

This ranch has 1500 head of longhorn cattle spread over 1000 acres of land. The boundaries of this ranch are mainly enforced with wooden or barbed wire fences.

CAVE

When the Arrapahoe Red skins left the area the Big Heads moved in to the cave nearby. The cave is in a horrible state, partially rotten animal remains litter the floors and the stench is hideous. They fly out every night to cause fear and panic among animals and humans.

FOX HOLE

This is the hideout that Broken Bear has created so that he can keep watch over the Big Heads activities. It is well hidden from casual observation.

POPULATION

In all, Boulder counts 92 adults and 23 children.

As well as those people employed on a regular basis there are another 25 inhabitants that occasionally help out on the ranches and farms, are employed on an irregular basis in town, are part of the construction crews working on the new buildings being erected in the south of Boulder or panning for gold in the foothills.

THE PROBLEMS

As in any small community, some arguments and petty rivalries have developed among the population.

Farmers and ranchers disagree about the division of land. Mostly the arguments involve access to water for the cattle.

The Pig and Dairy Farmers feel unfairly treated outnumbered and intimidated by the ranchers.

The Dairy Farmer 3 has a problem with the ranchers going through his land to get to town. They frequently upset the dairy cattle.

Bluebell Ranch wants access to the water that runs through the Pig Farm 4.

Grain Farm 2 crops have been trampled by Bluebell Ranches cattle when a fence was knocked down.

Fruit Farm 1 has been trampled by Olmstead Ranch when the cattle stampeded one night.

Cattle mutilations have occurred on both Ranches. Ranchers blame the Farmers, wild animals or red skins, depending on their mood. The Olmstead Ranch has had two mutilations in the last two months.

Shots have been fired between ranchers and farmers, both by accident and on purpose.

The Preacher and the Bluebell Saloon oppose the use of Fallen Doves in the Red Rock Saloon.

The Baker gets on well with the Farmers and has been noticed charging extra to the Ranchers.

General Store doesn't like the Baker charging extra and taking the Farmers side in all of the arguments.

A panhandling Prospector was shot at by a Red Skin half a days journey up river. He has suggested the Red Skins have hunted all of the wild life to extinction and is probably responsible for the cattle mutilations.

THE EVENTS UNRAVEL

While the players are in Boulder they should be able to detect the growing hostility between Ranchers and Farmers. A couple of days will pass, giving the players time to have a look round and get to know some of the residents.

The GM should feel free to introduce the following night time incidents as the Big Heads get hungry and start to cause trouble...

Big Heads spook the cattle at the Olmstead Ranch. The cattle bust through a fence and trample through the vegetable/fruit farm. The farmer may retaliate by shooting some of the cattle. The ranchers retaliate by taking pot shots at the farmer.

A dairy cow on Farm 3 disappears. It has been carried away by the Daddy Big Head. The Farmer thinks it was Ranchers that did it.

Pigs from Farm 4 brake through their fence and get caught up in the graveyard. Once again they were spooked by the Big Heads.

Bar room brawl breaks out in the Red Rock Saloon, started by Dairy Farmer 3 picking a fight with a Rancher. Other Farmers and Ranchers will quickly become involved.

The pigs in Farm 4 start squealing very loud one night, break out of their compound again and run to the East, through town. Unless they are rounded up, they only stop to feast at the Fruit Farm 1.

Mass stampede from Bluebell Ranch as the herd knocks down the fence and plows into the Grain Farm 2 in a seeming panic.

One of the Olmstead Ranch cattle is discovered beside the river by the dairy farm, horribly mutilated. The Rancher isn't sure what happened but some of his more unruly men accuse the dairy farmer of perpetrating this crime and will try to lynch him unless stopped. Some of the unruly Ranchers may have been involved in the bar room brawl the other night.

If he isn't lynched, the following night the Dairy farmer is found horribly mutilated at the top of the taller hill next to his compound. He was keeping watch over his cattle when he was attacked by the Big Heads.

Big Heads take three pigs from Farm 4. They are killed and taken back to the cave.

Only to be returned the following night horribly mutilated, partially eaten and in the Bluebell Ranch lands. In the same night 2 Ranchers go missing from Bluebell Ranch. They were on look out, but concentrating on watching in the direction of town and the farms and were dragged off by the Big Heads.

In each case the Big Heads attack Olmstead Ranch, the Dairy Farm, the Pig Farm and the Bluebell Ranch. Then they begin their cycle again starting at Olmstead Ranch.

If the players investigate these incidents the first thing that should become apparent is that there are no obvious tracks in the problem areas. Missing animals and people are literally just suddenly not there.

It should be possible for the posse to set a trap using a pig or cow as bait to lure the night time attacks.

Highly perceptive characters may spot a Red Skin hanging back in the darkness. He will try to run and hide if spotted and approached. This is Broken Bear the Arrapahoe Shaman. He knows the area intimately and should be able to give the posse the slip if he can make it to the hills and forests.

Broken Bear has made a Fox Hole for himself so that he can observe the movements of the Big Heads. As they leave the mountain side cave he follows and occasionally tries to shoot them with his bow and arrows, he knows this will have no effect on them but is trying to get them to attack him instead of anyone else.

OTHER EVENTS

Someone or thing has been robbing the graveyard. Over the past few months a couple of graves have been dug up and corpses have been removed.

