



BOUNTY HUNTER

Have you seen this man? He's a cold-hearted murderer who left El Paso in a right hurry about a week ago. That was likely wise considering how angry folks were. The schoolteacher was a well-liked girl, you know. And all signs point here. If he's around, things could get ugly real soon, so if you value your life, you'd best skedaddle. I've been working a long time now trying to get the bounty for this shitheels's head, and now it's time to cash in. Dead or alive, it says here. Dead is easier to transport, so for his own sake, he'd best not give me any incentive to squeeze the trigger of my shotgun.

BOUNTY HUNTER – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COMBAT EXPERIENCE: 2 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Bloodhound, Hard to Impress, Night Vision, Photo. memory, Slippery, Wilderness Exp.
OBSTACLES Blunt, Enemy, Excitable, Vendetta, Vengeful, Wastrel.

SKILLS AND REPUTATION

RECOMMENDED EDUCATION – ELEMENTARY SCHOOL (50 POINTS)

ARITHMETIC	10	ETIQUETTE	5
EXPERTISE/GEOGRAPHY	5	EXPERTISE/HISTORY	5
READING/WRITING	10	RELIGION/CHRISTIANITY	5

SKILL	CAMPAIGN	REALISM	ACTION
FIRST AID	5	5	5
HIDE/SEEK	5	5	10
EXPERTISE/UNDERWORLD	10	10	10
LAW/CIVIL	-	-	5
RIDING	10	10	10
SCOUTING	10	10	10
STEALTH	5	5	10
SURVIVAL/OPTIONAL	5	5	15
TRACKING	10	10	15

WEAPONS PACKAGE	SEASONED (350)	BEGINNER (100)	DREADED (450)
ACCURACY/FIGHTING	5	-	5
ACCURACY/REVOLVER	10	5	10
ACCURACY/RIFLE	10	5	15
SPEED/FIGHTING	-	-	5
SPEED/REVOLVER	10	-	10
SPEED/RIFLE	10	5	10
DEFENSE	5	5	5

REPUTATION	-2/30	-1/15	-5/60
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MONEY	\$100	\$50	\$200
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EQUIPMENT

WEAPON	Shotgun +40 cartridges, revolver +40 bullets, knife, holster.
BELONGINGS	Bandage, blanket, 10 meters of rope, matches, canteen.
CLOTHING	Two sets of clothing of your choice.
MOUNT	Quarter horse. Bridle, saddle, saddlebags saddle holster.

As a bounty hunter, you live your life on the edge, in more ways than one. Although you hunt criminals, you have no real authority, no requirement to uphold law and order, and no respect from the rest of society. Bounty hunters have no friends, but they have enemies in spades. On the other hand, geographical boundaries don't bother you – on your hunt for outlaws, you never need to turn back at the border. The line between law abiding and criminal is, however, mighty thin. If you kill the wrong person, it doesn't matter if you thought he was wanted. You won't escape justice for long.

When a crime is discovered and no immediate arrest is made, a warrant is issued and a reward is promised to whoever can bring the culprit to the authorities (where they are wanted). When you don't know who the guilty party is, it's not enough to accuse a suspect – you have to prove the person is guilty. This is more of a bother than most bounty hunters want to deal with. Being a bounty hunter isn't about finding the truth or upholding the law; it's about money. Preferably, easy money.

It is better to collect wanted posters of criminals who have been named. Then you at least know who you're looking for and where they have committed crimes before. The severity of the crime determines the condition in which you can turn in the criminal. Lesser crimes mean the authorities will want them alive. It's no good, then, to bring in a corpse, even if you shot in self-defense. You must therefore be clever when arresting these outlaws so you don't end up in duel – you need to keep both of you alive. Strike when they're least expecting it, such as while they're sleeping, visiting a brothel, or using the outhouse.

The more serious a crime, the larger the reward, and the more likely it will ask for the outlaw "dead or alive". Which one it is depends a lot on your values and how lazy you are. There are bounty hunters who have a deep conviction regarding right and wrong, and who have dedicated their lives to hunting outlaws to make life safer for everyone else, especially those who cannot defend themselves. They prefer to take their captives alive, as they do not wish to spill blood unnecessarily. These bounty hunters are rare. Most are greedy, cynical and lazy. They choose "dead" because it's less trouble, as long as they don't have to travel so far with the body that it becomes unidentifiable. Because even if bounty hunters don't have to worry about borders, they must still bring the outlaw back to the place where they're wanted.

It is not unusual for a bounty the authorities have issued to be increased via private funds as well. For example, a bank that was robbed might offer more money to see the culprit arrested – so they can get their money back. Those who increase a bounty sum cannot change the "dead or alive" status if the authorities insist the outlaw must be captured alive – that would be encouraging murder! However, they could state

that the extra money only be granted if an outlaw is brought back alive. In such a case, the hope is that the outlaw will be able to reveal where the stolen goods are. The authorities never grant money for private rewards – the bounty hunter must seek out those who offered the extra reward to get their money. And you know from experience what a hassle that can be. They probably want to see the outlaw with their own eyes, or have some other convincing proof that you've brought the criminal to the authorities.

From time to time, a private person or a company will put a price on someone's head, even when there are no warrants out for them. This is a contract and is nothing a bounty hunter gets involved with – at least not officially. Killing someone who is not wanted is murder, period. Committing murder means you might end up wanted yourself, lickety-split, and find that you too are being chased by bounty hunters. And you know all too well how unpleasant they can be.

