

New Mysterious Pasts

Ok, this list is still a little rough and may need some fine-tuning, but here's an expanded list of Mysterious Pasts if you're already bored of the stuff in the main rulebook. Mostly what I've done is split the whole good/bad cards into two specific suits, and added in a lot of Knacks from "The Quick and The Dead." Unfortunately, there aren't as many hindrances to fill out the black cards. However, the old system was a little forgiving on cards that didn't differentiate between red or black... for example, a Six was always good even if it was black, and so on. So I decided not to worry so much about filling things out with hindrances and added more edges. Nasty hindrances are for Veteran of the Wierd West, after all. Anyway, here's the breakdown.

Deuce

Clubs - Cursed!

Just like in the rulebook, sometimes it just doesn't pay to get out of bed. The character gets the Bad Luck hindrance.

Diamonds - Bastich!

There's some question about the legitimacy of the character's birth... he's got the Knack for seeing the unseen.

Hearts - Lucky

The hero's got the Luck of the Irish in his blood. Also, once per session, he can ignore the results of going bust and reroll the dice.

Spades - Double or Nothing

Draw twice, partner. The hero has two mysterious pasts, though you may have to redraw for contradictory results.

Three

Clubs - Enemy

Same thing in the rulebook. Somebody's mighty upset at the character.

Diamonds - Connections

The hero's got a lot of Friends in Low Places. This doesn't give him much to brag about at parties, but he can add +2 to his Scrounge and Streetwise rolls.

Hearts - Favor

As in the rulebook, somebody owes him a favor. Sort of Friends in High Places, if you will.

Spades - Debt

The character owes somebody big. This is usually money, but other kinds of debts are possible. The lender has a habit of showing up at the wrong time or sending thugs after the character to try to collect.

Four

Clubs - Doppelganger (Bad)

Like it says in the rulebook. The character is a dead ringer for somebody people don't think too highly of.

Diamonds - Doppelganger (Good)

Like above, although this time the resemblance is more flattering.

Hearts - Earthbond

The character has a special link with Mother Nature. He gets the Earthbond Knack.

Spades - Outlaw

The authorities are after the character for one reason or another. He might have been set-up or he's genuinely guilty, but somebody's gotta hang for it sooner or later.

Five

Clubs - Loyal

He's got a strong loyalty to a particular group, be it his friends, his state, the North/South, or his people.

Diamonds - Kin

As in the rulebook, the hero's family has a habit of sticking their noses into his business. This can be either good or bad, but he can always depend on his family to help him out in a pinch.

Hearts - Sidekick

Well, at least the hero's work doesn't go unappreciated. He's picked up a sidekick that likes to follow him around and lend him a hand when he gets into trouble, or get him into trouble if he can't find any.

Spades - Betrayed!

Somebody doublecrossed the hero in a big way, and he's never forgiven them since. He's now intolerant and distrustful of whoever stabbed him in the back, or anyone who works with or reminds him of them. Pick a group like the Texas Rangers, Pinkertons, Muckrakers, Mad Scientists, etc., and put them on his list of folks to get even with.

Six

Clubs - Honest

The character has a real tough time pullin' the wool over people's eyes, something always seems to give him away. On the other hand, most people seem to know when he's telling the truth. Like the Lyin' Eyes hindrance, he gets a -4 to his bluff rolls. But he also has an honest voice and gets a +2 to his persuasion rolls when trying to tell the truth.

Diamonds - Keen

The hero doesn't miss being born under a Blood Moon.

Add +2 to his Cognition rolls as described under the Keen edge.

Spades - Poor

You know what they say, blessed are the poor. Well, looks like the character got blessed! His starting cash is only \$50 instead of \$250, and he's got a problem holding on to money.

Hearts - Sixth Sense

Just like in the rulebook, he's got an uncanny ability to sense danger.

Spades - Old Injury

The character has an old injury or war wound that flares up every once in a while and makes life uncomfortable. Whenever he draws the black joker on a quickness roll, his injury flares up and he's got the Slowpoke hindrance for the rest of the day.

Seven

Clubs - Brave

Some people just don't have the good sense to turn tail and run when things start to get ugly. The hero is one of these people, and adds +2 to his guts checks. This isn't always a good thing, however... he's got to make an Onerous (7) spirit roll to turn down a challenge, back out of a fight, or willingly run from danger.