The witch/warlock on farm 2 need the corpses for obscure spell components.

On closer examination an old run down shack on the Olmstead Ranch land is run down and ivy covered. Inside however, there are signs of recent use. The roof has been partially mended and there are signs of a camp fire. From the outside it still looks as dilapidated as it used to.

Outlaws have been discretely using the shack to lay low after carrying out some 'jobs' in Denver, raiding the Stage coach that runs from Denver to Greeley. Boulder is suitably isolated for them.

THE SOLUTION

The Posse catches up with, or discovers Broken Bear's Fox Hole hideout and confronts him.

First off, the Posse has to convince Broken Bear that they are not as bad as the Big Heads.

Broken Bear can show the Posse to where the Big Heads are hiding out.

If he leads the Posse into the mountain side cave and confronts the Big Heads, this is good enough to free him of the curse.

If the Posse attempts to kill Broken Bear, he will not stop them. Broken Bear's death is good enough to break the curse on him, if he doesn't attempt to defend himself, but means that the Big Heads will still have to be hunted down and killed without the aid of Broken Bear. In this situation the curse may pass on to the posse. In future they will be dogged by unexplained and horrific events.

PLOT SEEDS

Where did Broken Bear's Arrapahoe tribe go? If the posse cleared out the Big Heads and broke the curse would they like to come back to their old home?

What are the Witches up to? Are they Witches or Wiccans? It's a small difference to the general populace. Do they intend the community harm or help?

What happens if the outlaws come back to the Old Shack? How will they behave if their hideout has been discovered?

THE CAST

Provided below are generic characteristics for the occupants of Boulder. Farmers, Ranch Hands, Towns People and Other People are designed to be used as ad hoc encounters, should they be needed they provide a flavor of what these people are like. These statistics should make it easier to run the Bar Room Brawl encounter.

Farmers -

STR	17	Move	10
CON	15	Hit Points	13
SIZ	11	Fatigue	32
INT	13	Magic Points	13
POW	13	Dam Mod	+1d4
DEX	7	SAN	50
APP	16	DEX SR 4	SIZ SR 2

Location	Melee	Missile	Ap/HP
R Leg	01 - 04	01 - 03	00/04
L Leg	05 - 08	04 - 06	00/04
Abdomen	09 - 11	07 - 10	01/04
Chest	12	11 - 15	01/05
R Arm	13 - 15	16 - 17	01/03
L Arm	16 - 18	18 - 19	01 /03
Head	19 - 20	20	00/04

Weapon	sr	att	dam	par	ap	rng
Brawl	3,4	55	1d3, 1d6	55		
Shotgun	1	40	3d6			100
Belt Pistol	1	35	1d6			20
Armor	Leather Jackets					
Skills	Dodge 40%, Appraise 55%, Knowledge (region) 65%, Ride Horse 45%, Spot 60%					

Notes

Ranch Hands -

STR	10	Move	10
CON	13	Hit Points	12
SIZ	11	Fatigue	23
INT	16	Magic Points	12
POW	12	Dam Mod	00
DEX	12	SAN	45
APP	14	DEX SR 3	SIZ SR 2

Location	Melee	Missile	Ap/HP
R Leg	01 - 04	01 - 03	02/04
L Leg	05 - 08	04 - 06	02/04
Abdomen	09 - 11	07 - 10	02/04
Chest	12	11 - 15	02/05
R Arm	13 - 15	16 - 17	02/03
L Arm	16 - 18	18 - 19	02/03
Head	19 - 20	20	00/04

Weapon	sr	att	dam	par	ap	rng
Brawl	3,4	65	1d3, 1d6			
Rifle Sharps	1	55	2d6			500
Lasso	1	45			3	10
Pistol Army	1	40	1d8+2			27
Armor	Leather chaps. Long coats					
Skills	Appraise 45%, Bargain 35%, Dodge 55%, Ride Horse 75%, Spot 55%					

Notes

Towns People -

STR	12	Move	10
CON	7	Hit Points	8
SIZ	9	Fatigue	19
INT	12	Magic Points	12
POW	8	Dam Mod	00
DEX	10	SAN	65
APP	11	DEX SR 3	SIZ SR 3

Location	Melee	Missile	Ap/HP
R Leg	01 - 04	01 - 03	00/03
L Leg	05 - 08	04 - 06	00/03
Abdomen	09 - 11	07 - 10	00/03
Chest	12	11 - 15	00/03
R Arm	13 - 15	16 - 17	00/02
L Arm	16 - 18	18 - 19	00/02
Head	19 - 20	20	00/03

Weapon	sr	att	dam	par	ap	rng
Brawl	3,4	35	1d3, 1d6	45		
Pistol D H	1	55	1d6+2			23
Rifle Spgfld.	1	40	2d6			300
Armor	none					
Skills	Appraise 25%, Drive Wagon 55%, Dodge 35%, Knowledge (various) 65%, Repair 55%, Spot 30%					

Notes

Other People -

STR	16	Move	10
CON	13	Hit Points	12
SIZ	10	Fatigue	29
INT	13	Magic Points	4
POW	4	Dam Mod	1d4
DEX	16	SAN	75
APP	11	DEX SR 2	SIZ SR 2

