



KEYSTONE LARP  
**RULEBOOK**

Version1.0

[www.keystonelarp.com](http://www.keystonelarp.com)

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# WELCOME TO KEYSTONE

Welcome to Keystone, a Weird West LARP set in the plains of what used to be the Northwest Territories of the North American continent. Twenty years after a global cataclysm shattered the known world, the remnants of civilization set out to the newly rediscovered land. Separated by dangerous oceans, settlers must travel by “ironclad” from the remains of the United States of America, across what has been named the North American Sea. Once they reach land, they then have to travel across dangerous and unknown lands to reach the town of Keystone, the latest of several settlements created by the Nations of the Treaty of Cardiff. Meanwhile, those who weathered the cataclysm and made a home for themselves on this continent are none too pleased at these people who encroach upon their home. Will people from disparate cultures learn to work together, or will there be further warfare to mar the already tumultuous nineteenth century? What new horrors were unearthed by the events that nearly destroyed the civilized world? The world will never be the same as these brave souls venture to bring forth a new era of civilization across this land.

## THE SPIRIT OF THE RULE

We will run Keystone LARP by the Spirit of the Rule. What does this mean? It means that we accept that our rules are imperfect and are liable to create situations that make no sense, even though the letter of the rule makes them possible. Please look for the intent behind our rules, rather than focus on the wording and how to best take advantage of it. We are not above admitting our error and making a decision that contradicts the wording of our rules, if in doing so we preserve our original intent and abide by the spirit of the world we are trying to portray. If we find that any rule causes us more trouble than it's worth, we may remove that rule from existence and will leave a gaping hole in its place.

Following the Spirit of the Rule also means that we trust you to make a judgment call during game if you have to. If you and others are confused about how things should work, just make your best guess, keep going, and get back to us at the end of the event. It is more important for us to maintain immersion and keep the action moving than it is to discuss the interpretation of the rules. Rules should exist to support game play, not the other way around.

**The rules exist to support the story. When they get in the way, or create uncertainty, decide among yourselves how to proceed, then clarify with us later. We trust you, and want you to create a fantastic story for everyone.**

# 1 - THE WAY THINGS WERE

On the shores of Pittsburgh, an old-timer tells the young'uns about the way things were...

*Why don't y'all come sit by the fire and let 'Ole Jeb tell you how it was back in the day? I'm sure these 'ole bones can still spin a yarn worth perkin' your ears up...*

*The world was a much simpler place back when I was young'un. I remember it like it was yesterday, back in 1830. I was a young turk livin' in 'ole Philly when the 'papers first came pourin' out with word of the Diff'rence Engine. They said it was gonna change the world, and boy did it ever. Couple years later, anyone who was anyone used the 'Engines to run things. Gone were the days of waitin' for someone to say "Okay", or gettin' people to agree on this and that. The 'Engines took out the middleman, so things ran a might quicker, they did. Before y'knew it, everything grew so fast. The cities spread out as far as they could go and people had work aplenty. The American Dream marched on, I tell you. Full steam ahead, it did.*

*Now, Britain had Engines same time we did, which made for quite a pickle. Brits and us don't get along, ever since we kicked their butts hundred years ago. Since no one wanted another big war, we went at it with all sorts of political one-upmanship, which made things change fast. Each one wanted to be more "enlightened" than the other, which caused all sorts of amendments to the Constitution. We gave women equal rights, so they ended slavery, so we opened our doors to immigrants, so they created the Dole, and so forth and so forth. This part wasn't so bad. Made the world a better place, I reckon. Believe it or not, there was a time when people thought women and for'ners were weaker. I'd sure love to have those people meet my old unit Sergeant and say that to her face. Biggest, meanest Zulu you'd ever meet, and more patriotic than all of us put together. Yep, the American Dream sure was marchin' on but strong.*

Meanwhile, a school marm from the United Kingdom lectures her Majesty's subjects on history...

*As is our destiny, Britain expanded its borders across the less enlightened lands of the world. Already the monarch of India, Her Majesty sought to bring civilization to Africa, the far East and every other corner of the world. The Americans, ever the meddlers, saw to arm savages and natives with weapons that were far too complicated for them to understand. The resulting madness lead to many deaths of British citizens and foreigners. Her Majesty responded in kind, and supported the natives of America through her Canadian colonies. If Britain would be detained, so would the upstarts from America. Why any culture that claims to support freedom would ever seek to deny the expansion of civilization across the world should boggle your minds, children. They are savages, through and through.*

*Now, none of you were alive during the Great Cataclysm of 1865, but I promise you, it was the greatest trial that our nation ever faced. The world was beset by typhoons, earthquakes, and volcanos that ripped everything apart. Thanks to the courage and devotion of the citizens of the British Empire, our nation endures through the ensuing chaos. While many cried and panicked, Her Majesty instituted harsh, but necessary, reforms that got us through. If we were to survive, everyone needed to contribute and be held accountable. It is because of this that you all wear the mark of Her Majesty on your person, to remind you that you are British, first and foremost, and that if we are to endure, you must do your part.*

A Brother from the Order of Gabriel tends to his group of acolytes as they prepare for the long journey across the North American Sea...

*The Holy Nation of the Vatican now stood united, under the guidance of the Council of Nine. Comprised half-and-half by members of the Angelic Orders and leaders of the Great Families, they were tasked with the onerous task to repair the damages caused by what has become known as the Great Cataclysm. We rebuilt our cathedrals and cities, the people were fed, clothed, and housed, all thanks to the generosity of the new Council. In a scant five years, we undid the damage that Hell brought forth that day and stood strong to face the hardships that laid ahead. The angels protected our land, but the rest of the world remain a ruined husk. We were truly alone in the world.*

*It was years later that our nation made contact with other nations that survived. We learned that the United States of America and Britain had endured the hardships of Hell and persevered, although no reports of divine aid on their behalf ever reached us. Even so, their survival meant that the Angels sought for them to be spared, so the Council accepted them and established diplomatic ties with both of them. It was the British who first visited our lands with their "Ironclads", which facilitated for all three nations to meet and establish a truce, which we have honored since.*

*Word spread quickly after the discovery of a new, unclaimed territory to the West. The lands that were once the Northwest quadrant of the American continent survived intact and had more land available to them than the surviving nations combined. All three nations agreed to explore the new lands together, under the continued auspices of the truce, which has lead us to here. We now stand on the verge of a grand journeys, may the Angels guide us, where we will spread their world to all who will listen.*

Across the sea, a Lakota medicine maker indulges her apprentices...

*You haven't known a world where the spirits are quiet, have you? There are times when I miss it. In a way, it was simpler. Before the land wept, only a few spoke with the spirits. Those few often joined with us, as we always were the most gifted and knowledgeable when it came to spirits. It's why we protect the Grandfathers, after the Crow and Cheyenne failed.*

*It was a tragedy, the Day the Land Wept. The earth rose against itself, fighting back against all the harm that had been done to it by the foreigners. Through it, the Grandfathers stood, solid, immovable. They protected us, in return for us protecting them. We survived, as the People always have, though we lost many. Half of you would not be Lakota, had that not happened. There were a great many more than three Nations, before, each of a size to match any of us today. And the disagreements...well, if tragedy has taught us anything, it is how to better get along. I see you laughing, Little Hawk, you think we disagree now? It was worse before. I don't miss that. And that is before considering what we've gone through with the Nations of Lhasa and Laramie.*

*Yes, there were more foreign settlers before, just as there were more People. Americans, Britains, Spanish, Italian, Chinese...all coming here, from the East and the West, looking for land to "own". It's a wonder any of them survived, as out of touch as they are with the earth. They still do not understand, not really, not even after all that's happened.*

A private tutor details the history of New Lhasa at a home in the Top Tier...

*Think of history like a mountain range, with each peak a time of crisis. The Intercalendary period was the highest peak, a time when heaven and earth shook, when cities were swallowed and the skies burned. It was a rare horror, and we survived through the wisdom of the Dalai Lama.*

*But that should not reduce in your hearts the tragedy of other times. The rise of the Wandering Ghosts followed, when those that died during the Intercalendary Period strove to reach home and be laid to rest. You must remember that only our observation of our ancient rites, of keeping our city protected and our citizens here, that prevents more spiritual troubles. And, though it was an upset, this was a mere hill compared to the greater demons that would plague the world later.*

*Yes, I refer to the Kee-Wakw. Beings that we had no record of, terrible monsters that destroyed people, homes...It was the one thing that helped the other nations see sense. We led the fight against them, managed to destroy these creatures with the help of the People of the Land and Laramie. Unlike the Intercalendary period, which was a storm to be weathered, in this there was a trial to be faced. Many died at this mountain, as well. But its summit was climbed, passed. And so we move on.*

Finally, a veteran from Fortress Laramie leans over the evening's fire, grinning at the new recruits...

*But fer my money, that weren't the biggest shock of the past twenty years. Yeah, the Reckoning was hell, the Kee Wakws no better, but I won't never forget the day that first train came in with a buncha 'Merican soldiers. Hell, I saw it from the wall, saw the white flag flyin' and Grant go out to meet 'em. Before that day I woulda sworn to any power you cared to name that we were all that was left, us an' the tribes an' the Chinese. But naw, turns out that ain't true, there's a buncha nations in big metal ships lookin' to settle on our backdoor.*

*Now, I can respect a body who wants their own land, their own home. Hell, we been tryin' to get the natives to understand that for years! But things changed, after the Reckoning. We got ghosts and monsters and all sorts of spooks out here. We had a hell of a time figuring it out, but we got the picture. That's why you're here, right? To help fight the unknown, keep folks safe. These Cardiff folks, though, they got no idea how bad it is. They think the world is like it used to be, that we're tellin' tall tales to scare them off.*

*Yeah, you'd rather I be tellin' those sorts of tales, wouldn't ya? Well, not tonight, I'm a bit too tuckered out from ridin'. 'Sides, you'll see sights to shake your soul soon enough. See you greenhorns in the mornin'.*

# 2 - YOUR CHARACTER

Here is what you need to know in order to create a character with which to participate in the Keystone saga.

## 2.1 - The Surviving Nations of the World

There are six nations that survived the Cataclysm. These nations are divided under two groups, which form the political backdrop of the world of Keystone.

### The Treaty of Cardiff

Formed in 1875 following the cataclysmic events that broke the known world, the nations of the United Kingdom, the United States, and the Roman Ascendancy signed a treaty promising non-aggression and encouraging trade, designed to make the best out of the new world. With the discovery of the new continent of Northwest America, these nations continue their uneasy alliance to stake a claim in the new frontier.

**The United Kingdom:** As the Difference Engine changed the British way of life, Queen Victoria ushered forth a new era of technological progress and civilization across the world. Unfortunately, repeated conflict with the United States of America turned the known world into a war zone, until the world was torn asunder by the Cataclysm. Now, as members of the Treaty of Cardiff, the citizens of her Majesty's United Kingdom sally forth to claim their rightful place in the new continent, decked out in all the technological fineries available to them, from implants to wearable machines to strange and exotic weapons.

**The United States of America:** Free from the shackles of British colonization, the United States of America stood as a beacon of liberty for the entire world to see. They dedicated themselves to spread freedom and liberty for all in the face of British imperialism. Now, with the world in tatters and a new frontier to explore, brave Americans will venture forth to live the American Dream and stake their claim in this new world.

**The Roman Ascendancy:** Formed from the victorious Angelic Orders in the wake of their revolution against the corrupt Vatican state, the Roman Ascendancy follows the edicts of the Angels, who saw fit to deliver them from the harm caused by the events that sundered the known world. Together with the Great Families of Italy, the Angelic Orders deliver the sacred word to their citizens and work towards ushering forth a new era of piety, enlightenment, and virtue, all under the watchful and caring eye of the Angels.

### The Continentals

Survivors of the great cataclysm that ended the world, these people made the best they could out of a desperate situation. After several years of skirmishes and persistent threatening, these people formed an uneasy alliance in order to face the oncoming Cardiff invasion. Now, with the threat of outside colonization looming, old rivalries resurface, old allegiances are tested, and a chance to bring two parts of this fractured world begins. The people who form the local population are the People of the Land, Fortress Laramie, and New Lhasa.

**The People of the Land:** The Native American tribes united under a common banner to halt the encroachment of the United States of America upon their land. Armed with British weapons and a keen understanding of the land, the People of the Land were able to protect their home and form a formidable force on the new continent. In time, the tribes consolidated under the banners of the Lakota, Crow, and Cheyenne tribes, each with their own ideas for how to handle the people of Cardiff. Devoted to the land and the spirits, the People of the Land may be dismissed as simple and primitive by the self-designated "civilized" nations, but they are a formidable people who should not be underestimated.

**The People of Laramie:** Fortress Laramie was the westernmost tip of the American occupation of the continent before the Cataclysm. As a citadel of the American drive into the West, Laramie served as a major rally point for those who survived the great disaster that shattered the world. People from all nations and walks of life sought safety and protection from the soldiers of Laramie, and went on to form the backbone of a new nation. All are welcome to live in Laramie, provided they swear off their ties to their former homes and pledge to follow the Laramie Code of Conduct and Rule of Law.

**The People of New Lhasa:** Little is known about the people of New Lhasa, save that they made themselves known in the years following the great cataclysm. What is known is that they are predominantly Chinese, with some Spanish influence prevalent in their culture. Isolationist by nature, they emerge from the forests to the distant west to trade their black powder and exotic concoctions with any who can pay. Although by appearance they are a spiritual and peaceful people, there are stories of people from Lhasa who perform almost super-human feats of grace and might.

## 2.2 – Create a Character

It's really easy to create a character in Keystone! Follow these steps, and we'll get you going in no time!

### 1) Choose a Nation

All characters come from the six nations listed above. Each nation has its culture, mannerism, views of the world, and dress styles, which can be found in its respective packet. Choose the one that most suits your character concept. Each nation also unlocks a few additional skills. Check the “Nation Skills” list in *Chapter 4: Skills, Kits, and Jobs* for more details.

For detailed information on each Nation, go to the website ([www.keystonelarp.com](http://www.keystonelarp.com)) and look for the Nation Packets under “The World” tab.

**IMPORTANT:** The People of Laramie are a hodge-podge of people from the other nations. As such, if you choose to be from Laramie, choose a “home nation” from one of the other five nations first, then declare yourself to be from Laramie. For example, if you are a former U.S. Cavalry soldier who joined Laramie, you’d choose “Laramie (America)” as your nation. You gain access to any “Nation Skills” for your home nation (in this example, America) but are affected by “Laramie” calls. Ignore calls to your home nation (in this example, “American”).

### 2) Submit a Character History

Go to the website and submit a character history. You will find all of the Nation Packets for each nation there, which should give you more than enough information for creating a character. Once submitted, you will have a back-and-forth conversation with our Player Liaisons via the character interface on the website. Check back often to see if you’ve received feedback on your character. Once you and the Player Liaisons are in agreement, your character will be approved and you may register for our events.

### 3) Choose a Kit

There are nine different kits to choose from, which you can read about later on in the rulebook. Think of a Kit as the skills you use to survive danger. Whether it is a gun-totin' British lady or a proper American speaker, there is a kit out there for you! Kits will provide you with a set of skills that will build up your character's fighting style.

## 4) Choose a Job

Everyone's got to make a living, including you. This will provide you with another set of skills that are in line with a certain career path, such as Diplomat, Lawman, Laborer, or Tradesman. You may elect not to choose a Job at character creation. In other words, you may opt to leave your Job blank, then choose one once you have tried out the game. You must decide on a Job before your fourth event, though. That gives you three events to make a decision.

## 5) Choose your skills

Pick **ONE (1) Rank-Zero Skill** from those listed in 4-1. Rank Zero Skills. Then pick **FIVE (5) Skills** from Rank-Zero Skills, Open Skills, your Nation, your Kit, or your Job. Make certain you meet the minimum Rank requirement for your skills, which is explained under *Chapter 4 - Skills, Kits, and Jobs*.

## 6) Grit

All characters start with **FIVE (5) points of Grit**. These are used to activate skills, as listed later in the rulebook. Read the Grit section for more details.

## 7) Prestige

All characters start with a **Prestige Score of ONE (1)** in their home nation. This represents the influence you have with your home nation's government. Unless you are found guilty of a criminal act, your Prestige cannot be reduced below this number. Read *6.7 - Prestige and Priceless Items* for more details.

## 2.3 - Character Advancement

Your character starts with a Rank of FIVE(5). You should have ONE (1) Rank-Zero Skill, plus FIVE(5) other Skills, one for each Rank. For every full event you attend, you gain one more Rank. This allows you to add one more Skill to your list, and unlocks higher-Rank skills. Your character can have up to SIXTEEN (16) Ranks, which corresponds to sixteen Skills, plus your one Rank-Zero skill. Anytime you earn a skill after that point, you can choose to swap out another skill which you have available to you in exchange for one you already have. You cannot swap out "+1 Grit" purchases in this manner.

Sometimes, a character has a critical experience that changes the course of their life. Once in your character's life, you are allowed to switch either to a different Kit or a different Job. You retain all skills that you've previously purchased. From this point forward, you must seek a teacher for every non-Grit skill you want to purchase in your new Kit or Job. Anyone who already has the skill you wish to learn via your new Kit or Job can "teach" it to you, provided they spend thirty minutes roleplaying how the Skill works. We encourage you to switch your Kit or Job after you've chosen a mentor. We ask that you do this as part of your character's transformation, not as a means to acquire better skills.