Diamonds - Born on Christmas

The character has a knack for resisting arcane effects and black magic. He's got the Born On Christmas Knack.

Hearts - Seventh Son/Daughter

The character is destined for something pretty gosh-darned important, and has the Seventh Son/Daughter Knack.

Spades - Blackouts

There's a lot of things the character doesn't remember, just like it says in the rulebook.

Eight

Clubs - Light Sleeper

He wakes up easily, and has the Light Sleeper edge.

Diamonds - Born On All Hallow's Eve

Ever dance with the devil in the pale moonlight? Probably, 'cuz the character's got a Knack for understanding the arcane or supernatural.

Hearts - Ancient Pact

Somebody in the character's family made a deal with the spirits way back when. He gets a Harrowed power at level 1, like in the rulebook.

Spades - Liquor Is Quicker

The character has a problem holding his liquor. He gets drunk in half the time it takes a normal person, and the effects of alcohol are twice as strong on him. Once he's seriously pickled, he has a habit of getting belligerent, acting silly, becoming violent, or other unpredictable behavior. This isn't the same as a Hankerin', but a combination of the two could mean some serious trouble!

Nine

Clubs - Blue Blood

The character is pretty new in town, probably just off the train from back east, and has the Tinhorn hindrance. The locals don't take him seriously, but he gets an extra \$250 in starting cash.

Diamonds - Arcane Background

Just like in the rulebook, the character has an Arcane Background they may not know about.

Hearts - Nine Lives

Here, kitty kitty... yep, he's got the Child of Cat Knack.

Spades - Allergy

The character is allergic to something common enough to be a genuine nuisance, like horses, animal fur, down pillows, alcohol, or smoke. Whenever he's around it, he has a -2 on all his rolls. If he's unlucky enough to ingest it, he gets this penalty until it's out of his system.

Ten

Clubs - Short Fuse

The character is awfully sensitive about one of his shortcomings, be it his height, his voice, his weight, or whatever. He loses his temper at the drop of a hat, and has a -4 penalty to his roll whenever someone is ridiculing him.

Diamonds - Breech Birth

So maybe he came out the wrong way, its not like he was given very good directions. He's got the Knack for healing.

Hearts - Blue Veil

The character has the power of visions, and has the Blue Veil Knack.

Spades - Direction Sense

The hero never gets lost, and has the Direction Sense edge.

Jack

Clubs - Haunted (Bad)

As in the rulebook, the character has a malevolent spirit making his life difficult.

Diamonds - Haunted (Good)

Like above, but this one's looking out for the character and trying to make his life easier.

Hearts - Kemosabe

The hero has spent a lot of time learning and living in another culture. He gets a 2-point Kemosabe edge.

Spades - Minor Phobia

Something scares the willies out of the hero. He's got a minor phobia of something, be it heights, spiders, fire, darkness, or thunderstorms.

Queen

Clubs - Animal Hatred

The hero and animals don't get along, like in the rulebook.

Diamonds - Animal Ken

The opposite of above, critters have a natural fondness for the hero.

Hearts - Blood Moon

Mother Nature's awful impressed with the hero. They have the Knack

King

Clubs - Inheritance (Bad)

Somebody kicked the bucket and left the hero a piece of his (ill) fortune. Like in the rulebook, but whatever it is, the character is better off without it.

Diamonds - Inheritance (Good)

As above, but there were no strings attached.

Hearts - Nevermore!

He's got the power to see into the past, and has the Child of Raven Knack.

Spades - Blackmail!

Somebody's got some dirt on the hero or someone close to him, and he'd do anything to keep it under the rug. His blackmailer will keep it there, providing the character keeps him happy...

Ace

Clubs - Relic (Bad)

He's got a relic, but it's cursed and only seems to get him into trouble.

Diamonds - Relic (Good)

As above, but no nasty curses.

Hearts - Level-Headed

He's got a good melon on his shoulders, and can think clearly even in a crisis. He's got the Level-Headed edge.

Spades - On A Pale Horse

People have a habit of dyin' around the character. Yep, he's a Grim Servant of Death.

Joker

Red - Harrowed

Ok, this is a little different from the book. When you draw a card to see how powerful the Manitou is, draw twice and pick the lowest card.

Black - Harrowed

As above, but draw twice and pick the highest card.