Location	Melee	Missile	Ap/HP
R Leg	01 - 04	01 - 03	01/04
L Leg	05 - 08	04 - 06	01/04
Abdomen	09 - 11	07 - 10	01/04
Chest	12	11 - 15	01/05
R Arm	13 - 15	16 - 17	01/03
L Arm	16 - 18	18 - 19	01/03
Head	19 - 20	20	00/04

Weapon	sr	att	dam	par	ap	rng
Brawl	3,4	55	1d3, 1d6			
Pistol Rem	1	50	1d6+1			20
Rifle Spncr.	1	40	2d8+1			450
Armor	1 pt leather					
Skills	Appraise 25%, Drive Wagon 55%, Dodge 35%, Knowledge (various) 65%, Repair 55%, Spot 30%					

Notes



The following cast members deserve a more detailed look. They could affect the course of the scenario depending on how they are viewed by the players, they may have useful knowledge that the other towns folk choose to ignore, their point of view will probably be biased but they do all have something to offer the posse.

Norbert Nerdah – the Prospector

STR	18	Move	10
CON	14	Hit Points	16
SIZ	18	Fatigue	32
INT	9	Magic Points	17
POW	17	Dam Mod	+1d6
DEX	15	SAN	65
APP	14	DEX SR 3	SIZ SR 1

Location	Melee	Missile	Ap/HP
R Leg	01 - 04	01 - 03	02/05
L Leg	05 - 08	04 - 06	02/05
Abdomen	09 - 11	07 - 10	02/05
Chest	12	11 - 15	02/06
R Arm	13 - 15	16 - 17	02/04
L Arm	16 - 18	18 - 19	02/04
Head	19 - 20	20	02/05

Weapon	sr	att	dam	par	ap	rng
Brawl	3,4	40	1d3, 1d6			
Shotgun	1	60	3/2/1d6			10
Pistol BA	1	35	1d8			20

Armor 2 pt furry leather all over

Skills Appraise 45%, Bargain 65%, Climb 70%, Demolition 75%, Ride (Horse) 50%, First Aid 65%, Spot 65%

Powers

Notes

Broken Bear – the Arrapahoe Shaman

STR	12	Move	10
CON	14	Hit Points	13
SIZ	12	Fatigue	26
INT	18	Magic Points	18
POW	18	Dam Mod	00
DEX	16	SAN	30
APP	12	DEX SR	SIZ SR

Location	Melee	Missile	Ap/HP
R Leg	01 - 04	01 - 03	01/05
L Leg	05 - 08	04 - 06	01/05
Abdomen	09 - 11	07 - 10	01/05
Chest	12	11 - 15	03/06
R Arm	13 - 15	16 - 17	01/04
L Arm	16 - 18	18 - 19	01/04
Head	19 - 20	20	00/05

Weapon	sr	att	dam	par	ap	rng
HuntingBow	1/sr	65	1d8+1	20	5	80m
Tomahawk	2	55	1d6+2	45	12	

Armor 1 pt leather & 2 pt bone chest piece

Skills Climb 55%, Dodge 65%, Hide 40%, Etiquette (Tribal), First Aid 70%, Insight 45%, Language (Algonquian) 70%, Listen 55%, Medicine, Perform (Dance), Spirit Lore 75%, Sense 40%, Spot 65%, Stealth 55%, Track 55%

Powers Bear Shaman.

But Bear isn't talking to him at the moment.

Notes

Equipment

So, no magic. Otherwise he would have...

Enhance, Perception, Resistance, Sharpen, Vision, and the ability to shape change to a Were-Bear

Paranoid, Suffers from Recurring Nightmares. Has many bone and feather fetishes.

Is very dirty, and is a little bit mad.

skins, knife, weapons, horse, fire maker and tinder, trinkets, war bonnet, Piety 35%

OLMSTEAD RANCH

Magnus Olm

STR	18	Move	10
CON	14	Hit Points	16
SIZ	18	Fatigue	32
INT	9	Magic Points	17
POW	17	Dam Mod	+1d6
DEX	15	SAN	65
APP	14	DEX SR 3	SIZ SR 1

Location	Melee	Missile	Ap/HP
R Leg	01 - 04	01 - 03	02/05
L Leg	05 - 08	04 - 06	02/05
Abdomen	09 - 11	07 - 10	02/05
Chest	12	11 - 15	02/06
R Arm	13 - 15	16 - 17	02/04
L Arm	16 - 18	18 - 19	02/04
Head	19 - 20	20	02/05

Weapon	sr	att	dam	par	ap	rng
Brawl	3,4	40	1d3, 1d6			
Shotgun	1	60	3/2/1d6			10
Pistol BA	1	35	1d8			20

Armor 2 pt furry leather all over

Skills Appraise 45%, Bargain 65%, Climb 70%, Demolition 75%, Ride (Horse) 70%, First Aid 65%, Spot 65%

Powers

Animal Empathy

Notes



The following cast members represent random wilderness encounters and the main protagonists.

The wildlife encounters can be used whenever the posse are in the mountain or forested areas of the Rockies. All of the necessary information is contained in the mundane Creatures Section of the Masters book.