Every character will have a Life Goal assigned to them after their character is approved. This will be intrinsically tied to your character history, and you will not be informed of any details by staff. At the time you reach your maximum character development (SIXTEEN (16) Ranks), you may be offered an unlisted benefit that is appropriate to the character you have become. If you accept this reward, you are no longer eligible to swap out skills as listed above.

To give you an idea of the thematic relevance of this reward, most Major or Epic Foes have received this benefit. Once you receive it, assume that you've realized your destiny, have become the person you were always meant to be, and that the first book of your story has been written. You can continue your story knowing that you've achieved what you were meant to do.



# 3 - BASIC RULES

## 3.1 - Grit

Everyone has courage, guts, sand, or grit, however you choose to call it. It measures your willpower, gusto, and grim determination. People don't fall in battle from wounds; they fall when they ain't got no more to give. This is a thematic LARP, so you fall when you've out hero'ed yourself.

Grit is a resource that you spend in order to use your skills. Every skill that requires Grit should have a number listed after the skill name. Simply subtract that amount of Grit from your total and use the skill as listed in its description. Once you are out of Grit, you can no longer use these skills until you acquire more Grit. The most common way to do so is through a Refresh, which is listed below.

Some abilities require you to *Commit Grit*. When you *Commit Grit*, you are allocating it to maintaining some other effect, which means that it is not available to spend. You do not regain this Grit until the end of the event, unless you have a Skill that explicitly tells you otherwise.

## 3.2 - Refresh

Refresh is the means by which you restore your spent Grit. A *Refresh* call will include the amount of Grit that you are restored, such as "One", "Three", "Five", or "Full".

There are several commonly-known ways to receive a *Refresh*:

**Chow Time:** Every time there is a scheduled meal (Breakfast and Dinner, Saturday and Sunday), you automatically gain a *Refresh to Full*. No call is needed; just enjoy your meal and regain all of your Grit.

**Nation Tradition and Ritual:** Each nation has a ceremony that is particular to them. This ceremony takes at least 15 minutes, and requires the following: At least six participants, at least three of which must be from the host nation; a Ceremony Bundle (bought from the Cardiff Shop); and an activity that is fitting of your nation. Some examples include afternoon tea for the UK, or Trattoria service for Rome, or a Hootenanny or Shindig for Fortress Laramie. We trust you to come up with something good. Whenever you complete this ritual, all participants gain a *Refresh to Full*.

**Special Events:** You may gain a Refresh during special events, as dictated by Staff. These may include special ceremonies, major victories, or other such major events.

**Special Consumables:** Some consumables may provide you with a *Refresh* Effect.

**Player Calls:** Some characters have the ability to refresh Grit, whether that be through a performance, a personal chat, or some other method, based on their Job or Kit.

**Go For Broke:** There comes a time when a cowpoke is in a do-or-die situation and needs to tap into their reserves. We call this *Going For Broke*. A character can expend Resources or Fuel in order to receive a *Refresh To Full* Effect.

To *Go For Broke*, you must immediately discard either five Common Resources, or one Scarce Resource, for every five Ranks you have, in any combination, rounded up. In other words, if you are a rank twelve character,

you must spend either fifteen Common Resources, or three Scarce Resources. You can only use Resources that are listed as usable by your Home Nation, as described in *6.7 - Resources and Resource Wells*.

You must have the Resources on hand in order to *Go For Broke*. You must then let out a rebel yell, declaration to the Angels, or other loud-and-proud affirmation to your Home Nation. You cannot be subtle or discreet when you *Go For Broke*. Everyone around you should know that something has happened.

**IMPORTANT:** Any "Per Refresh" abilities are restored only when you receive a *Refresh to Full* Effect. You cannot "top off" your Grit to receive a "Per Refresh" benefit.

### 3.3 – Say What?

There are many calls that are made during an event. These represent various abilities that characters have. They should be short, easy, and to the point. We do not expect you to learn them all at once; you'll get it in time.

All of the calls may overwhelm you. Don't worry about it; stay in character. Nothing destroys a great interaction like acting out-of-character, so please be respectful. Here are four calls that everyone should know, should you need to break game:

**"Clarify!":** Discrete cessation of game action to clear up any confusion. This should be done off-sides, away from general action. People should help someone out when there is a clarify, listen to what is said, then agree to continue game action at the same time.

**"Caution!":** See something that could cause a hazard? Use this call to warn people. Everyone should stop and listen, then return back to game action when the hazard is addressed.

**"Hold! Hold! Hold!":** Something has happened that forces us to stop game action for a short while. Please drop to one knee and await instructions. We will handle what's what.

**"I am done with this.":** If someone clearly states this while walking away, it is to be respected as them opting out of the scene in question. Others should not give chase, persuasion to return, or hard time about it's use. There need be no further explanation given or asked for, this just clarifies without breaking game that they player is disengaging from the scene in question for their own reasons. Try to avoid accidentally using this particular phrase if you do want someone to give chase or try to persuade you to return!

**Game Calls** are voice commands that allow a character to affect another. Our goal is to minimize the number of game calls that are used during an event. To help with this, we've reduced the number of game effects, as well as kept our calls down to one or two-syllable words.

Your typical Game Call will consist of three parts: A **Delivery**, an **Effect** and a **Target**:

- The Delivery, which is optional, will denote how the Effect is delivered to a target.
- The Effect is the change that you will receive from this game call.
- The Target is a subtype of characters that is the target of this Effect. If the Target does not apply to you, you are not affected by the Effect.

For example, take the call "By My Will, Refresh To Full to American". In this call, the Delivery is "By My Will", which indicates that the Effect will be delivered, by voice, from one character to another. The Effect is "Refresh To Full", which tells you that you can restore your Grit to full. The Delivery is "To American", which means that only characters who are of the "Nation: America" subtype. If you aren't an American, this Call doesn't affect you.

By breaking down this simple Call, you know what, how, and to whom the Call affects. Refresh To Full to Americans by Will? Sign me up!

Most Skills have a one-word call, such as “Slay”, “Maim”, and “Drain”. This is usually delivered by weapon. If no Target is declared, it is assumed to be “To Minor Foe.” We simply call the Effect for brevity. Shoot or swing, say “Slay”, and dance on your opponent’s grave.

All opponents will have one of three qualifiers attached to them: **Minor Foe**, **Major Foe**, or **Epic Foe**. These represent various degrees of strength that you will encounter from adversaries at Keystone. You will have to learn in-game how they differ. For purposes of harmful Game Calls, assume that all player characters are Minor Foes.

For a full list of Effects, read *Chapter 5: Game Effects*.

### 3.4 – Stop Poking Me!

There are various ways that you can deliver a Game Call to another character:

**By MELEE WEAPON.** Game Calls delivered by melee weapons must come from either combat Skills or from “Bestow” effects. If your melee swing misses its target, you can continue to swing until the target calls “RESIST/REDUCED/NO EFFECT!” or accepts the Game Call. Any Call delivered this way does not also deliver an uncalled melee weapon hit.

**By RANGED WEAPON.** Game Calls delivered by ranged weapons must come from either combat skills or from “Bestow” effects. If your shot misses its target, you can continue to shoot until the target calls “RESIST/REDUCED/NO EFFECT!” or accepts the Game Call. Any Call delivered this way does not also deliver an uncalled ranged weapon hit.

There are two types of ranged weapons: Guns and Bows. Both require ammunition to deliver attacks. Guns require bullets, which are prepared using the “Bullet Press” skill. Read the “Bullet Press” skill under *4.1 - Open Skills* for details. Bows require arrows, which you can re-use as often as you can pick them up and shoot them.

**By FIST.** A punch is represented by small, bird-seed bean bags. To attack, throw it at a target that is within arm’s reach. IMPORTANT: There are no “spell packets” in Keystone. All bird-seed packets represent fists. If you miss with a punch, you can continue to swing until the target calls “RESIST/REDUCED/NO EFFECT!” or accepts the Game Call.

IMPORTANT: Every character can ball their fist and throw a punch if need be. You may spend ONE (1) Grit to call “Knockdown!” by *FIST*. See *4 - Skills, Jobs, and Kits* for details on how to use Skills.

**By WILL.** You can deliver a Game Call at the range of your voice. Any Skill description that includes the term “By WILL” should begin with “By My Will”; this notation is used for brevity. *By Will* Calls affect only one target, with whom you must make contact and point at before you state the game call. If the Call is not acknowledged by the target, or not countered with another Call, you do not expend the Skill and can try again if you like.

**By AREA OF EFFECT.** Game calls delivered this way will target a specific delineated space (a room, a tent, a barn, etc.) While this Delivery is meant to be used in this way, you may encounter it in an open space. If this happens, it will affect those who hear the game call. If you hear it, but could not make out the exact wording, you are responsible for clarifying with those around you. In the end, use your best judgment.

**By PROP.** Some props will have a 4" x 8" fluorescent card on them that says "DANGER!" There should be a harmful effect written on the back of it. These signs represent some danger in the immediate area; you can react accordingly. If you trigger some obvious trap or hazard, such as a tripwire, falling rocks, or the like, read the back of the card and take the effect.

**By CONTACT.** Some Calls can only be delivered when in close proximity to the target. You must be within arm's reach of the target to use a Call this way. Hold out your hand towards them and make the call. You should not touch another character without consent.

## 3.5 - Fightin'

Combat in Keystone is handled in Beats. A Beat represents one flurry of blows or one moment of actions, approximately one second. Getting pelted by twenty shots at once or struck by one lucky dagger blow both count as one Beat. Combat blows should not be delivered for longer than one Beat before you square off and start over. This should help create an action-packed combat environment that does not get out of hand.

Repeatedly delivering multiple blows during a single Beat is called "Machine-Gunning" and is against the rules. Anyone who endures "Machine-Gunning" is considered the target of ONE Beat and may counter accordingly.

Keystone is a location-based combat game. Any uncalled blow to a limb delivers the *Maim* effect. You may not use that limb to carry game items, move yourself, or perform game skills. As a courtesy, you do not have to drop your game weapons, but please carry them either by the blade or the barrel, so as to indicate that you are not wielding them in combat.

A melee blow which strikes an object being carried (other than a melee weapon, which of course parries the attack), counts as a blow to the limb which is carrying the object. Any ranged attack (nerf dart or arrow) which strikes any carried object (even a weapon) counts as a blow to that limb. For safety, non-boffer items cannot be used to parry melee attacks, and bullets can't ever be parried!

If you receive an uncalled blow to your torso, you are immediately Knocked Out. See *Chapter 3.6 - Livin' and Dyin'* for more details.

Any strikes to your head, hands, groin, or neck are not allowed. If they happen by accident, it is up to the target to decide if they wish to accept the strike. Deliberate strikes to these areas, or creating a situation that facilitates them, is considered against the rules.

Some characters will have skills that allow them to counter uncalled weapon blows. You do not need to provide a counter-call when resisting uncalled weapon blows, as that would make combat tedious. If you are repeatedly hitting someone and they do not seem to fall, trust that they know something you don't know.

## 3.6 - Livin' and Dyin'

Whenever you receive a blow to your torso, you are *Knocked Out*. You are not unconscious, but instead in a delirious state in which you can do little more than whimper, say "please help...", "mercy...", or the like. You cannot talk above a whimper, perform any game actions, or use any game items. In short, you are out of the fight until someone else helps you recuperate by some means.

If you do not recover from being *Knocked Out* after ten minutes, you are *Done For*. At this point, you're pretty much ready to give up the ghost and head to The Great Beyond. Fortunately, you're not a quitter, so you can crawl, limp, or otherwise drag yourself to safety. You may slowly amble away from combat and must hold both

hands over your stomach, as if holding your insides in. You cannot communicate above a whimper, and cannot say anything more than "Easy fella', I'm done for!" or the like. IMPORTANT: If you know that someone is *Done For*, it is considered against the rules to attack them so as to delay them from leaving the scene; either kill them or let them go.

It should be noted that the ten-minute deadline before you are *Done For* is a loose guideline. In other words, if there are allies who are actively searching for you, or are actively trying to reach you, it is well within your right to delay being *Done For*. The goal of this deadline is to provide you with recourse once it is clear that no one is coming to help you. That being said, please be a good sport and do not delay for longer than a few minutes. If you are *Knocked Out* for twenty minutes, even if your friends are still trying to reach you, please be *Done For*.

IMPORTANT: If you are in an untenable situation, see no hope for rescue, and are alone, you may call *Done For* on yourself. We don't want you stranded in the woods by yourself for three hours.

Once you limp back to safety, you must find a Sawbones, Physician, Chirurgeon, Medicine Man, or anyone else who knows how to patch you up. Follow their instructions, and they will see to your speedy recovery by using the *Surgery* skill. Brace yourself; it's going to hurt. A lot.

Now, in some instances, you may not survive the process and will truly be dead. If this happens, you may instead opt to suffer a Crippling Injury. Choose from one of the following injuries:

1) Crippled Arm/Leg. Choose one of your unaffected limbs. At the start of every event, you suffer the *Maim* Effect to that limb, which cannot be removed by any means.

2) Busted Gut. You suffer a grievous wound to a lung or your innards. At the start of every event, you suffer the *Drain* Effect, which cannot be removed by any means, and cannot move faster than a walk.

3) Missing Eye. You lose an eye. You must have one eye covered for the rest of your life. All Skills that deliver an Effect by MELEE WEAPON, RANGED WEAPON, or FIST cost ONE (1) additional Grit. If you have the "Well-Trained" skill, you lose one use of your highest-cost Skill when you *Refresh To Full*.

You may take up to two Crippling Injuries in your character's life. If you fail to recover a third time, well, it'll be time for the undertaker to take your measurements. You may instead want to think of retiring after becoming crippled.

Death has a very funny way about it in the world of Keystone. Whenever someone is killed in cold blood (as per the *Cutthroat* skill), they will return to the land of the living as a Revenant, hell bent on revenge and determined to drag the guilty back with them. Those who die on the Surgery table do not return, nor do people who die from a proper Lawful Execution or Mob Justice. More details are provided in *Chapter 6.5 - Lawful Execution' and Mob Justice'*.

## 3.7 - Dealing with the Helpless

A character is considered Helpless if they are unable to act on their own, such as when all of their limbs are under the *Maim* Effect, they are *Done For*, or they are under the *Freeze* Effect.

If you wish to move someone who is Helpless, you can move them by pointing both hands, palms out and saying "I carry you." At that point, both you and the target can move at a walking pace. The person being carried should act as if being carried.

Besides helping them out, there are two things you can do to them:

**Search 'Em:** You can count up to five ("One-mississippi...five-mississippi") then call "I search you", at which point they must hand over any game items in their possession. Once searched, you must immediately hand over all game items; any deliberate delays is against the Spirit of the Rule.

**Truss 'Em Up:** You can take a ten-foot length of rope and wrap it around the joined hands of a helpless person, *without tying it*, at which point they are *Trussed Up*. Anyone who is *Trussed Up* cannot use their hands, which they must keep clasped together, nor can they use any game skills, including those that are delivered without hands. Furthermore, they must follow at a walking pace whoever is holding the end of their trussing rope. To free someone who is *Trussed Up*, simply deliver one uncalled attack anywhere on the trussing rope. Once freed, drop the rope and git!

## 3.9 - Have it your way!

There will be a few open skills that will allow you to customize your character's skill set. Here is a list of different rules styles and how to achieve them within our game system.

- Want to use a mana pool? The base system uses one point pool for skill use, called Grit. Each skill uses a certain number of Grit, which you spend as you use the skill. This style allows you great versatility in how you use your skills.
- Want to have a fixed number of skills per Refresh? The "Well-Trained" skill allows you to substitute your Grit for per-Refresh skill uses.
- Want to have one or two skills you're really good at? The "True Natural" skill allows you to pick one skill and commit five times the skill cost in Grit, in order to use that skill once per target per encounter.
- Want to play a location-based combat game? The "Cunning" skill gives you a moderate boost to your Grit, but locks you out of using any skill that allows you to resist weapon attacks.
- Want to play a combat game? The "Brawny" skills give you a moderate boost to your Grit, but limits your use of Grit, to be used on combat skills.

As you can see, you are able to mix and match different styles of game play into the same game. This allows players with varying degrees of rules-savvy to interact on the same level and allows people to enjoy the world of Keystone at their own rules comfort level.

# 4 - SKILLS, KITS, AND JOBS

## 4.1 - Game Skills

Here is an example of a skill you may see, so we can discuss how to read what is listed:

XII      **Deadeye!**  
( 4 )    You can call "Cleave!" by *RANGED WEAPON*.  
(x1)    You can call "Slay!" by *RANGED WEAPON*

The number at the beginning is the *Rank*. As you purchase skills, you stack them in the order you purchased them. No skill can have a Rank lower than the order count in which it was purchased. For example, if a skill has Rank V, it can be at the earliest the fifth skill you purchase. For a Rank VIII skill, it can be at the earliest the eighth skill you purchase, and so on. For this example, "Deadeye!" can be at the very earliest the twelfth skill you purchase. That makes it quite the advanced skill!

Next is shown the *Skill Name*, which exists to uniquely identify it to its Kit, Job, or as an Open skill. It exists for the character's reference only and should never need to be heard by other characters. All that is relevant is the effect that it allows you to do. For this example, the character should never have to say "Deadeye!", but should only say "Cleave!" when shooting their rifle.

The number in parenthesis at the beginning of the description is the *Grit Cost* to use this skill. Simply expend that amount of Grit and use the skill as described. For this example, the character would spend 4 Grit, then call "Cleave!" when shooting their rifle. If the skill has no Grit Cost, you can use it as often as you want.

