

Status

- Mutant
 - Mutants must have either Weakness based on appearance or Secret, permitting another Status
- Criminal/Stranger
- Townsperson (default)
- Professional
- Lawman, Preacher
- Politician, Landowner, Chief
- Governor

Basic Era, including gunpowder

Weaponry

Percussion lock is a recent innovation; possible to convert from flintlock design

The Minié ball is not yet known

Baker 1801, muzzle-loading flintlock rifle

Springfield 1816, muzzle-loading flintlock musket

Harpers Ferry 1803, muzzle-loading flintlock rifle; 1805, single-shot muzzle-loading smoothbore flintlock pistol

Colt 1839 single-action percussion cap five-shot revolving pistol with rifling and lever assembly; six-shot carbine rifle version; six-shot shotgun version

Specialty: +1 skill die

Status: ± difficulty, social

Focus: skill, + attribute

Forte/Weakness: attribute (personal feature)

Blessing/Curse: attribute (qualities)

Gifted: + tech level

Gifted: Powers (for mutants)

Experience: decrease penalties to attribute (environment)

Motivation, Personality: spot bonus

Rules in force

Multiple actions, Sequence modifiers, Movement penalties

Called Shots, Stunning, Knockouts, Bleeding, Hit Location

Realistic Combat (pauses), Sizing up the Opposition, All or Nothing Attacks, Blocks & Parries, Blocking Damage

Rotten Conditions, Continuous Damage, Breaking Stuff, Grabs and Holds, Bashing/Falling, Throwing Things,

Shotguns, Area Effects, Explosion Effects, Crippling Injuries, Recovery Modifiers

First Impressions, Spotting Thing

Better Living Through Chemistry, The Great Outdoors