WILDLIFE ENCOUNTERS

Roll 1d10

- 1 Antelope
- 2 Black Bear
- 3 Cattle
- 4 Elk
- 5 Moose
- 6 Mountain Goat
- 7 Mountain Lion
- 8 Rocky Mountain Bighorn
- 9 Sheep
- 10 White-tailed Deer

THE BIG HEAD BAT PEOPLE FAMILY

Daddy Big Head - Ixtaqu

STR	34	Move	12 flying
CON	28	Hit Points	25
SIZ	21	Fatigue	55
INT	10	Magic Points	14
POW	14	Dam Mod	+2d6
DEX	8	SAN Loss	1/1d8
APP	3	DEX SR 4	SIZ SR 0

Location	Melee	Missile	Ap/HP
L Claw	01-03	01-02	02/06
R Claw	04-06	03-04	02/06
L Wing	07-11	05-09	02/08
R Wing	12-16	10-14	02/08
Head	17-20	15-20	05/10

Weapon	sr	att	dam	par	ap
Wing Buffet	4	75	1d6	--	--
Bite	3	60	1d6	--	--
Armor	Natural 2pt				
Skills	Listen 50%, Dodge 50%, Spot 65%				

Mummy Big Head - Ixtatax

STR	31	Move	12 flying
CON	15	Hit Points	18
SIZ	20	Fatigue	46
INT	10	Magic Points	21
POW	21	Dam Mod	+2d6
DEX	14	SAN Loss	1/1d8
APP	4	DEX SR 3	SIZ SR 0

Location	Melee	Missile	Ap/HP
L Claw	01-03	01-02	02/04
R Claw	04-06	03-04	02/04
L Wing	07-11	05-09	02/06
R Wing	12-16	10-14	02/06
Head	17-20	15-20	05/07

Weapon	sr	att	dam	par	ap
Wing Buffet	4	70	1d6	--	--
Bite	3	55	1d6	--	--
Armor	Natural 2pt				
Skills	Listen 45%, Dodge 55%, Spot 55%				

Juvenile Big Head - Ixtakwax

STR	29	Move	10 flying
CON	17	Hit Points	17
SIZ	17	Fatigue	46
INT	12	Magic Points	20
POW	20	Dam Mod	+2d6
DEX	13	SAN Loss	1/1d8
APP	6	DEX SR 3	SIZ SR 1

Location	Melee	Missile	Ap/HP
L Claw	01-03	01-02	02/04
R Claw	04-06	03-04	02/04
L Wing	07-11	05-09	02/06
R Wing	12-16	10-14	02/06
Head	17-20	15-20	05/07

Weapon	sr	att	dam	par	ap
Wing Buffet	4	45	1d6	--	--
Bite	3	35	1d6	--	--
Armor	Natural 2pt				
Skills	Listen 40%, Dodge 30%, Spot 35%				

Baby Big Head - Ixtatwix

STR	17	Move	8 flying
CON	12	Hit Points	16
SIZ	9	Fatigue	29
INT	8	Magic Points	10
POW	10	Dam Mod	+1d4
DEX	8	SAN Loss	1/1d8
APP	3	DEX SR 4	SIZ SR 3

Location	Melee	Missile	Ap/HP
L Claw	01-03	01-02	02/04
R Claw	04-06	03-04	02/04
L Wing	07-11	05-09	02/06
R Wing	12-16	10-14	02/06
Head	17-20	15-20	05/07

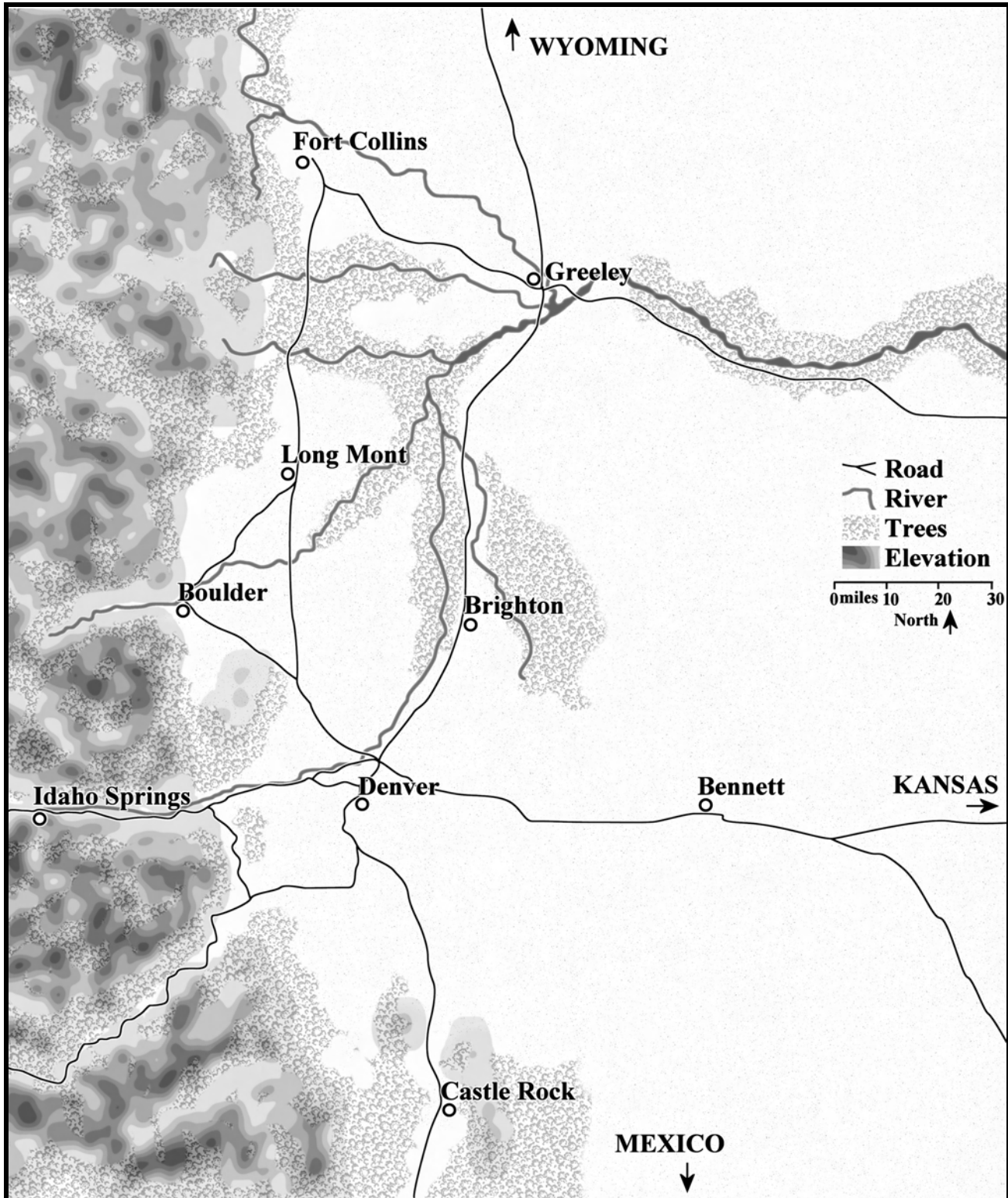
Weapon	sr	att	dam	par	ap
Wing Buffet	4	45	1d6	--	--
Bite	3	35	1d6	--	--
Armor	Natural 2pt				
Skills	Listen 30%, Dodge 25%, Spot 30%				