A number with a multiplier, such as (x1), costs no Grit, but can only be done a number of times per *Refresh To Full* equals to the attached number. In the above example, you can call "Slay!" once per Full Refresh. If a second Grit cost is included with this, you gain the uses as described, and you can also spend Grit beyond that for more uses.

Below this is the *Skill Description*, which should give you a brief description of how to use that skill, described as simply as possible.

Some entries in Jobs and Kits will say "+1 Grit" instead of offering a new skill. If you choose this, you increase your Grit by one point. This also increases your total purchases for the sake of skill Ranks. In other words, if you have purchased two skills and three "+1 Grit", you count as having purchased five skills, which qualifies you for a Rank VI skill.

**IMPORTANT:** Job Skills must be purchased in the order in which they are listed, regardless of their listed Rank; however, Kit Skills may be purchased in any order, provided the minimum rank requirements are met.

## 4.2 - Rank-Zero Skills

To help you on your way in the dangerous world of Keystone, we're offering you one free skill at character creation. This skill does not count towards your total Rank, nor does it count against your starting Skill selection. You can still purchase these Skills later on if you want, using a higher-Rank slot.

## **0 - Blade**

You may use one small melee weapon of your choice, no longer than 24". This includes a bowie knife, tomahawk, billy club, frying pan, or similar item.

## **0 - Firearm**

You may use a one- or two-barrel ranged weapon, which includes small "derringers," basic rifles, and shotguns. Your weapon cannot load more than two rounds at a time. Pistols may be fired one-handed, while rifles must be fired with two hands.

## **0 - "I Surrender!"**

You are good at being yellow in the face of danger. You can drop all hand-held items, raise your arms in the air, and call "I Surrender! I Surrender! Freeze to Self!" You immediately lose all available Grit and skill uses, including "Well-Trained" and "Bestow" uses. While under this Freeze effect, you are unaffected by all game Effects; you can, however, call on yourself: "Undo Freeze to Self, Fear to Self", after which you must flee the encounter.

## **0 - Well-Read**

Most people have the equivalent of an elementary-school education. You are an educated person who has been taught to understand complicated prose, such as science journals, legal documents, and ancient scriptures.

- You may read any document that has the header "DOCUMENT: <Home Nation>"
- Any document you write that has more than one hundred words can be folded so as to be sealed and have "DOCUMENT: <Home Nation>" written on the outside.
- You may carry a personal journal on you labeled "DOCUMENT: <Home Nation>"

NOTE: In the case of Fortress Laramie, this refers to your origin nation, not Laramie. So, for example, a Fortress Laramie: Rome character would create "DOCUMENT: ROME", not Laramie.

## **4.2 - Open Skills**

Open skills are skills which are open for purchase by any character, at any time, providing they meet the minimum rank requirements.

### **I - Bow**

You can use a bow with a draw strength no greater than 25 lbs. All arrows must be padded and conform to LARP safety standards. You are allowed to call "Caution" if you are engaged at close range while wielding a bow, so that you can properly stow your bow before engaged. You are not allowed to use a bow against a target that is closer than 20 feet; use your best judgment. When a target is within twenty feet, you can deliver any Effect available to you by *RANGED WEAPON*, whether by Skill or "Bestow", instead as "By My Will", provided you pay any cost associated with the original skill. You cannot use "Slay" with this expanded Skill.

### **I - Revolver**

You may use a revolver, which cannot hold more than six shots.

### **I - Bullseye!**

(2) You can call "Bullseye!" once via *RANGED WEAPON*.

### **I - Take Cover!**

(3) Once the fighting' starts, the best thing for you to do is to duck for cover and draw your hog leg. Provided you are either prone, on one knee, or half of your body is behind cover (shooting around a corner, table in front of you, etc.), you can call "RESIST" to one Effect delivered by *RANGED WEAPON*. Use your best judgment when in inhospitable or hazardous terrain.



## **I - Card Shark**

( 1 ) You were born to gamble. When playing card games, you may spend one Grit to immediately discard a card, then have the dealer deal you a card in return. You may use this skill only when the "action" is on you. To use this skill, simply raise one finger to the dealer; they should know what to do. In order to avoid confusion, use this skill before you call, raise, check, etc.

## **I - Cutthroat**

You are a cold, heartless person who is willing to kill people. To use this skill, touch your melee weapon or point your ranged weapon at a helpless target. You then perform a "Death Strike" count from one to ten, after which you can call "Death" on the helpless target via *MELEE WEAPON*, *RANGED WEAPON*, or *FIST*. Killing another person in cold blood will surely draw the vengeance of a Revenant upon you, so think very carefully before you use this skill.

## **I - Bullet Press**

( 1 ) You can produce ammunition with time and a little elbow grease. First, you must acquire spent ammunition. Anyone can pick up spent ammunition, but it can only be carried in a Slag Bucket, which is a pail marked with a "DANGER!" sign provided by Staff. Carrying a Slag Bucket is dangerous; please read the back of the "DANGER!" sign before you do so. Second, you can spend one Grit and roll up to six bullets. To roll a bullet, place a dart between both hands and rub them for ten seconds, which makes a "rolling" motion with the dart. Third, place the "rolled" bullets into a proper receptacle, which can be either a bandolier, a sturdy box marked "Ammunition", or loaded into a gun. Bullets must be properly stacked when stored; you cannot haphazardly toss bullets into a box. You can never use this skill in the presence of combat.

## **IV - Legacy Item 1**

## **VIII - Legacy Item 2**

## **XII - Legacy Item 3**

Whether it is through your government or an inheritance, you gain access to a limited number of Devices, as listed in 6.8 - *Crafting*.

Legacy Item 1: One Device with a Power Cost of three, no word greater than Two

Legacy Item 2: Two Legacy Item 1, or one Device with a Power Cost of five, no Word greater than Three.

Legacy Item 3: Two Legacy Item 2, or one Device with a Power Cost of seven, no Word greater than Four.

You must have a Prestige equals to the level that you wish to purchase. These Devices must reflect your home Nation, such as Augmentations for the United Kingdom or Ancestor Relics for New Lhasa. If lost or stolen, you may be able to replace them with help from your home Nation.

## **IV - Slugger**

You can use "by *FIST*" in place of "by *MELEE WEAPON*" with any Skill you know.

## 4.3 - Custom-Rules Skills

The following skills allow you to customize the way that you interact with your skill list. You do not have to purchase any of them if you don't want to.

### I - Well-Trained

You have been rigorously trained to do things by rote. You have no Grit, nor can you spend or Commit it by any means. Every time you purchase a Skill, you gain a number of uses of the entries in that skill equals to the following chart:

(1): x4                      (2): x2                      (3+): x1

Using "Bullseye! (2)" as an example, if you are "Well-Trained", you instead receive two uses of "Bullseye!" per *Refresh To Full*. If a Skill has multiple Grit-cost abilities, this benefit for each one. For example, if you take the "Leg Iron" Skill, which gives you: (1) "Knockdown!" and (2) "Bullseye!", you would instead gain four uses of "Knockdown!" and two uses of "Bullseye!"

Any abilities that affect Grit have no effect if you purchase this skill. This skill may seem powerful, but the versatility you lose more than makes up for it. Think carefully before you take this skill.

### I - True Natural

You are a natural at doing one task. When you purchase this skill, choose one skill you have that costs Grit, such as "Bullseye! (2)" or "Doctorin' (Various)". You must Commit five times the Grit cost of that skill. You may now use that skill once per target per encounter. Examples of an encounter include one room of a module, one "wave" of combat, hand of poker, or treating all patients in the room.

If there are multiple entries in the Skill, you gain all entries up to the cost for which you've Committed Grit. We will allow players to switch their "Natural" skill on a case-by-case basis, but expect there to be a heavy roleplay requirement to do so.

### I - Survivor

(1) You can call "RESIST!" to all uncalled attacks for one Beat. You are encouraged to overspend Grit by spending one Grit per second, as you try to do something bold, heroic, or just darn crazy.

### I - Brawny

You gain the following benefits:

- Your total Grit is increased by three points. Every time you take the "+1 Grit" skill, you instead gain two Grit.
- (5) You can call "REDUCED!" to any Effect delivered by MELEE, RANGED, or FIST WEAPON.
- (x1) You can call "RESIST!" to any Effect delivered by MELEE, RANGED, or FIST WEAPON.

You can spend Grit only on skills that produce an Effect by *MELEE WEAPON*, *FIST*, or *RANGED WEAPON*, "Survivor", "Take Cover", or "Bullet Press". If you purchase "Brawny", you cannot purchase "Cunning".

### I - Cunning

You gain the following benefits:

- Your total Grit is increased by three points. Every time you take the "+1 Grit" skill, you instead gain two Grit.
- (5) You can call "REDUCED!" to any Effect delivered by *WILL*.
- (x1) You can call "RESIST!" to any Effect delivered by *WILL*.

You can never call "RESIST/REDUCED/NO EFFECT!" to any Effect by any means outside of those provided by this Skill. If you purchase "Cunning", you cannot purchase "Brawny" or "Survivor".

## 4.4 - Lifestyle Skills

These skills represent a way of life that you've chosen for yourself. All requirements listed on these skills must be played out in earnest. Please do your best to act out your efforts, as it is a reflection of your character's dedication to their lifestyle.

Because you follow a code of conduct that encourages you, you gain a limited number of uses of *Refresh To Full*. All Lifestyle skills may be used once per day. In other words, you can use it once on Friday, once on Saturday and once on Sunday.

Every Lifestyle Skill has a Prohibition. This is a roleplaying requirement that you are obligated to perform. If you fail to live up to this Prohibition, you lose your use of this skill for the next period in which it is available. For example, if you already used it for Saturday, you lose it for Sunday. If you have no uses left for the event, you lose the first one from your next event.

You may purchase only one Lifestyle skill ever.

### I - Warrior

You were born to be a warrior. As such, you are always prepared. You may spend fifteen minutes preparing your equipment in order to gain a *Refresh To Full Effect*. Feel free to polish your blades, load ammunition, clean your uniform, or whatever feels natural.

Prohibition: You are always ready for battle. As such, you are always armed and have your weapons within reach. You will never leave your weapons lying around.

### I - Crafty

You love making things, whether it is knitwork, embroidery, metalwork, wood whittling, or writing. When you take this skill, choose one hobby, craft, or passion you pursue. You may spend fifteen minutes working on your craft to gain a *Refresh To Full*. This cannot be simulated; you must actually cook a meal, knit a scarf, write a poem, or perform whatever craft you chose.

Prohibition: You are a lover of good craftsmanship. You will not willingly destroy any work of beauty, nor will you abandon any of your works to potential harm. This includes losing something you made that was on your person.

### I - Hard Worker

You love your job, so much that you put in that extra effort to excel. When you take this skill, it is tied to whatever Job you currently have chosen. Choose a task for you to accomplish via a Job. This can include writing a correspondence to your bosses back home, dig a well, or whatever it is you do, so long as it represents an earnest effort to go above-and-beyond what is expected of you. You must accomplish that task, which must take a minimum of fifteen minutes. Once you complete that task, you gain one *Refresh To Full Effect*.

Prohibition: You take great pride in your work. You will never do a subpar job in your job, nor will you stop working on a job until it is completed. This includes walking away mid-performance or being Knocked Out while on the job.

### I - Entertainer

You may be a good orator, a musician, or a dancer, but whatever it is you do, you live to draw the attention of a crowd. To use this skill, you must perform for a crowd of no less than five other people for at least five minutes. If the crowd cheers you at the end of your performance, you gain one *Refresh To Full*.

Prohibition: You hate it when you have a tough crowd. If you are boo'ed, jeered, or have otherwise displeased your audience beyond the occasional heckler, you are considered to have failed your Prohibition. This also includes having your audience leave in the middle of your performance.

### **I - Leader**

You are in a position of responsibility for other people. As such, you are expected to rally them and inspire them towards their duty. If you perform some task that rallies and coordinates those you consider your subordinates, lasting no less than fifteen minutes, you gain one *Refresh To Full*.

Prohibition: You will not tolerate insubordination or anything less than the best performance from those you consider your subordinates. You will confront anyone who fails in this regard. This does not have to be done violently, but it should result in at least a stern confrontation.

### **I - Follower**

Also known as a Sidekick, you are in the service of someone you admire. As such, their needs and wants are your priority. If you see the person you serve being harmed and can help them, you gain one *Refresh To Full*.

Prohibition: You will always stand at the side of whom you serve. You will not leave their company without their permission, and never for longer than one hour.

## **4.5 - Nation Skills**

The West is a dangerous place, and each nation has their own way of fighting off danger. If you are a member of a nation, or the corresponding expatriate from Laramie, you gain access to the following skills:

<b>United Kingdom:</b>	Saber, High-Power Rifle
<b>United States of America:</b>	Saber, High-Power Rifle
<b>The Roman Ascendancy:</b>	Long Weapon, Armor (Metal)
<b>The People of the Land :</b>	Long Weapon, Armor (Non-Metal)
<b>The People of New Lhasa:</b>	Long Weapon, High-Powered Rifle
<b>The People of Laramie:</b>	As per their former nation

### **I - Saber**

You can wield mid-sized, one-handed melee weapon, no longer than 36". This can represent a cavalry saber, a longsword, or a war hatchet, whichever is most appropriate for your nation.

### **I - High-Powered Rifle**

You can use a NERF Rifle with one clip that holds no more than twelve shots. You cannot replace an expended clip with a full one; you must reload the empty clip to re-use it.

### **I - Long Weapon**

You can use a long melee weapon, no longer than 54". This represents a spear, pike, staff, or whatever else is appropriate for your nation. You must use both hands when using this weapon.

### **I - Armor (Metal/Non-Metal)**

You can wear a suit of armor that must cover at least your torso and your upper arms. Three times per *Refresh To Full*, you can use the "Survivor" skill at no cost, even if you do not have the skill. Props for "Armor (Metal)" must be made mainly of metal (Chain Mail, Plate), while "Armor (Non-Metal)" must be of non-metal materials (Bone, Leather, Hide).

## 4.6 - Amateur Skills

It is possible for you to acquire skills outside of your chosen Kit and Job, albeit in a limited manner. We call these Amateur skills, and they represent tricks that you may have learned over the course of your life. These cannot be chosen by you; they are granted as a reward for exceptional success during a Job, the conclusion of a storyline, or other in-game merits. You will always be informed ahead of time when you have received an Amateur skill.

Unlike skills within your Kit and Job, Amateur Skills are available to you a limited number of times per event. While you may acquire any number of Amateur Skills, you can use any one from your list once per Chow Time, as described in *Chapter 3.2 - Refresh*. In other words, you can use any one Amateur Skill once at the start of the event, then once after Saturday breakfast, once after Saturday dinner and once after Sunday breakfast, for a total of four times per event.

Amateur Skills that allow you to deliver an Effect or perform an ability can be done only once per Chow Time. If the skill has multiple entries, you can use each of them once. If you are granted the use of a weapon, you can use it for the duration of one encounter. An encounter is defined as one module, one attack by an enemy force, or one meeting. Use your best judgment, but please know that an encounter should not be broken up by multiple periods of idle time, and should not last longer than half an hour.

Here is an example of how Amateur Skills work. Last season, Bobby did a good job helping the People of the Land with some trades, for which he was rewarded “Well Read: People of the Land” as an Amateur Skill. This time around, Bobby did a very good job working for the Duelist Union, so they were rewarded with “Gunslinger: Leg Iron” as an Amateur Skill. At the start of the event, Bobby can use an Amateur Skill once. The local couriers deliver a letter to Bobby, which is written in People of the Land dialect (“Document <People of the Land>”). Bobby is eager to read the letter, so he uses his Amateur Skill “Well Read: People of the Land” to read the letter. Bobby cannot read any more letters beside the one, as it works only once.

The next morning, at Saturday breakfast, Bobby’s use of Amateur Skills has been renewed. Later that morning, Bobby is challenged to a duel. Bobby uses their Amateur Skill “Gunslinger: Leg Iron” to fight the duel, which allows them to use a Revolver for the duration of the duel, which counts as an encounter. Also, Bobby can spend Grit to call “Knockdown!” once and “Bullseye!” once, as described in the skill description.

Later that evening, Bobby’s use of Amateur Skill is renewed after Saturday dinner. Bobby is invited to go on a hunt. Even though not trained for combat, Bobby decides to use their Amateur Skill to gain “Gunslinger: Leg Iron” for the duration of the hunt. Bobby can now deliver the same skills as in the duel earlier today. Here’s hoping it’s enough to face whatever they stir up in the woods...

## 4.7 - Kits

A Kit represents a set of skills that you acquired over the years, with which you plan to endure the rigors of frontier life. You can be a lawyer, a barber, a showgirl, or a cowhand, but when the chips are down, you all reach for your weapon of choice to survive, whether it's a rifle, pistol, or your cunning wit.

Each Nation will have their own names for Kits, so as to give them their own flavor. A kit is nothing more than a set of skills designed to create a particular survival style; how you interpret those skills in terms of your character is what makes them unique.

Here is a list of available Kits:

**Commander:** A military leader, able to organize rabbles into a fighting unit.

**Duelist:** A fancy swordsman who relies on finesse.

**Footsoldier:** A hand-to-hand infantryman, armed with a long weapon.

**Gunslinger:** A trick shooter with a revolver.

**Orator:** A keen speaker who inspires crowds to greatness.

**Outdoorsman:** A survivor who takes advantage of the local terrain.

**Paragon:** An inspirational example from their nation, they perform great feats of daring.

**Physician:** A mender of wounds and healer of ailments.

**Rifleman:** A soldier armed with a rifle or bow.

## Commander

Whether you are the leader of an expedition or a military leader, you know how to rally your men to defend themselves. A good Commander can turn a rabble into a standing army and can inspire his troops to greatness.

