San Diego marked the state border between Alta California and Baja California. Its citizens, the californios, were divided between remaining part of México or seceding via purchase by the United States. The Kumeyaay, or digueños, were also divided, in the context of Mexican soldiers sent to pacify them and the Rancho Tia Juana whose holdings they disputed. Money, territory, nationality, opportunity, politics, and ethnicities warred and blurred.

MAKE UP YOUR CHARACTER

We are playing non-genre wild west, ranging from northern San Diego to southern Tia Juana. Research anything about it to make up a character caught among the tensions and places of 1840. Write 50 words or less to describe anything about your character's appearance, their status, their origin or background, their viewpoints, what they can do, their gear or resources, companions, their official mission, or what they want.

- Do not use superlatives or front-loading terms.
- Make up names and words. Make up and include other characters or past events if you want.
- Underline words or short phrases to define Traits, as many as you can or want.
- Give the character a name and title. It does not count toward the 50 words.

Assign bonuses to one or more Traits. It is OK for Traits not to have bonuses.

- You have 15 dice. You may spend up to 14 of them for Trait bonuses.
- +1 Bonus costs 1 die; +2 Bonus costs 4 dice, +3 Bonus costs 9 dice.
- The remaining dice become your starting Pool.

RULES OF PLAY

The GM plays the backstory and the physical qualities of situations in play, begins new situations including cuts in location and time, and plays all non-player characters including those listed in characters' stories. Players' knowledge and backstory input is restricted to content in their characters' stories.

Conflicts (dice rolls) are identified by anyone in play based on what's happening or on what they're about to do. The scope of a given roll and its potential dangers are identified by the GM. Everyone involved rolls [1-3 Gift dice] + [dice equal to the bonus for one Trait] + [Pool dice they choose to gamble]. One or more "1" showing on a die indicates success.

Describe the success or failure, including ordering, causal events, actions, effects, and characterizations. No new information may be introduced except as GM-provided backstory or situation. For the actions undertaken and the scope, the effects are as decisive and conclusive as possible.

- If the conflict is failed, the GM narrates. All gambled Pool dice are lost.
- If the conflict succeeds, either
  - the GM narrates minimally and the player adds one die to their Pool, or
  - the player narrates with greater latitude for effects and consequences.

LATER DEVELOPMENT

During play or between sessions, assign or increase bonuses to Traits as you desire using the same method as above. Bonuses may not be traded back into Pool dice.

Between sessions, add 15 words to your character summary, either as new sentences and phrases, or as additions and revisions to existing text. Underline content as Traits using the same method as above.