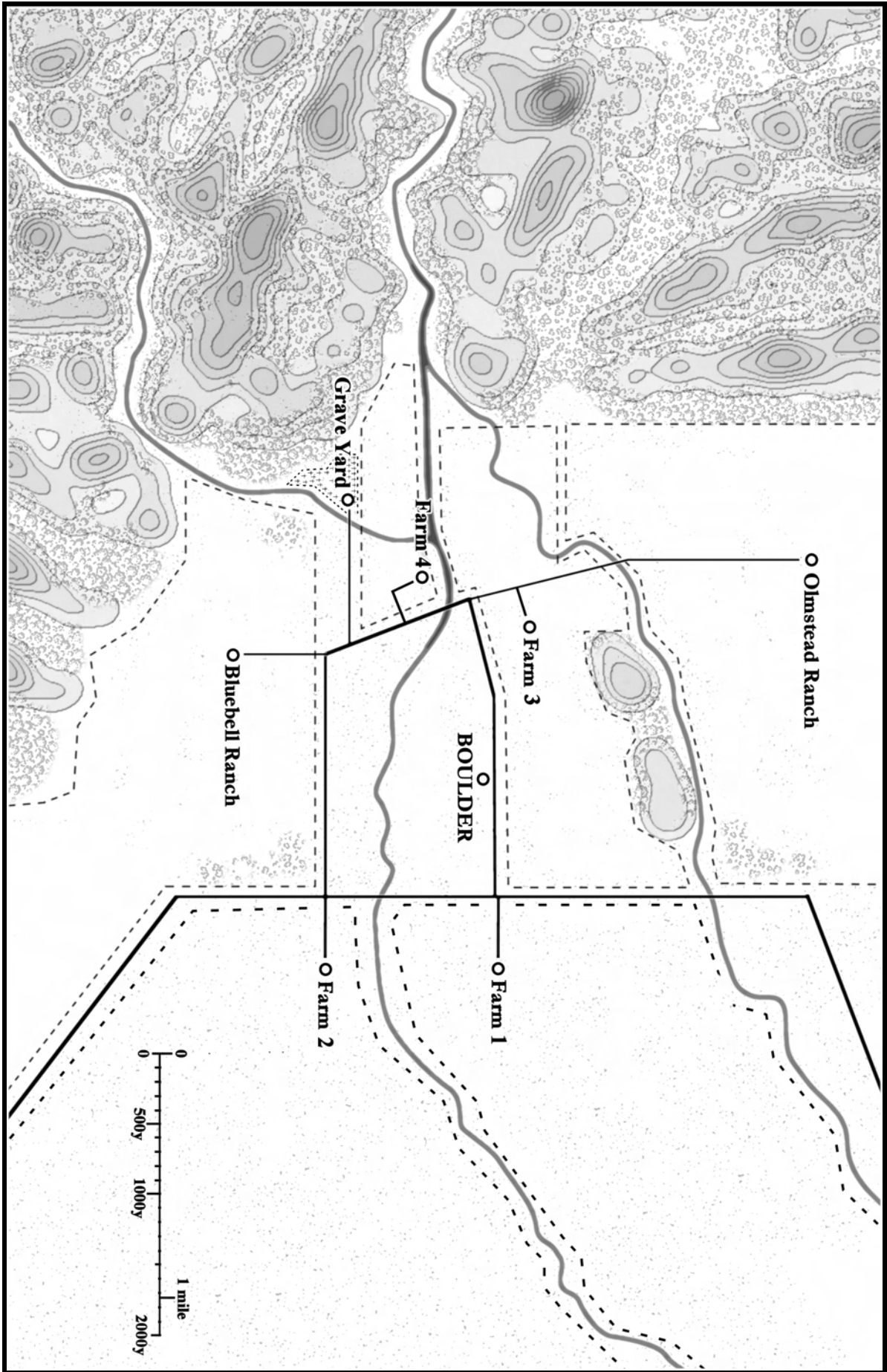
All of the Big Head Bat People family have the following powers.