### IV Basic Training

- Gain either the *Revolver* or the *Saber* skill.
- At the start of an event, you must designate your *Style*. You must select two skills from the following list: *Firearms, Blade, Revolver, Saber, Bullseye!, Take Cover!, Survivor, Your Nation Skills*. You do not need to know these skills to select them as part of your *Style*.
- You can declare up to six players to serve as your *Unit*, provided you spend 15 minutes training with them in formations, shooting, etc. Once you are done training, members of your *Unit* gain access to your *Style* skills while *In Formation*.
- You may assemble your *Unit* along any perimeter on the ground, such as a doorway, ledge, etc. When doing so, they are considered to be *In Formation*. This effect ends if you are no longer able to lead your *Unit* due to incapacitation. Use your best judgment. There may be ways for you to improve your ability to remain *in Formation* that you can find in-game.

### IV +1 Grit

### VI Officer Training

- Gain either the *Revolver* or the *Saber* skill.
- Any Effect that you can produce, be it through a Skill, *Bestow* Effect, Device, or Infusion, you can instead grant to EVERY member of your *Unit* by saying "By My Will, Bestow <Effect> to my Unit". In other words, produce an Effect once, but instead of using it, you *Bestow* it to every member of your *Unit*. This ability does not work on any form of "RESIST/REDUCED/NO EFFECT!" call, or "Slay!".

### VI +1 Grit

### VIII Steely Gaze

- ( 3 ) You can point a weapon at a target that is within ten feet to call "By My Will, Fear!"
- ( 3 ) You can call "By My Will, Undo Fear to Ally" at a friendly target.
- ( 3 ) You can call "RESIST!" to one "Fear" effect.

### VIII +1 Grit

### X Sergeant

- You may add an additional member to your *Unit* to serve as your *Sergeant*. Your *Sergeant* can substitute for you for the purposes of remaining *In Formation*. In other words, a line will break only when the Commander and the *Sergeant* are both incapacitated, provided they are *In Formation*.
- Your *Sergeant* can spend 15 minutes training your *Unit*, after which the *Unit* gains access to any one Kit skill they know that applies directly to ranged or melee combat. Use your best judgment. If your *Sergeant* has the Commander Kit, the *Unit* instead gains access to both their *Style* skills.

### X +1 Grit

### XII Commanding Presence

- (x1) You can use "Steely Gaze" once per ally and opponent for the duration of the current encounter, as per the skill "True Natural". Use your best judgment.

### XII +1 Grit

## Duelist

In a world where the clumsiest of oafs can shoot a rifle, it takes style and finesse to fight with a sword. A Duelist has spent their life making their blade an extension of themselves, and as such can perform great feats of dexterity.

### IV Personal Weapon

- You gain the “Saber” skill.
- ( 1 ) You can call “Knockdown!” by *MELEE WEAPON*.
- ( 2 ) You can call “Bullseye!” by *MELEE WEAPON*.

### IV +1 Grit

### VI Disarm!

- ( 1 ) You can call “Disarm!” by *MELEE WEAPON*.
- ( 2 ) You can call “Maim!” by *MELEE WEAPON*.

### VI +1 Grit

### VIII Steely Gaze

- ( 3 ) You can point a weapon at a target that is within ten feet to call “By My Will, Fear!”
- ( 3 ) You can call “By My Will, Undo Fear to Ally” at a friendly target.
- ( 3 ) You can call “RESIST!” to one “Fear” effect.

### VIII +1 Grit

### X Gut Wound

- ( 3 ) You can call “Weakness!” by *MELEE WEAPON*.

### X +1 Grit

### XII Lunge!

- ( 4 ) You can call “Cleave!” by *MELEE WEAPON*.
- (x1) You can call “Slay!” by *MELEE WEAPON*.

### XII +1 Grit



## Footsoldier

Guns run out of ammo, but steel is forever. At the end of the day, it's warriors like you who turn the tide of any battle. As a footsoldier, you've learned how to take on hordes of foes with your blade, which makes you a formidable opponent on the battlefield.

### IV Great Weapon

- You gain the "Long Weapon" skill
- ( 1 ) You can call "Knockdown!" by *MELEE WEAPON*.
- ( 2 ) You can call "Maim!" by *MELEE WEAPON*.

### IV +1 Grit

### VI Flurry of Blows (Varies)

You can spend double the cost of any *MELEE WEAPON* skill you have to use that skill three times, provided you use them within three consecutive Beats. "Well-Trained" characters gain one extra use of each Kit skill that does not use a multiplier.

### VI +1 Grit

### VIII Gut Wound

( 3 ) You can call "Weakness!" by *MELEE WEAPON*.

### VIII +1 Grit

### X Stand your Ground

- ( x1 ) You can call "Pin to Self!" While under this Effect:
  - ( 1 ) While under the "Pin to Self!" Effect, you can call "RESIST" to any called Effects delivered by *MELEE WEAPON*, *RANGED WEAPON*, or *FIST*, as well as the "Knockdown" Effect.
  - You can call "Undo Pin to Self!" You cannot use this to Undo other Pin Effects outside of this skill.

### X +1 Grit

### XII Lunge!

( 4 ) You can call "Cleave!" by *MELEE WEAPON*.

(x1) You can call "Slay!" by *MELEE WEAPON*.

### XII +1 Grit

## **Gunslinger**

You want to shoot game or stop a wandering critter from eating your herd? Use a rifle. You want to put lead into another person? That's what pistols are for. A Gunslinger is a master of the six-shooter and learned how to handle other people with hot lead.

### **IV Leg Iron**

- You gain the "Revolver" skill.
- ( 1 ) You can call "Knockdown!" by *RANGED WEAPON*.
- ( 2 ) You can call "Bullseye!" by *RANGED WEAPON*.

### **IV +1 Grit**

### **VI Trick Shooting**

- ( 1 ) You can call "Disarm!" by *RANGED WEAPON*.
- ( 2 ) You can call "Stun!" by *RANGED WEAPON*.

### **VI +1 Grit**

### **VIII Steely Gaze**

- ( 3 ) You can point a weapon at a target that is within ten feet to call "By My Will, Fear!"
- ( 3 ) You can call "By My Will, Undo Fear to Ally" at a friendly target.
- ( 3 ) You can call "RESIST!" to one "Fear" effect.

### **VIII +1 Grit**

### **X Gut Shot**

- ( 3 ) You can call "Weakness!" by *RANGED WEAPON*.

### **X +1 Grit**

### **XII Deadeye!**

- ( 4 ) You can call "Cleave!" by *RANGED WEAPON*.
- (x1) You can call "Slay!" by *RANGED WEAPON*.

### **XII +1 Grit**

## Orator

As a politician, entertainer, or diplomat, your words are far more powerful than your blows. A talented Orator can rally a crowd into a frenzy or bring them to tears, knowing that the way to a person's heart is through their ears.

### IV Shut up!

( 1 ) You can call "By My Will, Silence" to someone with whom you are conversing.

( 1 ) You can call "By My Will, Compel <Emotion>" to someone with whom you are conversing.

### IV +1 Grit

### VI Decent Performance

- You can designate up to six people to be your Audience. They must be within line of sight, the sound of your voice and give you their full attention. You then perform a one-minute routine that is suitable to your character, such as a speech, musical, or dance number. You must start over if you are interrupted. At the end of your performance, you may expend any one Effect that you can produce, either through a Skill or *Bestow*, and call: "By My Will, Bestow <Effect> to my Audience!" You cannot use this Skill with *Slay* or *Refresh To Full*.

### VI +1 Grit

### VIII Dry Cutting Wit

( 3 ) You can call "By My Will, Weakness!" to someone with whom you are conversing.

( 3 ) You can call "By My Will, Freeze!" to someone with whom you are conversing.

### VIII +1 Grit

### X Draw a Crowd

(x1) Same as *Decent Performance*, except you can call: "Area of Effect, Bestow <Effect> to Ally!". This skill cannot be used during combat!

### X +1 Grit

### XII Humiliation

( 5 ) You can call "By My Will, Drain to Minor Foe!" to someone with whom you are conversing. Use of this Skill cannot be granted to another character by any means.

### XII +1 Grit

## Outdoorsman

Some people are comfortable in big cities, with roofs over your head. That's no place for a man of the woods like you. As an outdoorsman, you are at home in the outdoors, where you can keep yourself and others from falling

### IV Set Snares

- You can plant up to four small flags, which serve as your Trap Markers. They should be at least six inches by six inches in size and stand out against the background. You can plant your Trap Markers anywhere, but they must be upright and visible to you from ten feet away. A Trap Marker no longer works if it is knocked down. Only an Outdoorsman can knock over a Trap Marker, regardless of who placed it.
- ( 1 ) You can call "By My Will, Pin!" or "By My Will, Stun!" to anyone who is within five feet of one of your Trap Markers. You must have clear sight of your Trap Marker to use this ability. Use your best judgement when gauging the distance to your Trap Markers. As a rule of thumb, you should aim for a two to three pace distance. This does not have to be exact; a sporting distance is fine.

### IV +1 Grit

### VI Fleet of Foot

- ( 2 ) You can call "RESIST!" to a Freeze, Pin, or Stun Effect
- ( 2 ) You can call "Undo <Freeze / Pin / Stun >" to a target within arm's reach.
- ( 2 ) You can call "By My Will, Freeze!" to anyone who is within five feet of one of your Trap Markers. You must have clear sight of your Trap Marker to use this ability.

### VI +1 Grit

### VIII Steely Gaze

- ( 3 ) You can point a weapon at a target that is within ten feet to call "By My Will, Fear!"
- ( 3 ) You can call "By My Will, Undo Fear to Ally" to an Ally
- ( 3 ) You can call "RESIST!" to one "Fear" effect.

### VIII +1 Grit

### X One With The Woods

- ( 2 ) You can call "By My Will, Undo <Fear/Freeze/Pin/Stun> to Ally!" to an Ally that is within five feet of one of your Trap Markers. You must have clear sight of your Trap Marker to use this ability.
- ( 3 ) You can call "By My Will, Cleave!" to anyone who is within five feet of one of your Trap Markers. You must have clear sight of your Trap Marker to use this ability.

### X +1 Grit

### XII Master Hunter

Choose either by *RANGED WEAPON* or by *MELEE WEAPON*.

- ( 4 ) You can call "Cleave!" by chosen weapon type.
- (x1) You can call "Slay!" by chosen weapon type.

### XII +1 Grit

## Paragon

Some people are good at what they do, and some embody the greatness that is their nation. As a Paragon, you have learned to harness your inner strength and perform amazing feats of strength, dexterity, and grace. Some would call you a miracle worker, but you know that your might comes from you and your home nation. Read *Chapter 7 - Powers* for more details, such as how to learn Words of Power.

### IV Inner Power 1

You can learn Words of Power of a Grit Cost of one. You can use Words of Power of a Grit Cost of one to deliver Game Calls.

### IV +1 Grit

### VI Inner Power 2

You can learn Words of Power of a Grit Cost of two. You can use Words of Power of a Grit Cost of two to deliver Game Calls.

### VI +1 Grit

### VIII Inner Power 3

You can learn Words of Power of a Grit Cost of three. You can use Words of Power of a Grit Cost of three to deliver Game Calls.

### VIII +1 Grit

### X Inner Power 4

You can learn Words of Power of a Grit Cost of four. You can use Words of Power of a Grit Cost of four to deliver Game Calls.

### X +1 Grit

### XII Inner Power 5

You can learn Words of Power of a Grit Cost of five. You can use Words of Power of a Grit Cost of five to deliver Game Calls.

### XII +1 Grit

## Physician

When people start to get hurt, your first instinct is to see to the wounded and bring comfort to the weary. As a Physician, you minister healing to those who are injured and bring comfort to those with a distraught mind.

### IV Doctorin'

- After spending one minute roleplaying medical treatment on a target, you call any one of the following effects on them:
  - ( 0 ) "Detect <Knocked Out, Done For>"
  - ( 1 ) "Undo Knocked Out"
  - ( 0 ) "Detect <Maim, Compel, Fear, Silence>"
  - ( 1 ) "Undo <Maim, Compel, Fear, Silence>"
- (x1) or ( 5 ) You can perform Surgery as per the *Chapter 3.6 - Livin' and Dyin'*. Staff will explain to you how this system works before your first event.

### IV +1 Grit

### VI Treat What Ails You

- You may now add the following calls to the "Doctorin'" skill:
  - ( 0 ) "Detect < Freeze, Pin, Stun >"
  - ( 2 ) "Undo < Freeze, Pin, Stun >"

### VI +1 Grit

### VIII Veteran Doctor

You can now use any "Doctorin'" call after only ten seconds of roleplaying your treatment, instead of one minute. This does not work with Surgery.

### VIII +1 Grit

### X Bonafide Medicine

After spending one minute roleplaying medical treatment on a target, you call any one of the following effects on them:

- ( 0 ) "Detect < Weakness, Trance, Plague >"
- ( 3 ) "Undo < Weakness, Trance, Plague >"

### X +1 Grit

### XII Miracle Worker

- (x1) You can call "Undo Drain, Drain to Self"
- (x1) You can use a special ability that affects the results of Surgery, at a great cost. Staff will explain this to you when you consider purchasing this skill.

### XII +1 Grit

## Rifleman

When on the range, or in the middle of a pitched battle, you want people who can shoot on your side. A Rifleman is trained to fight in a pitched battle, to take down his enemies and stand his ground.

### IV Heavy Barrel

- You gain your choice of the “High-Powered Rifle” or “Bow” Skill.
- ( 1 ) You can call “Knockdown!” by *RANGED WEAPON*.
- ( 2 ) You can call “Pin!” by *RANGED WEAPON*.

### IV +1 Grit

### VI Quick Shot

- If you have the “High-Powered Rifle” Skill, you gain the following:
  - You gain a second clip for use with your High-Powered Rifle
  - Any High-Powered Rifle or rifle Firearm you use counts as a Magnum firearm.
- If you have the “Bow” skill, and successfully deliver an Effect to a target directly with an arrow, you can immediately deliver the same Effect again “By My Will” at no cost to any target, as described in the “Bow” Skill.

### VI +1 Grit

### VIII Gut Shot

- ( 3 ) You can call “Weakness!” by *RANGED WEAPON*.

### VIII +1 Grit

### X Sniper

- ( x1 ) You can call “Pin to Self!” While under this Effect, you may do the following:
  - ( 1 ) Any Effect you can deliver by *RANGED WEAPON* can instead be delivered “By My Will”, once you pay any required cost. You cannot use “Slay!” with this Skill.
  - You can call “Undo Pin to Self!”. You cannot use this to Undo other Pin Effects outside of this skill.

### X +1 Grit

### XII Deadeye!

- ( 4 ) You can call “Cleave!” by *RANGED WEAPON*.
- (x1) You can call “Slay!” by *RANGED WEAPON*.

### XII +1 Grit

## 4.8 - Jobs

While your Kit represents your survival skill, your Job represents your career. Jobs provide you with a set of skills that you can use to start a career. You are not required to take a Job at character creation, but need to choose one by your fourth event.

Unlike with a Kit, you must purchase your Job skills in the order in which they are listed in the description. Furthermore, you must still honor the Rank of each skill, so some Jobs may take longer to master than others.

Here is a list of available Jobs:

**Chemist:** A dedicated scholar who creates fantastic concoctions.

**Courier:** A traveler who works for the Couriers, the people who see to Mail being delivered.

**Crafter:** A casual professional who makes a limited range of wares.

**Diplomat:** An accomplished socializer who garners Prestige from many nations.

**Gravedigger:** A person who touches the world of ghosts and spirits.

**Inventor:** A visionary who specializes in high-end Devices.

**Investor:** An entrepreneur who creates investments and seeks fortune.

**Laborer:** Gatherer of resources who can get the most out of Resource Wells.

**Lawman:** A peace keeper who uses the authority of his badge to keep law and order.

**Retainer:** A person who works in a service industry, who sees to the well-being of others.

**Scholar:** A seeker of information on one of many scholastic subjects



## **Chemist**

Years spent in your laboratory has yielded you some amazing concoctions. Perhaps you are searching for the ultimate curative, or perfecting gunpowder, or even making the best sweet roll ever made. Regardless, you pour your heart and soul into mixing, sifting, distilling materials, in hope of creating the perfect mixture.

You are able to create Infusions, as listed in *6.8 - Crafting*. You learn Words of Power as described in *7 - Powers*, which you can use to design and construct your Infusions.

### **IV Ingenuity 1**

You can learn Words of Power of a Grit Cost of one. You can use Words of Power of a Grit Cost of one to create Infusions.

### **VI Ingenuity 2**

You can learn Words of Power of a Grit Cost of two. You can use Words of Power of a Grit Cost of two to create Infusions.

### **VIII Ingenuity 3**

You can learn Words of Power of a Grit Cost of three. You can use Words of Power of a Grit Cost of three to create Infusions.

### **X Ingenuity 4**

You can learn Words of Power of a Grit Cost of four. You can use Words of Power of a Grit Cost of four to create Infusions.

### **XII Ingenuity 5**

You can learn Words of Power of a Grit Cost of five. You can use Words of Power of a Grit Cost of five to create Infusions.

## Courier

You make a living from going from place to place, delivering Correspondences and goods from one place to another. It's dangerous work, what with the roads being mostly untamed and full of things that go bump in the night. However, someone's got to do it, and that someone is you!