Powers	Omen, Bad
Notes	Causes Recurring Nightmares, if a SAN roll is failed Night Vision. May Bite and Buffet in the same round.



PLAYER HANDOUTS





BUILDER

- 1 Bakery
- 2 Barber
- 3 Barn 1
- 4 Barn 2
- 5 Barn 3
- 6 Barn 4
- 7 Barn 6
- 8 Barn 7
- 9 Blacksmith
- 10 Church
- 11 Corral
- 12 Construction sites
- 13 Red Rock Saloon
- 14 Bluebell Saloon
- 15 Stables/Livery
- 16 Tanner
- 17 Undertaker
- 18 General Store
- 19 Water Tower

The image shows a 4x3 grid of 12 numbered sections. Each section contains a different arrangement of buildings and structures, some with dashed outlines indicating construction sites. The buildings are numbered according to the legend. A scale bar at the bottom left shows distances from 0 to 30 yards.

FAIR OPENS TO-NIGHT

St. James' Pro-Cathedral Made Ready in Gala Dress for Big Bazar.

When the bazar for the benefit of the new St. James Pro-Cathedral is opened to-night in the church building on Jay street, by the Right Rev. Bishop Charles E. McDonnell, a brilliant scene will be presented. Hundreds of clever fingers have been busy all day bringing order out of chaos and beauty out of confusion. As the workmen put the finishing touches on the interior of the edifice this afternoon the various booths arose as if by magic in their respective places, draped in rainbow hues and filled with countless articles of beauty and utility. A very pretty effect is given the ensemble by each society presiding over a booth, having selected different and appropriate coloring for the decorative scheme.

The Knights of Columbus booth, of which Mrs. John J. Walsh is chairman, is decorated in green and white, and has among its attractions a parlor suite, piano, diamond brooch, lamps and parlor chairs.

St. James' booth, Mrs. John Gullfoyle, chairman, is in violet and white. Here are to be found all sorts of pretty fancy articles, sofa cushions, vases, a life sized doll dressed like a little princess, gold watch and chain, La Valere, piano, machine, dinner set, brass bedstead, Morris chair and a painting by Mrs. Gullfoyle.

The Sodality booth is draped in blue and white bunting. Miss Mary York is chairman. A crayon portrait of the pastor, the Rev. Peter Donohue, occupies a conspicuous place in the booth. A fishing pond is presided over by Miss Margaret T. Byrne. There are sofa cushions, toilet sets, dinner and tea sets, decorated lamps, dolls and other articles on sale.

The Sacred Heart booth, Mrs. John W. Walker, chairman, has red and white for its color scheme. A tempting array of bric-a-brac fills the booth to overflowing. Hand-painted china, statuary, vases, lamps and jewelryes dispute possession with silver, toilet articles, pictures and cushions. A big eulin sofa pillow will attract attention, it being the work of an old woman, 82 years of age.

The Holy Name booth is charged by Miss Kathryn M. Rowan, is tastefully decorated in pink. A crayon portrait of Bishop McDonnell is an interesting feature. Dinner and tea sets, lamps, pictures, a variety of attractive articles in silver and men's and women's umbrellas are among the articles displayed.

The Altar Society booth is bright in yellow and white trimmings. Pieces of decorated china, parlor chairs, dolls and bric-a-brac are arranged to attract the purchaser. The contest for a gold watch and chain exhibited here will contribute an additional point of interest.

MORGAN BUYS STEAMERS

Work of Paying Stockholders of Two Lines Created No Excitement in London.

London, December 1—The Morgans' payments in connection with the purchases of the International Mercantile Marine Company are being carried out to-day without a ripple of excitement. The Morgans' offices are the center of considerable activity. About 300 shareholders of the White Star and Dominion lines presented themselves there before noon and they were all paid by check. No gold was specially imported to meet the payments, the whole transaction having been arranged weeks ago, although it had been an ordinary sale of bills of exchange.

No statement is available regarding the proportion of shareholders wishing to accept bonds of the underwriting syndicate in lieu of cash. But no bonds have yet been delivered, because they will not be ready for several days to come.

REPORT ON MRS. GORE'S DEATH

American Doctors Agreed With French Expert on Accident Theory.

Paris, December 1—Consul General Gowdy has received the report of the commission of four American doctors appointed to make an independent post-mortem examination of the remains of Mrs. Ellen Gore, who was killed by a pistol shot on November 19, in the apartment of Jean de Rydzewski, a Russian singer. The report is in writing and is signed by each of the physicians.