### IV Junior Courier, Second Class

You are responsible for delivering messages in your immediate area. You will be handed a bag of Correspondences at check-in. You are paid with two Mail tickets every event, to be given at check-in. This pay is increased by one ticket for every Courier skill you purchase.

### VI Junior Courier, First Class

You have made friends with someone higher up in the Courier hierarchy. You can send them Correspondences, in order to learn more about travel routes, rumors on the road, and the goings-on within the Couriers' organization.

### VIII Senior Courier, Third Class

*BGA Skill.* You know the local area well enough that you can escort others to locations within safe travel routes. If you join another BGA, you can guarantee safe passage to your group to any location covered by the Stagecoach system. This list can be learned in-game and may expand as settlements become available. At the start of the campaign, this list includes Fortress Omaha, Fortress Laramie, and Keystone.

### X Senior Courier, Second Class

You are responsible for disposing of damaged or improperly marked packages. You will receive a random piece of loot at the start of every event. These will usually be something simple, like an Infusion, some money, or a random knick-knack. However, every now and then, something truly extraordinary may land in your hands...

### XII Senior Courier, First Class

You now carry a lot of weight with the Courier's Guild. You can write a letter back to the Central Office with one of the following two requests:

- Request expedited delivery of the attached package, which will almost guarantee the quick delivery of the package, and a quick return on any forthcoming reply.
- Tie up the correspondences of a specific person, which will delay that person's delivery for an unspecified amount of time.

You can only make one of these request per event. These actions cancel each other out, should you be working against a rival within the Guild. Be warned that it is a dangerous game to play with Courier Guild politics.

## **Crafter**

Some people like to shoot, while others like to jabber and gawk. You actually make things, for which you ask a fair price (usually.) Whether it's clothes, furniture, or your trusty six-shooter, you take great pride in your work.

When you take this Job, you must specify a particular profession that is known for making goods. Try to keep the profession narrow enough that it could be seen as a respectable job title, such as carpenter, gunsmith, clothier, and the like. All profession titles must be approved by Staff before you can use them.

NOTE: This Job will require you to submit Recipes for your work. A recipe is a specific Infusion or Device that you learn how to make. These Recipes must keep in spirit with your chosen profession. They must be up to the permitted Power Cost, and cannot use any Words of Power that are of a cost greater than half that total, rounded up. For example, a Power Cost 5 Recipe can use Words of Power up to a Cost of 3.

Once approved, you can make it as often as you want, provided you pay the Grit and Resource costs, as described in 6.8 - *Crafting*.

### **IV APPRENTICE!**

You can submit two Recipes of Power Cost 3 or less, both of which must be for Infusions. You can now use these to make the specified goods.

### **VI Tricks of the Trade 1**

You can reduce by one the amount of Grit you must Commit when making an item from one of your Recipes.

### **VIII JOURNEYMAN!!**

You can submit two more Recipes of Power Cost 5 or less, one of which can be for a Device.

### **X Tricks of the Trade 2**

You can reduce the amount of Grit you must Commit when making an item from one of your Recipes by one more, for a total of two.

### **XII MASTER!!!**

You can submit two more Recipes of Power Cost 7 or less, both of which can be for a Device.

## **Diplomat**

You make a living by representing the political and economic interests of others... or your own. Whether you are an international person of action, a staunch supporter of your Nation's dream, or simply a person interested in the goings-on of the world, you make your mark on the world by hobnobbing with the world's elite.

Normally, characters are allowed to have Prestige only with their home nation. As a Diplomat, you cultivate ties with many nations, which allows you to garner a certain amount of sway with them. You can gradually gain Prestige with other nations besides your own. In order to begin collecting Prestige with another nation, you must have someone from that nation with a Prestige of 3 or more write you a letter of introduction, which must be sent in-game to the "Office of Diplomatic Affairs" of that nation.

NOTE: You can never have a Prestige score in another nation be higher than that of your home nation.

### **IV A Person of Influence**

You automatically gain Prestige 2 in your home nation. Unless you are found guilty of a criminal offense, you cannot have your home Prestige reduced beyond this number.

### **VI Burgeoning Diplomatic Ties**

You can have a Prestige score of up to 2 with one other nation, for a total of two Nations.

### **VIII Minor Political Influence**

You automatically cover one point of Upkeep for one Prestige score.

### **X Developed Diplomatic Ties**

You can have a Prestige Score of up to 3 with two other nations, for a total of three Nations..

### **XII Major Political Influence**

You automatically cover one point of Upkeep for two Prestige scores.

## Gravedigger

The New World is a deadly place, what with bandits, marauders, and things that go bump in the night. There are a lot of spooks and ghosts left disturbed as a result. Someone's got to clean up the mess. That someone's you. After all, those who spend the most time with the dead are most apt to deal with them...

### IV A Proper Burial

You can perform burial rites on a dead person, as per your nation's customs. This requires a fifteen-minute ceremony and a specific expenditure of resources, to be provided upon taking this Job. Provided this is done the event of their death, the target is considered laid to rest and can no longer be affected by Gravedigger skills. Please let us know in your PEL when you use this skill.

### VI Messages from Beyond

*BGA Skill.* You can call out to a ghost or spirit, provided you know their name. Alternatively, you can open yourself to contact from random supernatural beings. Spirits may answer, but they are not obligated to reply nor do you have a say as to what you receive. Those spirits with whom you have a rapport, or a physical anchor, are more likely to reach out.

### VIII A Decanter of Souls

(x1) You can prepare a container to temporarily house an unruly ghost or spirit. This requires a ten-minute ritual of your own design, during which you construct your decanter. You can have only one container active at any one time.

While holding the container, you can call "By My Will, Freeze to Spirit!" If the Spirit calls "Escape!", assume that it has been successfully trapped. The spirit will then be trapped throughout the upcoming BGA cycle, and will be free by the start of the next event. This will give you the chance to lay it to rest during the remainder of the event and the upcoming BGA period.

### X A Call to the Beyond

*BGA Skill.* Known as a "seance" among civilized folk, you can ask specific questions of a spirit, provided you know their name. They are compelled to answer truthfully; the detail with which they answer depends on your connection to the spirit, plus any incentives you offer. This skill may be usable during an event, entirely at the discretion of Staff. Please provide your questions in your PEL.

### XII My Word is my Bond

(x1) This skill requires the presence of a spirit. You can bind two or more willing beings to an oath, using the spirit as its keeper. This oath cannot be more than twenty words long. Anyone who breaks the letter of the oath will earn the keeper's ire, which will certainly lead to the offender's ruin. Brokering an oath for a known oathbreaker can have detrimental consequences to the broker.

## **Inventor**

In a world of constant innovation, where progress equals success, you have risen to the top as a visionary of craft. Whether you call on RoyalTech, invocation to the spirits, or good 'ole-fashioned elbow grease, you put your heart and soul into your creations. Your curiosity and inventive nature is always pushing you to make the next big thing.

You are able to create Devices, as listed in *6.8 - Crafting*. You learn Words of Power as described in *7 - Powers*, which you can use to design and construct your Devices.

### **IV Innovation 1**

You can learn Words of Power of a Grit Cost of one. You can use Words of Power of a Grit Cost of one to create Devices.

### **VI Innovation 2**

You can learn Words of Power of a Grit Cost of two. You can use Words of Power of a Grit Cost of two to create Devices.

### **VIII Innovation 3**

You can learn Words of Power of a Grit Cost of three. You can use Words of Power of a Grit Cost of three to create Devices.

### **X Innovation 4**

You can learn Words of Power of a Grit Cost of four. You can use Words of Power of a Grit Cost of four to create Devices.

### **XII Innovation 5**

You can learn Words of Power of a Grit Cost of five. You can use Words of Power of a Grit Cost of five to create Devices.

## Investor

You are a person of means, an entrepreneur who knows the in's and out's of moneymaking. Whether you invest in steel, sheep, labor, exotic goods, or land, you know how to gauge a good investment over bad and where to wisely place your money. Sometimes you are up, sometimes you are down, but you're always looking for the next big score.

### IV Minor Investor

*BGA Skill.* You can create a *Promissory Note* for a minor investment. To do this, simply supply staff with the desired amount of money you wish to invest, a common commodity type, such as sheep, ore, lumber, or crops, then submit a BGA stating your intention. At check-in, we will supply you with as many of the chosen Resource as you could afford with the money promised, which you must supply then. It is up to you to find someone who will see value in your decision and purchase the goods from you. Please read *Appendix 4 - How the Economy Works* for more details.

### VI A Person of Influence

You automatically gain Prestige 2 in your home nation. Unless you are found guilty of a criminal offense, you cannot have your home Prestige reduced beyond this number.

### VIII The Low-Down

You gain a contact to whom you can write Correspondences, to ask about the current economic state of your home nation. They may have an idea of what is in demand, what is in surplus, and what the general state of finances back home.

### X Major Investor

*BGA Skill.* You have the means to create a Project, one which stands to provide significant long-term benefit. You may use your BGA to propose something. If approved, you will receive a Job Contract for your project, whether it is a construction job, expedition, or whatever. You will also receive a list of supplies that you will need for your Job Contract to succeed, which will likely require Promissory Notes or other Job Contracts to be created. When you feel you are ready, you can submit all paperwork. We will provide you with your Job Results next event, just like any other Job Contract. Especially fruitful Projects can count as Priceless Items. See *6.4 - Prestige and Priceless Items* and *Appendix B - How the Economy Works* for more details.

### XII Hired Staff

*BGA Skill.* You have a wide assortment of contacts, hired hands, and other people who can do your work for you. You can fulfill any one requirement listed on a BGA sheet, for which there is a sign-up slot that requires a specific requirement (Job, Kit, Nation, etc.). In other words, any Job you sign up for has a much better chance of success.

## **Laborer**

Unlike most people, you work for a living! You do an honest day's work in the field, in exchange for your daily haul of goods. Nothing like a little back-breaking labor to build character, eh?

Your interactions with Resource Wells are more fruitful than the average player. You can gain more for your work and are better at discerning good resources from even better ones.

### **IV Steady Work**

( 1 ) You can use a Resource Well with only two minutes of work, instead of the usual five. When using this skill, you do not count towards the upper limit of people who can interact with a Resource Well.

### **VI A Discerning Eye**

( 2 ) When you draw a marble from the Resource Well marble bag, you instead draw two marbles and take the marble of your choice.

### **VII Work Gang**

( 3 ) When you use a Resource Well, you and two others gain the benefits of the *Steady Work* skill. You cannot use *A Discerning Eye* when using this Skill.

### **X Read the Land**

*BGA Skill.* Given enough time surveying the land, you can find valuable resources that other people would miss. Submit a request for FOUR (4) Common and TWO (2) Scarce Resources of your choice in your PEL. You will receive these resources at the start of the next event.

### **XII Long Haul**

(x1) When it comes time to draw a marble, you instead draw from the Resource Well four times, and gain the Resources from all four. You may use the *A Discerning Eye* with these draws at no cost.



## Lawman

In a world of conflict and anarchy, it is up to you to maintain law and order. This means that you have to keep the peace at times, while other times you have to solve problems with the business end of a revolver. It is a tough and thankless job, but without people like you, the world would be a much darker and dangerous place. A Lawman serves a legal authority, whether it is from their home nation, an independent group, or as part of the Cardiff Marshals.

### IV Peacekeeper

- You are a recognized member of the law enforcement organization of your home nation. This means that your nation recognizes you as someone who can enforce your home nation's law. You are also held accountable to the standards of your parent organization.
- You have a contact with your parent organization, to whom you can write to about legal matters, information about suspects, or anything that pertains to law enforcement. The narrower your query, the more detail you will receive.

### VI Amateur Investigator

After examining a person, be they alive and well or six feet under, you can say: "Clarify: You must answer the following questions truthfully", then ask one of the questions listed below. The target is aware that you are examining them with scrutiny, as well as of what information you've gleaned from them.

- What was the source of any injuries you sustained? (Melee, Gun, Arrow, Fist, Unknown)
- How long ago were you attacked? (Within five minutes, within an hour, within a day)
- Are there any distinguishing marks on your body? (Tattoo/Scar/Birthmark/Jewelry)

### VIII Research Support

*BGA Skill.* You can return to your home organization to conduct further research on a current investigation. This will possibly yield results, depending on your home organization's available resources. Submit your request in your PEL, but be careful to limit the scope of your request.

### X Professional Investigator

You may now add the following questions to your list from Amateur Investigator:

- What was the height and gender of your attacker? (Taller/Same/Shorter than me, Male/Female/Other)
- What was the nationality of your attacker? (Home Nation)
- What was the species of your attacker? (Human, Animal, Supernatural, Other)

### XII Legal Authority

- You have a budget that you can use to post WANTED posters. As these are paid out, your budget may increase if your agency agrees with your bounties. You may find outsiders interested in collecting your bounties, if the reward is worth the risk.
- *BGA Skill.* You can spend your BGA to escort a person or item to a place of safety, relying on your authority to pave the way. Choose a destination that is within your jurisdiction. This typically includes your home Nation, national embassies, and organization facilities. If you want to travel to a place that is not within your legal authority, you require written permission from someone with said authority to use this Skill, such as an Ambassador.

## **Retainer**

You make it your business to provide services, for which you expect to be paid. Whether you are a bartender, butler, courtesan, counselor, or clerk, your work is to help people. Sometimes, all it takes is a smile and some diligence to get people what they want; it's your job too use your charm and grace to help others do their business.

### **IV A Friendly Smile**

- ( 0 ) You can call "By My Will, Refresh One!" to someone with whom you are engaged in conversation for three minutes, provide you are performing your Job during that time.
- ( 0 ) You can call "By My Will, Refresh One! to yourself after spending three minutes performing your Job.

### **VI A Friend of a Friend**

You gain a contact within your profession of choice, to whom you may send a Correspondence to ask for advice, inquire on potential business, or learn some gossip.

### **VIII Helping Hands**

( 2 ) Anytime someone else uses a skill that requires a specific amount of time to complete, you can reduce that time by half. You cannot use this Skill on Retainer skills.

### **X Heroic Sacrifice**

(x1) You have a heart for helping people. If you are within arm's reach of the recipient of a harmful Effect, you can call "By My Will, Resist <Effect>! <Effect> to Self." You must do this within three seconds of the target receiving the Effect. You cannot receive an Effect from which you are already suffer.

### **XII Endless Worker**

You can use your Lifestyle skill one extra time per day, provided you do your job for a half an hour without interruption and your Lifestyle skill is in line with your job. If you do not have a Lifestyle skill, you also gain the "Lifestyle: Hard Worker" skill.

## Scholar

You have a thirst for knowledge, which drives you to go to the ends of the earth in search of information. Whether you are a scientist, an occultist, an archaeologist, or a curious dilettante, you've found like-minded people with whom you share your findings, in hopes that they will do the same.

You must choose an area of study, with a narrow enough focus that you could name a University Department after it. For example, botany, chemistry, archaeology, and occultism are good choices, while British Aristocracy, History, Science, and 17th Century French Impressionist Calligraphers are all either too broad or too narrow.

### IV Amateur Researcher

You've become known within your circles as a researcher with potential. You have one contact to whom you can write Correspondences regarding your area of study. This is a good way to find out information, but you may find them asking for help from time to time.

### VI Peer Review

*BGA Skill.* You may spend your BGA reviewing peer research papers. You will receive payment from a sponsor organization for your work, as well as various pieces of relevant information in your area of study.

### VIII Accomplished Researcher

You are considered a voice of authority within your area of study. Choose a second area of study that is similar to your own. You gain another contact to whom you can write Correspondences, who is an expert in this field that is related to your own.

### X Publish or Perish

You can send via Mail Ticket a written paper to your community for consideration. They will review, critique, and return it to you, either with accolades for your work or with subtle notes of ridicule. In some rare cases, a well-written paper with truly innovative and groundbreaking information may become considered a Priceless Item in some circles. See 6.4 - *Prestige and Priceless Items* for more details.

### XII Expert Researcher

*BGA Skill.* You may use your BGA to propose an expedition that is relevant to your field of study. If approved you will receive an Expedition Worksheet, which will outline the necessary equipment and talent you need in order for your expedition to launch. You can then sign-up people to join your expedition, after which you submit your Expedition Worksheet as a group BGA after the event. The expedition may yield valuable information, as well fortune and glory.

# 5 - GAME EFFECTS

The following is a list of game effects that you will likely hear during a Keystone event. Our goal is to make these calls short, intuitive, and easy to distinguish from each other. Other calls may be introduced later on in the campaign. If we do so, we will let you know about them at the beginning of the event.

Unless stated otherwise, any Effect you receive persists until the end of the event, you receive the *Refresh to Full* Effect, or receive an *Undo <Effect>* call. If you are in doubt, feel free to "Clarify" with whoever called it.

**"Bullseye!"** Any attack delivered with this call acts like a regular uncalled attack, except it is now called and cannot be countered like an uncalled attack, such as with "Survivor". In other words, this will deliver a Maim if it hit a limb, or Cleave if it hit the torso, as described in *Chapter 3.5 - Fightin'*. Because of the targeting requirement of this effect, "Bullseye!" cannot be used by *WILL*.

**"Cleave!"** You are immediately "Knocked Out", as described in *Chapter 3.6 - Livin' and Dyin'*.

**"Compel!"** You immediately suffer the Stun Effect for a couple of seconds, long enough for the attacker to describe a one-word emotion. You must then roleplay that emotion until removed.

**"Death!"** You are immediately dead. Please give yourself a moment to have a dramatic death scene and immediately report to Staff Center.

**"Disarm!"** You must drop everything that you are carrying in your hands. You cannot retrieve dropped items for three seconds, after which you can pick them up. Other characters cannot take these items if they are props, but are welcome to do so if they are game items, such as Devices, Infusions, or Resources.

**"Drain!"** You are reduced to zero Grit, and lose all uses of "Per Refresh" Skills. Furthermore, your Grit Score is reduced by three points for the remainder of the event. This Effect persists until the end of the event, unless you receive the "Undo Drain" Effect.

**"Escape!"** Whoever has made this call is making a dramatic exit. They may monologue for a moment, then immediately leave the area. If they call "Escape!", assume they are gone for the encounter, possibly even the event. "Escape!" is a precious and finite commodity; any character who uses this call has done so at great cost. Consider it a victory to make an opponent call "Escape!".

**"Fear!"** You are taken with fear and must leave contact with the encounter. You do not have to put yourself in harm's way while fleeing, but you are definitely out of combat. This Effect persists until removed or the encounter is over; use your best judgment. You are never at rest while under this Effect.

**"Flee!"** You immediately leave the game area in haste, and are not affected by any game effects until you reach your designated rendezvous point. For staff characters, this tends to be a rally point. For players, this is your sleeping area. You are not allowed to follow a person who uses "Flee!" until they are out of sight, or at least one minute. After that, you can infer what you like from the direction of their departure and follow.

**"Freeze"** You are rendered immobile and are unable to speak. You are considered helpless and can be moved at will. See *Chapter 3.7 - Dealing with the Helpless* for details.

**"Impose!"** You have been granted an effect that goes beyond the scope of this list of Effects. You will be given instructions at a later time, possibly during check-in of your next event.

**"Knockdown!"** You must immediately fall flat on your back and touch both hands to the floor. You are free to act as you wish immediately after. If weather is awful, you may drop to one knee and do a quick three-count.

**"Maim <Left/Right> <Arm/Leg>!"** The chosen limb is now Crippled, as per the Fightin' section. This effect persists until removed. You do not have to be hit in the limb itself for this effect to work. If no limb is specified when the call is made, assume it strikes your on-hand arm.

**"Pin!"** All parts of your body that are touching the ground are now stuck and cannot be moved.

**"Plague!"** You are immediately reduced to zero Grit, lose all *Per Refresh* skills, and gain no benefit from the *Refresh* Effect.

**"Refresh <One, Three, Five, To Full>!"** You immediately restore Grit as described below:

- **"Refresh <One, Three, Five>":** You increase your current Grit by one, three, or five, up to your maximum Grit.
- **"Refresh to Full":** You increase your current Grit to its maximum. As an added benefit, all harmful Effects are removed, except for *Drain*. Please note that the *Plague* Effect denies any benefit from *Refresh* Effects.

**IMPORTANT: Under no circumstances can you create a system where you produce infinite Grit. Doing this is considered among the worst examples of cheating. You have been warned.**

**"Silence!"** You may not make any sound with your voice. This effect has no impact on the ability to make game calls.

**"Slay!"** You are immediately *Done For*, as described in the *Chapter 3.6 - Livin' and Dyin'*. Go find a doctor immediately!

**"Stun!"** You must stand still and act disoriented. You cannot use game skills, communicate with other characters, or take any game actions that require concentration. This Effect persists until you receive an attack or another Effect.

**"Trance!"** You immediately suffer the Stun Effect long enough for the attacker to whisper a three-word command to you. You must obey this command to the best of your abilities. You may not directly attack the attacker in response to the command. This skill will not allow you to cause direct harm to yourself by your own hand.

**"Weakness!"** You are taken with immense fatigue. You cannot use any Skills in combat, nor move faster than you would if you were *Done For*.

The following are Delivery words that are meant to be attached to Effects. This means that these calls are words that are added to other effects, so as to create something different from the base call.

**"Bestow!"** This Call is delivered By *CONTACT*, as described in *Chapter 3.4 -Stop Poking Me!* You receive one use of the provided effect. Once received, if it is a harmful Effect, you can deliver it by *MELEE WEAPON*, *RANGED WEAPON*, or *FIST*; if it is a beneficial Effect, it can be delivered by *CONTACT*. No character can have more than one Effect on them at a time via "Bestow". If a character receives a second Bestow effect, they must choose which one to keep.

**"Detect!"** The target must be within arm's reach when this Call is used. This must be followed by an Effect ("Maim", "Drain", etc.), state ("Knocked Down", "Done For"), or a Target ("American", "Minor Foe"). If the attached qualifier applies to you, you must reply loudly with "Here!" "Detect!" may be used in conjunction with "Area of Effect" and "By My Will!"

**“By My Will!”** The source of the Call must single out the target by pointing at them. Once they do so, the target is affected by whatever Effect they deliver immediately after. You can call “Clarify” to the target if they did not notice being targeted by this Effect, but please do so quickly and discreetly.

**"Area of Effect!"** The effect targets a specifically delineated area, such as a room, a tent, a barn, etc. It may occasionally be used in an open area; use your best judgment. Check 3.4 -*Stop Poking Me!* for details.

**"Undo!"** You no longer suffer the lasting effects of whatever game effect is listed after this call. For example, "Undo Pin!" would immediately free you from the Pin effect. This Call is delivered By *CONTACT*, as described in *Chapter 3.4 -Stop Poking Me!*

The following are Targets for effects. This list will likely grow in time, but these are the ones you will very likely hear at the start of the campaign.

**“To Self!”** This effect only works on the the person making the game call.

**"To <Nation>!"** This effect only works on people from that nation.

**"To Ally!"** This effect only works on someone who is clearly defined as an ally. This includes anyone who is working in support of you, towards an immediate, common goal. Use common sense as to whether or not you are considered an Ally.

The following Targets are intended for adversaries and can only be used in conjunction with harmful effects. You can never use them in conjunction with beneficial effects like “Undo” or “Refresh”.

**"To Minor Foe!"** This effect works only on humans and monsters who qualify as Minor Foes. Assume that most mooks, minions, and other members of the horde are Minor Foes. For the purpose of delivering harmful effects, you can assume that all player characters are Minor Foes.

**"To Major Foe!"** This effect works only on humans and monsters who qualify as Major Foes. Assume that most lieutenants, minor bosses, or named enemies are Major Foes.

**“To Epic Foe!”** This effect works only on humans and monsters who qualify as Epic Foes. Assume that any legendary adversary, whose name is spoken with terror, is an Epic Foe.

**“To Spirit!”** This effect works only on supernatural creatures that qualify as Spirits. The definition of a spirit can be very flexible, so you will have to figure out through trial and error when this applies.

The following calls indicate that an Effect has been acknowledged and their effect has been mitigated in some way:

**“Resist!”** This call indicates that the targeting Effect has been ignored, but further attempts may succeed.

**“Reduced!”** This call indicates that the targeting Effect will affect the target for a quick ten-count. (“One-mississippi, two-mississippi... ten-mississippi”), after which the Effect is removed. This call cannot be used on any Effect that leaves you *Knocked Out* or *Done For*, such as *Cleave*, *Slay*, or a *Bullseye* to the torso.

**“No Effect!”** This call indicates that the Effect will not work on the target during this encounter, so don’t bother using it again. This state may change in future encounters, or as the story develops.

# 6 – BEYOND THE HERE AND NOW

## 6.1 – Thematic Chapter Structure

It is our goal to create a saga that will allow players to keep pace with the story. As such, we plan to divide our stories into chapters, during which certain storylines will wrap up. We expect a chapter to last about one and a half years, to be run in six weekend events. Although some major storylines will persist between chapters, we plan for many of them to tell their story within this span.

This structure gives us the freedom to play with the narrative structure of a story, as we can affect the story with knowledge that a conclusion is on the way. Also, for players, it allows you to pace your involvement in a story. Say you are able to attend only one event during a game season. This way, you know to attend the one that falls at the end of the chapter, should you want to be there to see a story's big finish. Furthermore, it gives new characters a great chance to come into the saga at the beginning of a new chapter, as they know that new stories are emerging at that time and they can "get in on the action" at the same time as established characters.

It is our hope that this structure provides us with the means to build upon our stories from a narrativist point of view, whereupon we can build tension and drama while we all together build towards a dramatic conclusion.

## 6.2 – Between-Game Actions

A Between-Game Action (BGA) is an encounter or experience that occurs between events, typically revealed to you in the form of a written document, to be provided at check-in of the next event. Players will not be allowed to propose their own BGA unless they have a skill that allows them to do so. Here is a brief list of ways in which BGAs will be made available:

**Job Contracts** Located in the Saloon, the Job Board lists a bunch of opportunities for work. See *Appendix 3 - Job BGAs* for more details

**Assignments** Certain characters will be given assignments by an organization, usually their home nation. They will then have to hire people to help them complete their assignment.

**Job Skills** Your Job may provide you with skills that allow you to propose specific BGAs, such as exploring the wild frontier, travel to a known settlement, or do work. See *Appendix 3 - Job BGAs* for more details.

**Investments** An investment is represented by a Deed, which is an in-game item that lists the details of the investment. Some examples of investments include a herd of cattle, an old copper mine, or a field that is suitable for crops. Characters will then be able to dedicate their BGA cycle towards improving that investment, in hopes of earning profit.

**Adventure** Certain encounters may open opportunities for adventure, usually fraught with danger and reward. Characters can then form a band and head out in search of their glory... or doom.

Every character can participate in only ONE (1) BGA between each event. Unless the BGA description explicitly states otherwise, it is always better to have more people join in on a BGA. The outcome of your BGA will depend on the number of people present, their combined skill set, and any items that are explicitly donated towards the BGA. You will need to figure out through trial-and-error and intuition how best to tackle BGA opportunities.

The goal here is to make the BGA process as streamlined and simple as possible, so do not worry about writing us a ten-page description with your plan. Trust that we will take your list of assets and assume that you will use them as best as the situation warrants.

## 6.3- Correspondences

A character can cultivate a list of contacts who they can turn to for help. They can then write to those contacts, who have access to libraries and communities that can be of help. Contacts are typically acquired as part of your Job, but you may find other opportunities in-game to find them.

Sending mail is a commodity just like any other resource. Certain people within Keystone will have Mail Tickets available, which are freely-transferable items that allow you to send a single letter. Mail Tickets get attached to standard manila envelope, which are available in-game.

We will be heavily using correspondence as a way to further the story. As such, we will have staff who are unavailable to attend events, but who will still interact through letters. They will run their own stories, further their characters' agendas, and interact with you solely through the use of in-game letters. Therefore, having a steady means to send mail may prove to be very valuable.

Some characters will have Introduction Cards, which are small 2" x 4" cards with their name and address written upon them. Unless you have received a character as a contact via a Job or Kit, you cannot guarantee a reply to your message unless they provide you with an Introduction Card. If you receive one, please enclose it with your letter, as that is the only way for us to know that you have one. Introduction Cards are one-time use, and are lost once submitted with a letter. Unless you have secured either a contact or an Introduction Card, there is no guarantee that the recipient will have any inclination in replying to your letter. Do not be surprised if you reach out to a complete stranger for help, only to find you received no reply from them.

Some Jobs provide you with a contact to whom you can write Correspondences. They are your friend and ally, and will very likely reply to you as soon as they receive your letter. You may name your contact as you wish. When using these contacts, please include the Job and Skill name at the bottom of the letter, so we know what you are doing, such as "Scholar: Amateur Researcher" or "Lawman: Peacekeeper".

## 6.4 - Color Cards

You may see characters pass color cards between each other. These are typically about 5" x 4" and come in three specific colors: Blue, Red, and Green. These represent various rewards or certificates that players may obtain throughout game play.

Each color indicates how you can use the card during gameplay, as follows:

**BLUE** These cards are game items that are freely transferable, but are not stealable. In other words, if they are in the possession of another character, you cannot take them by any means. The most common example of these cards are Cardiff Credits, which are explained in *6.6 - Money*.

**RED** These cards will provide some benefit to your character, but expire at the end of the event. If you use one, please destroy it after use. If you have any Red Cards in your possession at the end of the event, you are responsible for destroying them. Some cast characters may give you a Red Card with an in-game benefit, as a reward for good roleplaying or completing a task. Red Cards are neither transferable or stealable.



**GREEN** These cards will provide you with some benefit to your character, but you may only use one per event. If you use one, please destroy it after use. Unused Green Cards persist between events; you are responsible for keeping them safe, and they will not be replaced if lost outside of game. Some cast characters may give you a Green Card with an in-game benefit, as a reward for good roleplaying or completing a task. Green Cards are neither transferable or stealable.

## 6.5 – Lawful Execution and Mob Justice

Sometimes, you just want someone to be dead. In a world where the dead come back for vengeance, though, you must tread carefully. Since the dead come back when they've been wrongfully snuffed, you have to make sure to do things real proper-like. As such, justice is often found at the end of a rope... or a pitchfork. There are two ways to help an unwanted person shuffle off this mortal coil without causing a Revenant, and that is 'Lawful Execution' and 'Mob Justice'. In both cases, justice is being served, but only the first can claim the support of the law.

The most important part of this process is your grievance. You, and others, must have a genuine gripe against the target of your ire. You cannot simply off someone because you don't like the cut of their jib. They must, in some way, present a clear threat against you and yours, or they must have wronged you in some way that has not been resolved. Think carefully before you resort to this path, because a mistake at this point will bring down a Revenant's retribution.

Once you're resolute in going through with it, you must gather a posse. This requires at least eight people who share your grievance and are willing to go along with it. From that group, one of you must be the leader. In the case of the Lawful Execution, that person must be a *Lawman* who represents laws to which the target is answering. In the case of Mob Justice, that person must be someone who was directly affected by the wrongdoings of the target. With Lawful Execution, it's business, with Mob Justice, it's personal.

Either approach tends to be a loud, raucous affair. One does not do these things quietly. Instead, you make your grievances known to the target through vocal outcry, hollers, condemnations, and the like. The leader must then list the the grievances for which the target is being strung up. This should be done with aplomb and fervor and should not be rushed, subdued, or otherwise concealed- giving anyone who might want to the chance to stop it.

After, each person who is part of the posse must condemn the target in turn. This can be as simple as agreeing with the crimes listed by the leader, or it can entail telling a story of the wrongs that the target has committed.

Once everyone has spoken their piece, it is important to allow the target to speak their peace. This shouldn't go on for longer than a minute. If the target uses this time to try to escape, or call for help, or otherwise interrupt the process, you may ignore them and proceed.

When everything's said and done, you must execute your target. The leader (either Lawman or Head Accuser) must take personal responsibility out loud for the death they are about to inflict, usually by stating something like: "I, <Your Name>, do hereby send you to the great beyond, that you may trouble us no more. May the powers-that-be have mercy on your soul." The leader then calls "Death" by *WILL* to the target, at which point the deed is done.

This is meant to be a dramatic development in the story, and should not be used as a means to abuse the game. The whole process should take about ten minutes, and can be interrupted at any time, causing the process to fail and saving the target. Any attempt to violate the Spirit of the Rule will be dealt with severely.

## 6.6 – Money

There will be money in the world of Keystone. You can exchange it for goods and services. The most common currency available are Cardiff Credits, issued and backed by the Repository of Cardiff, a subsidiary of the Council of Cardiff. Other independent merchant houses issue gold coins, nicknamed ducats (duck-ets), which are recognized by most nations as valid tender.

Cardiff Credits play a strange role in Keystone. The most common way to receive Cardiff Credits is through donations and helping out with various LARP tasks. The expectation is that you will use your rewards for various benefits that enhance your play experience, courtesy of the Cardiff Shop. At the same time, Cardiff Credits are recognized as legal tender in the game world. We do not want to compromise your efforts to help us by providing Cardiff Credits through game play. After all, why would you donate items we desperately need, if another player can earn as many Credits through bounties and labor?

To solve this problem we have made the following resolution: *Staff will never provide Cardiff Credits as in-game rewards for in-game action.* In other words, in-game rewards may come in the form of gold ducats, deeds of property, resources, or other in-game items. As Cardiff Credits are the only currency recognized by the Cardiff Shop, your donation rewards still have value, while still being usable as in-game currency.

We hope you support us in this decision, as we are looking to create something new with how we handle currency. It is our hope that donation and assistance rewards enhance the story experience, rather than compromise it.

## 6.7 – Prestige and Priceless Items

Every character is viewed differently in the eyes of their home nation. Some characters are treated with reverence, while others are seen as little more than a “cog in the machine”. The amount of sway you hold with your home nation is reflected by your Prestige score. As you interact with authority figures from your home nation, word of your deeds may travel back home, which will affect your Prestige score. Your Prestige score can range from 0 to 5 and confers the following benefits:

- Level 0** Only criminals and fugitives have 0 Prestige with their home nation. Such characters have made a powerful enemy, and will need to stay on their toes. (Upkeep 0... duh...)
- Level 1** You are acknowledged as a member of your home nation in good standing. Players start at this level. (Upkeep 0)
- Level 2** You acquire a contact to whom you can send Correspondences to request information or aid. They will never provide you with Resources or money, but can hook you up with the right person or contact... for a cost. (Upkeep 0)
- Level 3** You are considered a person of importance. You automatically receive a small number of Mail Tickets to use as you please. You also gain a contact in your home nation, to whom you can write Correspondences to inquire about national affairs. (Upkeep 1)
- Level 4** You are a prominent figure in your government’s infrastructure. You can propose legislation or political agendas for your nation, which will be reviewed by your government. You receive diplomatic immunity from all but the most heinous of crimes. (Upkeep 2)

**Level 5** You have the ear of your nation's ruler. You can speak directly with them and propose national policy. Your government will go through great effort to assure your safety and well-being. (Upkeep 3)

The most common way to affect your Prestige is by delivering Priceless Items to your home nation. Priceless Items will be marked in a specific way (to be determined), and can be represented by any item, such as a brooch, a ream of papers, an old vase, or a wax seal. They represent items that are so valuable that they cannot be supported by the economy, yet provide great prestige (or prevents major embarrassment) if they are in the hands of your home nation. Priceless Items can never be exchanged for their actual value, but can be traded and sold just like anything else.