It is in harmony with, and in no way differs from, the report of the French expert, Dr. Socquet. Mr. Gowdy said he hoped to make his report to the State Department to-morrow, but owing to the numerous letters and papers found in the apartments of Mrs. Gore, and also on account of those in the possession of the French authorities, he finds it will be impossible for him to complete his report for several days.

PRIVATE ENTERPRISE REQUIRES HARDY PERSONS

Unusually good monies for some extra hands at the Olmstead Ranch in Boulder. Requirements, especial, for talented Trackers and Shootists as well as people used to the open plains and a hard and rugged life. Beware! We have greatly suffered at the hands of Red Skins, wild animals, and the cursed and nefarious activities from the sod busting farmers on the esteemed Ranchers valuable livestock.

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A. M. ... M. ... Dur'n of Time Height Time Height ... H. M. ... H. N. ... H. N. ... H. M.

In Camp, Seward's Point, June 17th, 1861.

To Mrs. F. Dessau: Madam:—Accept my thanks for the "colors" you were pleased to send me. Its delicate texture and exquisite work are as beautiful as its associations are inspiring to Georgia's young soldiers. On the soil of the "old Dominion"—in the face of a heartless foe, they trust to bear it, as become the honor and glory of their native State—And no thought is so cheering, and no remembrance so sweet as that, in the midst of danger the prayers and sympathies, of the loved ones at home follow them, making brave their hearts and strong their arms in this hallowed struggle for their rights and liberties. May God bless you, my dear madam, and may you live to enjoy those blessing of freedom you so much covet and highly appreciate, and which I am confident, from a reliance on my Maker and His willingness to assist those struggling for the right, will soon be bestowed upon our young, but great and glorious Confederacy.

I am with great respect, Madam,
 Your obedient servant,
P. H. COLBATT,
 Capt. City Light Guards,
 FROM FLORIDA.

We are indebted to the politeness of a friend for the subjoined extract of a letter from a gentleman attached to Major Mountfort's command in Florida. It furnishes a more particular account of the distressing and awful situation of the inhabitants of a part of that devoted territory.

Fort Baker, (Florida,) Jan. 1st, 1836.
 "Through the interposition of Providence, I am now alive to let you know it. We are really in the theatre of war of the most horrible kind.

"We arrived here on Christmas day, and found the inhabitants flying in from all quarters to camp. Major Dale, with seven officers and 110 men, started the day before we arrived, for Fort King. We were all prepared to overtake them the next day, and were upon the eve of departure when an intervention of circumstances delayed it for one day—and in the course of that day, three soldiers, horribly mangled, came into camp, and brought the melancholy tidings that Major Dale, and every officer and man, except themselves, were murdered and terribly mangled.

"We are at work, night and day, entrenching ourselves in every possible manner. We expect every moment to be attacked, as the savages have sworn we should be all massacred before the 6th of January. We are only about 200 strong, with officers and men, and about 50 citizens and 100 friendly Indians, with their Chief "Black Bear." The savages are said to number 1000. I am in Major Mountfort's private room, now writing, and have to keep a sharp look out, so as to detect at a moment's warning. We hope to receive a reinforcement when our situation is known. Officers and men are like brothers, encouraging each other, and determined, with their best breath, to avenge their fallen comrades. If the Indians come upon us in small bands, say 50 or 600, I am sure we will beat them off. I am at Major M's camp every day, but at my post at night."

WEATHER FORECAST

Indications Until 8 P. M. To-morrow.

Washington, December 1—For Eastern New York: Partly cloudy to-night; warmer in interior; Tuesday, partly cloudy; probably rain or snow in northern and sun in interior of southern portion; variable winds.

Sunday record of the thermometer as kept at the Brooklyn Daily Eagle Office:

7 A. M.	45	2 P. M.	45
9 A. M.	47	4 P. M.	41
6 A. M.	45	6 P. M.	42
8 A. M.	41	8 P. M.	35
10 A. M.	46	10 P. M.	26
12 M.	48	Midnight	28

Average temperature yesterday 45.5-47.
 Average temperature same date last year 43-50.

Record of the thermometer as kept at the Brooklyn Daily Eagle Office:

7 A. M.	37	10 A. M.	37
4 A. M.	25	12 M.	26
6 A. M.	23	2 P. M.	26
8 A. M.	27	4 P. M.	34

Average temperature to-day 38.5-40.
 Average temperature same date last year 30-32.

Local Probabilities.

Generally fair to-night; Tuesday, partly cloudy; probably rain Tuesday evening or night; light to fresh southwest winds, becoming sunny to clear on Tuesday.

At noon the Barlow's aneroid barometer registered 30.26, having fallen .5 of an inch since midnight Saturday.