Every time you turn over a Priceless Item to your home nation, your Prestige score goes up by one point. Once your score gets high enough, you will have an influence upkeep. In other words, you will have to turn in Priceless Items each event just to maintain your Prestige score. Each level of Prestige has their Upkeep cost listed at the end of their description. Failure to maintain your upkeep will reduce your Prestige score by one point.

**IMPORTANT:** Particularly fruitful Major Investments, called Great Works, may cover some of this Upkeep cost. Read *Appendix B - How The Economy Works* for details on Great Works.

## 6.8 - Resources and Resource Wells

Resources represent the various materials necessary to maintain your day-to-day life. These will be primarily used by Craftsmen and Chemists, but will also be useful to maintain other items, pay for device upkeep, and the like.

Each resource has its own Type and Scarcity, as listed on the chart below. As a ballpark figure, assume that the Scarce version of a component costs about five times as much as its Common counterpart.

	<b>Animal</b>	<b>Mineral</b>	<b>Vegetable</b>	<b>Fuel</b>	
<b>Common</b>	Leather	Ore	Wood	Coal	Herbs
<b>Scarce</b>	Scales	Gems	Roots	Oil	Quicksilver

There are locations in-game that are known as fonts of resources, which we call Resource Wells. These locations are indicated by a small colored flag, which should be visible from within ten to twenty feet. In other words, they are obvious locations and should not require up-close searching to find.

Each Resource Well gives access to a resource of a specific type, which is usually hinted at by the location in which you find it. For example, a Resource Well for Wood will be located next to a group of trees, or one for Minerals will be located near a large outcropping of rock. This should help you when searching for a Resource Well.

A Resource Well will have a bag of marbles and a small box, which should be labelled with the appropriate resource type. There may also be various prop tools that will help you with roleplaying your labor. If none are available, be creative and improvise something.

To use a Resource Well, you must roleplay work for five minutes, doing what is appropriate to gather the resource type. For example, Wood should be cut with an axe, Minerals should be dug with a shovel or pick, Food by a river should be fished with a fishing pole, etc. Once your five minutes are up, you can draw one marble from the marble bag. Note its color and immediately put it back. No more than THREE (3) people can interact with a Resource Well at a time, unless you have a skill that says otherwise.

Depending on the color that you drew, you will gain the following:

- A clear marble, the most common, will get you one common resource. Open the box and draw one common resource.
- A red marble, much less common, will get you one uncommon resource. Open the box and draw one uncommon resource.
- A navy blue marble, the rarest of them all, will net you something unusual, such as a pin, a coin, or some bauble. Inside the box, you will find several small canisters. Take one without examining what's inside. Keep the contents and dispose of the canister in one of the game prop bins. Do not put the canister back into the box, as it will throw off the draw for later people.

If you find that the reward for your marble color is no longer available in the box, you can draw for the next lower marble color. You cannot choose to lower your marble color if there are resources available for the color you drew.

You can use a Resource Well as often as you want, provided you spend the time roleplaying your labor. Characters with the appropriate Laborer Job will find their work to be much more fruitful. Once a Resource Well is empty, it will no longer have any more resources for the remainder of the event, unless some exceptional, plot-directed set of circumstances occurs, so get out there and start harvesting!

## 6.9 - Crafting

There are two type of crafted items: Devices and Infusions. Both grant you limited access to Powers and reflect the different manufacturing styles of their home Nation. See 7 - Powers for details.

An Infusion is a crafted item that produces a game call once, then can be discarded. Think of it as a poultice, elixir, or other disposable good that gives you a boost. A Device also produces a single effect, but can be recharged by spending Resources.

Every Nation has two types of Resources (Animal, Mineral, or Vegetable) that they use in their crafting, as listed below. When required to spend Resources, you must do so from those two types. You must use at least one Resource of each type when Crafting, unless the Resource cost is reduced to one or less. In other words, if you're from the United States, you can't use only Mineral or Animal Resources, you have to have at least one of both.

	<b>Animal</b>	<b>Mineral</b>	<b>Vegetable</b>	<b>Fuel</b>	
<b>United States</b>	X	X		Coal	Oil
<b>United Kingdom</b>	X	X		Coal	Oil
<b>Roman Ascendancy</b>		X	X	Herbs	Oil
<b>People of the Land</b>	X		X	Herbs	Quicksilver
<b>New Lhasa</b>		X	X	Coal	Quicksilver
<b>Fortress Laramie</b>		As per former nation			

## 6.9.1 - How to Make Things, Step-by-Step

To craft an Infusion, you must do the following:

- 1) Decide on an Effect by combining your available Words of Power.
- 2) Commit one Grit for each Word of Power used in the Effect. You may spend extra Resources in place of Committing Grit, at the rate of one Common Resource per point of Grit. You may spend one Rare Resource in place of five Common Resources.
- 3) Write out a tag with the above Effect.
- 4) Add to the tag your Nation and the number of Grit you committed.
- 5) Attach the tag to a suitable prop. Test tubes are available in the crafting area.

To craft a Device, you must do the following:

- 1) Decide on an Effect by combining your available Words of Power.
- 2) Spend Common Resources equal to the total Grit Cost of all Words of Power in the Effect.
- 3) Commit Grit equal to the total Grit Cost of all Words of Power in the Effect. You may spend extra Resources in place of Committing Grit, at the rate of one Scarce Resource per point of Grit.
- 4) Write out a tag with the above Effect.
- 5) Add to the tag your Nation and the number of Grit you committed.
- 6) Attach the tag to a suitable prop.

As you can see, a crafter can potentially run out of Grit very fast if they create too many items. Fortunately, you can circumvent the Committed Grit requirement by adding extra Resources. For each Resource you add to the cost (Common for Infusions, Scarce for Devices), which must correspond to the Common Resources you used, you may reduce the total Grit you must commit by one.

Example: Johan wants to create a simple poultice to help his friend with his poor health. He combines the following Words of Power: “Undo” (1), “Weakness” (3), and “To American” (1). Now he must commit three points of Grit, one for each Word of Power used in the Infusion. Instead, he chooses to spend two Ore (Common Mineral Resources) to reduce that by two Grit. He then commits the one Grit, creates the tag and prop, and gives it to his ailing friend.

Example: Runs-With-Clouds wishes to craft a spear for his Cheyenne warrior friend, Hunter- of-Kee-Wakw. He combines the following Words of Power: “Bestow” (0), “Cleave” (4), and “To People of the Land” (1). As a People of the Land, he must use Animal and Vegetable Resources, so he spends three Leather and two Wood. Now he must commit five points of Grit, one for each point of Grit required by the Effect. Instead, he chooses to spend three Scales (Scarce Animal Resource) and two Roots (Scarce Vegetable Resource), five in total, to reduce the Grit he must commit from five to zero. He commits no Grit, creates the tag and prop, and gives the formidable spear to his friend.

## 6.9.2 - Infusions

An Infusion gives a one-shot use of the listed Effect. To use, open the container, read the tag, and immediately call the effect. If you return the spent tag to the crafter, they may immediately regain any Committed Grit, which they can use once they receive a Refresh.

Infusions last until the end of the event, after which they expire. The Infusion's creator regains their Committed Grit at the start of the next event. If any Chemist or Crafter is given an Infusion that matches their Home Nation, they may Commit the listed Grit in order to renew the Infusion. This renewal must be done every event.

**IMPORTANT:** If an Infusion has no Grit Committed to it (COMMIT [ 0 ]), it does not have to be renewed this way.

## 6.9.3 - Devices

A Device gives a single use of the listed Effect. However, this Effect can be renewed without help from the creator. All Devices have a Nation of Origin listed on it, which is determined by the icon on the left of the tag. This matches the Home Nation of the Device's creator. Each Home Nation has a unique Fuel type, as listed on the table above. A Device used the corresponding Fuel type of its Nation of Origin, not the Nation of its user. So, if an American is using a New Lhasa rifle, they could use Coal or Quicksilver to refuel it, as opposed to Coal or Oil.

Anytime the holder of a Device receives a *Refresh To Full* Effect, they can spend one unit of Common Fuel for each point of Grit required by the listed Effect in order to renew the Device. This number should be listed as a *Fuel* score. In other words, if the Effect has a Grit Cost of 7, you must spend 7 Common Fuel to renew the Device. Once renewed, it can be used again as normal.

If you are desperate and really need to use your Device, you can discard two Scarce Fuel Resource to recharge your Device on the field. You must perform a quick ten-count in order to do this, during which you must roleplay pushing your Device beyond its limits.

Example: Hunter-of-Kee-Wakw, the Cheyenne warrior listed in the above example, is about to face another wave of the battle. He prepares for battle by joining his tribe mates in a ceremonial war dance, during which he receives a *Refresh To Full*. He looks at his Device Tag and reads "Fuel: 6". He then spends six Herbs and renews the spear. It's a good thing he did that, because he ended up using it during the battle to save his life! Later on in the battle, he is given a few seconds of respite, during which he pulls two Quicksilver (Scarce Fuel) from his pocket, make a quick invocation to his totem animal (and a quick ten-count), and immediately recharges his spear for battle!

Devices persist between events. As such, any Grit committed into a Device is not restored at the beginning of the next event. The Device creator can retrieve their Committed Grit by destroying the Device. Simply tear the tag and you immediately restore your Committed Grit, which can be Refreshed as per normal. This cannot be done to a Device unless you are in control of it.

Should a Device be stolen or become irretrievable, that Grit is lost to its creator. Fret not, for Staff will find a way to make things right. It may be difficult and inconvenient to retrieve a lost Device, but it will be achievable. Please be warned that, while you are not allowed to take personal gear from other characters, adding a Device Tag to a prop makes it a game item, and thus stealable. We will do our best to retrieve any props we are aware of being stolen a Devices, so that the prop is returned to you. If the Device is in the game area and being held by other players, there is little we can do about it. We will do our best.

# 7 - POWERS

## 7.1 - What are Powers?

There are people who are so adamant in their devotion to their nation and so devout to their way of life that they are able to perform almost-miraculous actions. It is not uncommon in folklore to hear about the person who survived the firing squad without a scratch, or the person who walked for days in the desert without food or water. In the world of Keystone, these feats of daring are presented by Powers, which allow a character to perform various feats of daring. Powers offer greater versatility than the skills provided by your Kit, but also tend to cost more Grit.

For now, Powers can only be used by Paragons or through Devices and Infusions. Each Nation manifests Powers, differently, as follows:

<b>The United Kingdom</b>	RoyalTech, augmentations, elixirs
<b>The United States of America</b>	Lucky charms, personalized gear, home brews
<b>The Roman Ascendancy</b>	Invocations to the angels, sanctified gear, ceremonial libations
<b>The People of the Land</b>	Boons from the spirits, totems, fetishes
<b>The People of New Lhasa</b>	Inner chi, ancestor relics, sacred scrolls
<b>The People of Laramie</b>	As per their former nation

Anyone who can construct Powers will be able to learn Words of Power, each of which corresponds to one effect, as listed in "5 - Effects." They can then combine these into a Power by combining a Delivery, an Effect, and a Target. If you know the appropriate Words of Power, simply combine them, pay the sum of all of their listed Grit cost, and deliver the effect as you would any other game call.

For example: Reginald is a Royal Tech Engineer who constructs augmentations. He has access to the following Words of Power: "Bestow", "Maim", and "To British". He combines these words into the following Power: "Bestow Maim to British". Later, he learns the Words of Power "Weakness" and "Undo". He can now use these Words of Power to create the following Powers: "Undo Maim to British", "Bestow Weakness to British" and "Undo Weakness to British." Talk about versatility!

For example: Kai is a Buddhist monk who comes upon a bandit who is robbing some peasants. He tries to stop him with a chi attack. Kai combines the following Words of Power: "By My Will" (2), "Cleave" (4), and "To Minor Foe" (1). He quickly adds the total up to seven, then spends that amount of Grit. Kai drops into a Praying Mantis pose, waves his arms, and bellows out "Hey you, the ugly bandit with the red scarf! By My Will, Cleave to Minor Foe!", which knocks the bandit out cold. Victory!

## 7.2 - Starting Powers

Starting characters with access to Powers choose FIVE (5) Words of Power from the following lists:

<b>Delivery (Choose One)</b>	Words costing ONE (1) or less Grit
<b>Effect (Choose Two)</b>	Words costing TWO (2) or less Grit
<b>Target (Choose Two)</b>	Words costing ONE (1) or less Grit

Here is a list of known Words of Power. More may be introduced through stories later in the campaign. The full description of their effect is listed in *Chapter 5 - Effects*.

### Effects

"Compel!" (1)	"Fear!" (3)	"Flee!" (5)
"Disarm!" (1)	"Freeze" (3)	"Refresh Five!" (5)
"Knockdown!" (1)	"Refresh Three!" (3)	"Slay!" (5)
"Refresh One!" (1)	"Weakness!" (3)	
"Silence" (1)	"Cleave!" (4)	
"Bullseye!" (2)	"Drain!" (4)	
"Maim!" (2)	"Plague!" (4)	
"Pin!" (2)	"Trance!" (4)	
"Stun!" (2)		

### Deliveries

"Bestow" (0)  
"Detect" (0)  
"Undo!" (1)  
"By My Will!" (2)  
"Area of Effect!" (5) <sup>1</sup>

### Targets

"To Self" (0)  
"To Minor Foe!" (0)  
"To <Nation!>" (1)  
"To Ally!" (2)  
"To Spirit!" (3)  
"To Major Foe!" (5)

## 7.3 - Learning and Teaching Powers

Anyone who knows a Word of Power can teach it to another person who has fulfilled the requirements to learn it, as per their Kit and Job skill descriptions. They must spend 20 minutes roleplaying a lesson, which is entirely up to the teacher to create. A teacher may teach only one student at a time, and only once per *Refresh To Full*. If the lesson is interrupted for any reason, or either teacher or student spend Grit on anything outside of the lesson, the lesson fails and no progress is made. You can learn only one Word of Power per event.

A Word of Power, once learned, is applicable to any Job or Kit you have that uses them. For example, if you have the Kit-Paragon and Job-Inventor, any Words of Power you learn can be used by both skill sets.

Although you can learn a Word of Power from any Nation, most of them frown upon their citizens learning them from teachers outside their own. After all, it is well-known that meddlers take many guises, and are the sure path towards treason.

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<sup>1</sup> "Area of Effect" is only usable with Devices and Infusions. See 6.8 - *Crafting* for details.



# APPENDIX 1 - SAMPLE CHARACTERS

## **ALBERT ROSS**, An American Journalist

Born in Philadelphia, PA, Albert has always had an inquisitive mind. As such, when he had the chance to work for the "Philadelphia Daily", he jumped at the chance. Now, as part of the Cardiff Expedition to the New Frontier, he's determined to uncover any and all stories about this new world.

Kit: Orator (He's a smooth talker!)

Job: Scholar (He has information contacts back home!)

Grit: EIGHT (8)

Skills:

0 Open: I Surrender!

I Open: Well-Read (America)

II Open: Firearms

III Custom: Cunning

IV Orator: Shut Up!

V Scholar: Amateur Researcher

## **VICTORIA WELSFORD-PEMBERTON**, A British Game Hunter

Born in the Royal Estates of London, Miss Welsford-Pemberton lives for the hunt. There is no challenge that she will not overcome and no game that she will shirk at the chance to hunt. At the New Frontier, her abilities will be pushed to the limit.

Kit: Outdoorsman (She's an avid hunter)

Job: Investor (She manages her family's investments)

Grit: FIVE (5)

Skills:

0 Open: Well-Read (United Kingdom)

I Nation: High-Powered Rifle

II Custom: Survivor

III Open: Take Cover!

IV Outdoorsman: Set Snares

V Investor: Minor Investment

**ANTHONY RUNS-WITH-CLOUDS**, A Lakota Shaman

Born in the wilderness north of the Six Grandfathers, Anthony was destined for great things. The spirits have always spoken through him, their wisdom guiding his path. Now that the newcomers come to his homeland, he hopes to bridge the gap between both people and bring about peace.

Kit: Paragon (He's a man with Powers)

Job: Gravedigger (He has a knack for understanding the dead)

Grit: EIGHT (8)

Skills:

0 Open: Blade

I Nation: Long Weapon

II Custom: Cunning

III Lifestyle: Leader

IV Gravedigger: A Proper Burial

V Paragon: Inner Power 1

**ALEJANDRO QING-YI**, A Lhasa Gunslinger

Born in New Lhasa, Alejandro travels the paths that lead to his home in search of intruders. New Lhasa enjoys its isolation, which is often encroached upon by poachers, treasure hunters, and others who seek to take what his people have rightfully made. As such, it falls upon people like him to keep his homeland safe.

Kit: Gunslinger (He's darn good with a leg iron!)

Job: Chemist (He can work with gunpowder, too!)

Grit: EIGHT (8)

Skills:

0 Open: Blade

I Custom: Brawny

II Lifestyle: Warrior

III Nation: High-Powered Rifle

IV Gunslinger: Leg Iron

V Chemist: Ingenuity 1

# APPENDIX 2 - LARP-APPROVED WEAPONS

Our goal in creating this list is to provide you with LARP weapons that we feel will enhance the look-and-feel of the world of Keystone. With that in mind, here is a quick list of criteria that we will absolutely enforce when approving LARP weapons. As always, all LARP weapons will require approval and check-in and are accepted at the discretion of check-in staff.

## Melee Weapons

Melee weapons have to be properly constructed, with foam thrusting tip and no unpadded hard components. While we do not require a thrusting tip on the pommel, they do need to be covered such that no hard components can make contact with anyone.

We will not approve any weapons that have a fantasy look-and-feel to them, such as runes, fancy-stylized curls, and elvish script. This includes any latex weapon that is recognizable as part of another genre, such as Lord of the Rings props.

We will strongly discourage the use of “generic” melee weapons that have no distinctive qualities, such as generic black nylon-cloth weapons like Action Flex. If you want to use these, we ask that you personalize them in some way that makes them look unique and in-period, such as wrapping the handles in leather, replacing the hilt, or adding a tassel decoration to the pommel.

Latex weapons will be allowed, but require approval at check-in. Please do not email us with online images of weapons you are thinking of using. We require time with the actual prop in order to approve them. We will create a list of latex weapons we approve as the campaign progresses.

## Ranged Weapons

All weapons must be able to fire blue NERF Elite darts. These are the only darts we will accept at our LARP. Also, they must have a clearly visible orange tip to the barrel.

Revolver weapons are encouraged, such as the NERF Strongarm and NERF Hammershot. Forward-mounted revolvers, such as the Buzz Bee blasters, are not allowed.

Clips will not be allowed unless you have the “High-Powered Rifle” skill. You can create a “dummy clip” if you want, whereby you glue the feed so that it can carry no more than two bullets. All “High-Powered Rifle” clips can carry no more than twelve shots.

Weapons that use a shell are called “Magnum” firearms. All ranged weapon skills fired from a “Magnum” weapon cost one less Grit, to a minimum of zero. You must actually fire a foam dart to gain the benefit, so this does not apply to “By My Will” Game Calls.

## APPENDIX 3 – JOB BGAs

We want you all to have some Between-Game development, but we want to decide what you can follow up on. That way, we are certain that we have a staff member who is committed to providing results. To this end, we have created Jobs, which are assignments that you can sign up for, that provide you with some Between-Game development for your character. Jobs will become an integral part of the world of Keystone, so it's best that you become familiar with them as soon as possible.

You can most often find Jobs in the form of Job Contracts on the Job Board. These are open opportunities for all, provided by various employers. You may also find that some characters will have Job Contracts of their own, who are interested in finding people to help them out. Lastly, it is possible for staff characters to draft a Job Contract on the fly, should a course of action during the event deem it necessary. In all cases, simply sign your name on the Job Contract and you are set.

At check-in of the next event, you will receive a document detailing the results of your Job. Feel free to take some time to talk things over with other people who shared in your Job and embellish on any anecdotes, make up some funny stories, and the like. Jobs are a great way for character to establish connections, so take advantage of them.

While the bulk of your results are in a story narrative, there are a few pieces of out-of-game information available to you. The most important of these is your outcome. There are four possible degrees of outcome you can expect, which are:

- Major Success: You did so well that not only are you paid, but you've also receives a little something special from your benefactor.
- Minor Success: You did well and got paid, plus possibly got a pat on the back. There may be a chance for further employment.
- Impasse: You succeeded, although only barely. Expect to be paid, and nothing else.
- Failure: You failed in your assignment, which may have consequences for your character.

How do we determine success? As we will not ask for player feedback in Job outcomes (this would cause things to take forever to update), we rely on your Nation, Job, Kit, and Skills to fulfill requirements for the Job. Depending on how many (or few) you fulfill, we determine the outcome. What do you need for a particular Job? You will have to figure that out by reading the Job Contract. For example, a Laramie Rifleman/Chemist may would seem unsuitable for a Job that "requires extreme discretion and tact", just like an American Footsoldier/Retainer with Hard Worker may seem suited for a Job that "needs someone with a strong back to perform heavy lifting." Things will be touch-and-go until you figure it out, so good luck!

**IMPORTANT:** You are not guaranteed safe passage from Keystone to the location of your BGA. The two most common ways to guarantee safe passage is to include someone who is accustomed to wilderness travel (Outdoorsmen are good at this), or to purchase Stagecoach Tickets at the Cardiff Shop. Be aware that Stagecoach Tickets only cover travel to locations on their list of routes, which you can learn about at the Cardiff Shop.

We hope that the Job system provides everyone with an opportunity to develop the world of Keystone, including your part in it, while guaranteeing that staff is committed to your individual endeavors. Thank you for your support, and see y'all in the Shattered West.

# APPENDIX 4 - How the Economy Works

## 1 - It's all about the Goods

The global economy revolves around the purchase and sale of goods, which in turn stimulate economic growth when used. All goods that are managed on a global scale are represented by Promissory Notes. These are 8 ½" x 11" single-page documents that list the goods that they represent.

All goods are represented by one of the following categories. All Promissory Notes should list their corresponding category. These are:

**Commodities** Livestock, Minerals, Harvested Goods

**Manufactured Goods** Household Items, Civic Goods, Military Goods

**Unique Items** Horses, Massive Vehicles, Intelligence, many others.

So, for example, if a character was to purchase a lot of wood, they would receive a Promissory Note that would read: "*Wood (Harvested Goods)*". Any time they encountered a situation that required *Harvested Goods*, this Promissory Note would apply. Sometimes, you will require a resource based on its category. Other times, you will require the exact resource. It will be up to you to find what others need and provided it for them, in exchange for profit (hopefully).

It should be noted that, while Commodities and Manufactured Goods have subcategories, Unique Items do not. In other words, all Commodities and Manufactured Goods will be listed as one of their three subtypes. Unique items will always be listed on its own. There are no subcategories of Unique Items.

Promissory Notes are supposed to represent ownership, and are not expected to ever be represented in-game. We do not want to provide props for ten tons of ore, after all. Most importantly, Promissory Notes can never be cashed in for Resources, so don't ask. Once handed off, you can expect the person who is going to take them out of game to hand-wave their retrieval and delivery.

## 2 - What's Hot and What's Not

First, please know that not all Promissory Notes are created equally. A Promissory Note created in a nation with few of the chosen goods will muster less than the nation that has a bounty, for the same price. In other words, if it is known that the United Kingdom is short on gravel, and Fortress Laramie has gravel in abundance, expect a Promissory note from the United Kingdom to have cost more than the one from Laramie for the same amount of gravel. Simple economics, right?

Each Promissory Note will list a unit of measure to describe itself. A pile of gravel may be measured in "tons", while sheep may be measured in a "flocks", or fruit by the "gross". In all cases, a unit of measure represents you would roughly expect an average economy to provide for one hundred Cardiff Credits. For example, if my Promissory Note is for "Five Tons of Lumber", I can assume that it represents about five hundred Cardiff Credits worth of lumber, assuming an average supply and demand. In short, ignore the unit of measure. It is there for flavor. What matters are the number of units.

Supply may affect how many goods you get for your money. If I create a Promissory Note in a low supply Nation, I will get less than one unit for my ten Ducat investment. Conversely, if I produce it in a high supply Nation, I will get more. It will be up to you to determine what the supply is for an individual Nation through trial and error.

Demand works similarly. You can expect to ask for a higher price for your Promissory Note from a Nation that has a higher demand for those goods than one where the demand is low. It will be up to you to learn what is in demand and what is not.

The global economy is quite stable, despite everything that has happened over the last few decades. As such, you can expect the supply and demand ratings to remain consistent for the six Nations. There may be the occasional fluctuation, based on world events, but do not expect it to last more than an event or two. In other words, your research and information gathering regarding global prices will not go to waste after each event.

### 3 - The Economy in Action

Reuben, an aspiring American entrepreneur, comes to Keystone to make his fortune. During one of his dealings, he managed to purchase six tons of mined ore from a local miner for four hundred Cardiff Credits. That seems like a great deal! He reviews his Promissory Note and read: "Six Tons of Ore (Harvested Goods)". That's a lot of ore!

Excited, Reuben tries to find a buyer for his ore. He asks around, but no one is interested in purchasing his goods. After three months, he still has no luck and is starting to feel like a fool for holding on to the Promissory Note. As he wanders through the woods, he comes across an old stone fence, which gives him an idea.

Reuben talks to his friend, Clara, who is rather influential with Laramie society (she has a Prestige score of 3!) He pitches to her the idea of selling the ore to Laramie, as they often need to repair the fortress walls. She likes the idea and writes to her friend back home (Prestige 2 in your home nation gets you a national contact, after all.)

Next month, Clara receives a letter from the Office of the President of Fortress Laramie (wow!), agreeing to the purchase of ore at the rate of one hundred Cardiff Credits per ton, with the liberty to increase the price per ton to up to one hundred and twenty five Cardiff Credits. She is strongly discouraged from spending more than she needs to.

For the rest of the weekend, Reuben and Clara engage in tense negotiations over the price of Reuben's ore. Clara and Reuben agree on a price of seventy Cardiff Credits per ton of ore, plus a Promissory Note for three flocks of sheep out of Laramie, which reads "Three Flocks of Sheep (Livestock)".

Having used her own sheep to reduce the price of the ore, Clara decides to inform Fortress Laramie that she acquired the ore at a much reduced price, which earns her the good graces of her government. Reuben, on the other hand, is now running around trying to find someone to purchase his newly-acquired sheep. Good times all around!

### 4 - Great Works

The most common way that Goods are used is in the creation of Great Works. These are large projects that are designed to improve the quality of life of a town, nation, or other community. Not only will these influence the state of affairs of the world, but they also provide tangible benefits to their community and owners.

Great works are the result of a Major Investment, as per the Investor skill, described in *Chapter 4 - Jobs, Kits, and Skills*. An Investor would propose some project they would like to build, such as a lumberyard, a general store, or a sanitation system. Once the proposal is submitted, they will receive a Job Contract the next event at check-in. Job Contracts for Great Works may also be introduced through story, so keep an eye out for them.

Each proposal, once approved by staff, will have a Goods cost attached to it. You must acquire the Goods listed on the proposal, as well as find a group to fulfill the Job Contract. Once you have both ready, you submit the Job Contract to staff, and success will be determined just like any other Job. For more details, please review

*Appendix 3 - Job BGAs.* Once you have completed a Great Work, you will be handed a Certificate of Ownership. Whoever holds this Certificate is the owner of the Great Work, and has final say on its use.

Great Works have an Upkeep cost equals to one Ducat or ten Cardiff Credits for each unit of Goods that went into its construction, payable at check-in each event by its owner. In other words, if my lumber yard took 15 units of Goods to create, I need to pay 15 Ducats at check-in each event. This may seem like a lot, but the benefits of owning a Great Work far outweigh the cost.

For every 5 units of Goods that went into the creation of a Great Work, it will provide one benefit to the owner. These benefits may open new BGA options, provide game Skills or provide other benefits. Going back to our previous example, the lumber yard that cost 15 units of Goods will provide 3 benefits to its owner. Trust me, that's a lot.

One of the common benefits provided by a Great Work is as a source of Prestige. In other words, provided Upkeep is covered, the Great Work will count as a Priceless Item for the purposes of advancing Prestige, plus cover the Prestige upkeep cost of one Priceless Item. See *Chapter 6.7 - Prestige and Priceless Items* for more details.

Here is an example of how Great Works work: Clarice decides that she wants to build a medical clinic in the outskirts of Keystone. She finds an Investor to submit a proposal for her in their BGA. At the next event, the Investor gives Clarice the Job Contract, as well as the list of requirements, which will be 4 Civic Goods, 3 Harvested Goods, and 3 Household Items, for a total of 10 Goods. Clarice gathers all of the Promissory Notes, gets a construction crew to sign up for the Job Contract, and submits all of it to Staff for approval.

The next event, Clarice receives a Certificate at check-in for the medical clinic, which reads as follows:

*The bearer of this certificate is the owner and administrator of a small medical clinic, which provides the following benefits:*

- 1) Community Health Care: The bearer of this Certificate can make either of the following calls, a total of three times per Refresh To Full: "Bestow Undo Weakness to Ally" or "Bestow Undo Fear to Ally"*
- 2) Tricks of the Trade: Any character that spends a BGA to work at the clinic gains "Physician: Doctorin'" as an Amateur Skill. A second BGA gains them "Physician: Treat What Ails You" as well. You will also learn of medical concerns in the local area as part of your BGA.*

CHAMBER OF COMMERCE OF THE TREATY OF CARDIFF

## PROMISSORY NOTE

LET IT BE KNOWN THAT THE OFFICE OF THE CHAMBER OF COMMERCE OF THE TREATY OF CARDIFF, HERETOFORE REFERED TO AS *THE CHAMBER OF COMMERCE*, DOES HEREBY VOUCH THAT THE FOLLOWING GOODS ARE HELD IN ESCROW AND READY FOR RETRIEVAL AT THE LISTED LOCATION, HERETOFORE REFERRED TO AS THE *DESTINATION*:

FIVE TONS OF MINERAL ORE  
(HARVESTED GOODS)

LET IT BE KNOWN THAT THE BEARER OF THIS DOCUMENT, HERETOFORE REFERRED TO AS *THE BEARER*, MAY DEMAND FROM *THE CHAMBER OF COMMERCE* ALL GOODS LISTED ON THIS NOTE. THEY MUST DO SO IN PERSON, WITH THIS DOCUMENT IN HAND, AT THE *DESTINATION*, WITHIN ONE HUNDRED AND EIGHTY DAYS FROM THE DATE OF ISSUE LISTED BELOW. ANY GOODS HELD BY *THE CHAMBER OF COMMERCE* THAT HAVE NOT BEEN CLAIMED WITHIN THAT TIME SHALL BE CONSIDERED FORFEIT TO THE CHAMBER OF COMMERCE, TO BE DONE WITH AS THEY WISH.

WRITTEN THIS SEVENTH DAY OF APRIL, YEAR 1885.

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OFFICE OF THE CHAMBER OF COMMERCE OF  
THE TREATY OF CARDIFF

CHAMBER OF COMMERCE OF THE TREATY OF CARDIFF

123 certificates



# KEYSTONE



IT'S KIND OF LIKE THAT

## VERSION 1.0 CHANGES

### 3 – BASIC RULES

- Any character can spend one Grit to toss one “Knockdown!” by *FIST*
- All references to HALF and ALL have been removed. They have been replaced by times per *Refresh To Full*, which is marked by (xN)
- Introduced by CONTACT as a delivery method, so as to remove touch-casting.
- “RESIST” has been removed from many places, replaced by “REDUCED”.
- *Go For Broke* no longer delivers the Weakness Effect after the encounter in which it was used.
- Added language clarifying “I’m done with this” to Game Calls.

### 4 – JOBS, KITS, AND SKILLS

- *Bow* is now an Open skill, and has been improved significantly
- *Fist Fighter* has been removed. *Slugger* now covers most of its skills. *Slugger* is no longer a Rank-Zero Skill
- *Take Cover* has increased in cost, but has lost several of its restrictions.
- *Well-Trained* needs to be taken only once, and has been balanced as a result.
- *Brawny*, *Cunning* and *Survivor* have been re-written to provide more options to characters, as well as to be balanced off of each other.
- Nation Skills have been re-organized. *Shield* has been removed. *Armor* has been broken into “Armor (Metal)” and “Armor (Non-Metal)”
- *Gunslinger*, *Duelist*, *Footsoldier*, *Rifleman* and *Outdoorsman* gain use of “Cleave!” and “Slay!”.
- Steely Gaze costs are all now 3, for ease of use.
- Commanders no longer need to know their Style skills to choose them.
- Footsoldier: Stand Your Ground has been adjusted and improved.
- *Rifleman: Sniper* has been cleaned up to make it easier to use, and has had its Bow skills improved.
- *Orator* has been changed significantly, and given much more versatility.
- *Outdoorsman* has been expanded upon significantly.
- Outdoorsman Trap Markers can only be disabled by an Outdoorsman.
- *Physician: Bonafide Medicine* has had its Detect cost removed.
- *Laborer: Read the Land* has been simplified
- *Lawman: Research Support* no longer requires a mail ticket to use.
- *Retainer* has been cleaned up and expanded upon.

### 5 – GAME EFFECTS

- “Escape!” and “Flee!” have been separated and clarified. You can follow someone who calls “Flee!” once they are away from the encounter.
- “RESIST!”, “REDUCED!” and “NO EFFECT!” have been introduced and clarified.
- “Curse!” has been removed, replaced by “Impose!” This is a way for us to affect you with non-standard Effects and has no magical or mystical implication whatsoever.

### 6 – BEYOND THE HERE AND NOW

- Resource Wells now take five minutes to use, not ten.
- Prestige upkeep has been increased, as there are now more options for how to cover it, and clarified to be payable every event.
- Infusion costs have been reduced.
- Language regarding Execution methods (Lawful Execution and Mob Justice) has been changed.

## **7 - POWERS**

- “Escape!” has been replaced by “Flee!” on the list of available words of power.
- Teaching Words of Power can be done once per Refresh To Full. The Grit requirement from before has been removed

## **APPENDIX 3 - JOB BGA’S**

Clarified that BGAs need to account for travel to the BGA location, either through Stagecoach Ticket or local guide. You are not guaranteed safe travel to your destination, and rewards for Jobs will be adjusted as a result.

## **APPENDIX 4 - HOW THE ECONOMY WORKS**

Added Great Works system, important for Investors and global politics.