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INDEX

- 7th Day Adventists.....31
Abilities.....10
Allegiance.....30
Animal Ogres.....53
Animals in the BRP Book 52
Animism.....31
Animism Totemism And
Fetishism.....91
Arcane Lore in the West...75
Artillery.....28
Artist.....83
Assistant Shaman.....84
Attitudes of the West.....36
Bank/Train Robber.....24
Bartender.....20
Bear.....43
Bibliography.....110
Big Head Bat People.....54
Bison.....44
Bounty Hunter.....20
Brave.....84
Buddhist.....31
Buzzard.....44
Cacophony.....68
Caplatas.....80
Card Shark.....24
Catholic.....30
Cattle.....45
Cavalry Officer.....20
Cavalry Soldier.....21
Chance of Being Wanted...35
Character Creation.....6
Character Sheet.....8
Chinese.....26
Chinese.....36
City Born.....6
Cloud Wings.....68
Command.....68
Complete Skills List.....14
Confidence Trickster.....24
Contents.....3
Cowboy.....21
Cowboys:.....20
Coyote.....45
Craft Forgery.....15
Craft Love.....15
Craft Torture.....15
Craftsman.....21
Creature Powers.....68
Death Slumber.....68
Deer.....46
Demonic Spirits.....54
Dependency.....12
Derringers.....27
Diabolist.....75
Disabilities.....11
Doctor.....21
Drifter.....55, 77
Drive Wagon.....15
Elk.....46
Evangelists.....30
Extraordinary Abilities.....10
Fallen Dove.....25
Fanning.....19
Farmer.....21
Fast Draw.....16
Father of Lies.....55
Fetishism.....31
Field Slave.....26
Filed Sight.....19
Firearms Derringer.....16
Firearms Pistol.....16
Firearms Rifle.....16
Firearms Shotgun.....16
Firearms Two Pistol Style 17
Fox.....47
Frenzy.....68
Fundamentalists.....31
Ghost.....55
Giant Buffalo.....56
Glossary of Indian Names 95
Guns Equipment and
Supplies.....27
Hag.....56
Hanging.....35
Heavy Machine Paddle
Steamer.....17
Heavy Machine Steam
Engine.....17
Heavy Weapons.....28
Herder.....83
Hi'Nun.....57
Hired Killer.....24
History of the Americas...37
Hoakah.....58
Hog.....47
Horse.....47
Houngan.....80
Household Slave.....26
Hunter.....84
Inhospitable Environments
.....34
Introduction.....5
Judaism.....31
King Rattler.....58
Ladies.....25
Language Tree.....92
Lynching.....35
Magician.....76
Man of Wood.....59
Masters Section.....40
Meditation.....18
Melee Weapons.....28
Men Serpents.....59
Mexicans.....36
Millerites.....31
Missile Weapon Lasso.....18
Missile Weapons.....28
Moose.....48
Mormon.....31
Moulding.....68
Mountain Lion.....49
Mundane or Otherworld...52
Mystic Sites Map.....42
Native Indian/Half Breed...7
Natural Weapons.....28
Negroes.....26, 36
New Skills.....15
Occupations.....20
Omen.....68
Onehanded Rifles.....19
Onniont.....60
Orphan.....7
Otherworld Animals in the
BRP Book.....67
Otherworld Banishment...68
Otherworld Travel.....69
Outcast.....25
Outlaws.....24
Performer.....22
Phobia.....12
Piety.....30
Pilot Raft.....18
Pilot Row Boat.....18
Pilot Yacht.....18
Pistol Whipping.....19
Pistols.....27
Players Section.....5
Preacher.....22
Precious Body/Organs.....69
Presidents.....39
Prospector/Miner.....22
Protestant.....30
Psychosis.....13
Pugilist.....22
Quaker.....31
Rain Manipulation.....73
Rancher.....22
Rancher/Homesteader.....7
Red Skin Rituals.....86
Red Skin Tribes.....86
Red Skin Weapons.....85
Red Skins.....25, 36, 83
Red Storm Cloud.....61
Redman.....60
Religion.....30
Reload.....19
Repair Firearm.....19
Repair Steamer.....19
Ride Horse.....19
Rifles.....27
Rustler.....24
Sabertooth Tiger.....61
Sacrifice.....69
Sasquatch.....62
Satanist.....76
Scenario.....96
Cast.....103
Incident at Boulder
Ranch.....96
Player Handouts.....106
School Ma'am.....26
Scout.....25
Seal Barrier.....69
Settler.....23
Shaman.....84
Shamen Magic.....91
Shaolin.....31
Shaolin Monk.....26
Sheriff/Marshal.....23
Shoot From Hip.....19
Shotgun.....27
Shunka Warak'in.....62
Skunk.....49
Slave.....7
Spirit Contact.....69
Spirit Lore.....17
Spot Rules.....19
Spritualism.....31
Stage Coach Robber.....25
Stagecoach Driver.....23
Stone Giants.....63
Summoning.....69
Sun Manipulation.....69
Supplies.....29
Terror.....69
Texas Ranger/Pinkerton...23
The Animal Kingdom.....43
The Animal Kingdom
Notation.....52
The Harsh Law.....35
The Not So Animal
Kingdom.....53
The Not So Animal
Kingdom Notation.....67
Thunderbird.....63
Thunderers.....57
Totem Spirit Animals.....88
Totem Spirit Manifestation
.....90
Totem Spirits.....89
Totemism.....31
Townscapes.....41
Tracker.....24
Tribal Chieftain.....85
Tribal Lifestyle.....94
Turkey.....50
Unktake.....64
Voodoo Priest.....79
Wanted Outlaws.....35
Warlock.....82
Weather Manipulation....69
Wendigo.....64
Wendigo People.....64
Weres.....66
Wicca.....81
Wiccan.....82
Wild Cat.....50
Wilderness Survivor.....6
Wind Manipulation.....71
Witch.....82
Wolf.....51
Wolverine.....51
Women.....36
Zombies.....67



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