The hardest decisions you make are deciding who to go after. Large bounties are not large for no reason. It could be the outlaw managed to find a very lucrative prize, but usually it's because they're skilled with weapons and have sent many to their deaths before you came along.

You can hunt an outlaw, no matter how far they've traveled. Most outlaws leave the place they're wanted right quick. It's not unusual for them to flee to their hometowns where they're well known and liked by the locals, or to a place where even the authorities are corrupt. Killing a wanted felon in cold blood in such places could be dangerous. If you're unlucky, they won't be convinced by your wanted poster, or they might insist you've shot the wrong person. And then you're the one who has a problem with the law.

If you happen to end up in a place where you're both unknowns, you might be thrown in jail until your story can be corroborated by a lawman – a time-consuming process. If you're a famous bounty hunter, it's more likely they'll believe you. You might then be released very quickly because they don't want your kind to stick around.

LIVELIHOOD

You get paid when you deliver the outlaw to the authorities. There's no fixed incomes or advances to hope for. Bounty sums under \$100 are unusual, and bounties upwards of thousands of dollars do occur.

REPUTATION

Working for blood money can make people fear you, but not respect you. It's hard to be seen as honorable when your livelihood is based on putting other people away, or even killing them, for money. How notorious you become depends on how vicious you are, but it also hinges on how famous the people you capture are.

LIFE PATH EVENTS FOR BOUNTY HUNTERS

1 EXPANSION WEST (PRIOR TO 1861)

An increasing number of people move west across the continent, and the long arm of the law is not quite long enough to maintain order. Bounties become a more common way for both the law and individual victims to see outlaws captured and brought to justice. In 1858, the first gold is found at Pike's Peak, near Denver, Colorado, enticing people to go there to seek their fortunes. Many try to find gold, while others take the easy way out and rob the gold diggers.

LIFE PATH EVENTS PRIOR TO 1861

MAN	WOMAN	EVENT
01-05	01-05	YOU ARE WANTED FOR ... ¹
06-15	06-15	YOU GAIN AN ENEMY ² ENEMY
16-20	16-25	UNFLATTERING NEWS ARTICLE REP. -1/5
21-30	26-30	FRIEND KILLED BY OUTLAW ENEMY
31-40	31-45	YOU CAN GAIN A CONTACT ² CONTACT
41-55	46-60	ROLL FOR NEW RELATIONSHIP ²
56-65	61-70	PARTICIPATE IN COLORADO GOLD RUSH ³ +\$100
66-75	71-75	TURN IN OUTLAW +\$100, REP. -1/5
76-85	76-85	YOU ARE OFFERED AN ASSIGNMENT ²
86-00	86-00	BLOOD MONEY ² ENEMY

¹ 1-2=Horse theft (\$150), 3-4=Murder (\$100), 5=Robbery (\$100), 6=Theft (\$50)

² See separate table on the following page.

³ 1=Desperado, 2=Guard, 3=Deputy, 4-5=Bounty Hunter, 6=Find Gold

3 POST WAR (1866-1870)

Following the war, the South is occupied by northern troops who gradually give back control to the states once they accept the black people's right to vote. Many ex confederates form outlaw bands who rob banks, goods transports, and trains – especially in the northern states. Private rewards become a way to hunt them across county and state borders. You can ride the train across the continent and the country's economy is good.

LIFE PATH EVENTS 1866-1870

MAN	WOMAN	EVENT
01-05	01-05	YOU ARE WANTED FOR ... ¹
06-15	06-15	YOU GAIN AN ENEMY ² ENEMY
16-20	16-20	FRIEND KILLED BY OUTLAW ENEMY
21-30	21-30	YOU KILL AN OUTLAW'S RELATIVE REP. -3/5, ENEMY
31-35	31-35	CHEATED OUT OF REWARD BY LAWMAN -\$100
36-45	36-40	SHOT BY OUTLAW IN AN AMBUSH PERM. DAMAGE
46-55	41-55	YOU CAN GAIN A CONTACT ² CONTACT
56-65	56-65	ROLL FOR NEW RELATIONSHIP ²
66-75	66-75	YOU ARE OFFERED AN ASSIGNMENT ²
76-00	76-00	BLOOD MONEY ² ENEMY

¹ 1=Horse theft (\$150), 2-3=Murder (\$100), 4=Robbery (\$100), 5-6=Theft (\$50)

² See separate table on the following page.

2 CIVIL WAR (1861-1865)

This period is completely dominated by the bloody Civil War. Women are not welcome as soldiers in the army and can therefore not be forced to enlist. Women who want to participate in the war must either dress as men or become spies, smugglers or nurses. On the sidelines of the war, criminality is a big problem, especially in the West. As more lawmen participate in the war, the need for bounty hunters to capture outlaws is greater than ever.

LIFE PATH EVENTS 1861-1865

MAN	WOMAN	EVENT
01-10	01-10	YOU GAIN AN ENEMY ¹ ENEMY
11-15	-	DRAFTED INTO THE ARMY ¹ COMBAT EXP. +1
16-25	11-20	JOIN A BAND OF GUERRILLAS ¹ COMBAT EXP. +1
26-35	21-25 ²	ENLISTED IN THE ARMY ¹ COMBAT EXP. +1
36-40	26-30	FRIEND WANTED FOR ... ³ FRIEND OR REWARD
41-50	31-50	YOU CAN GAIN A CONTACT ¹ CONTACT
51-60	51-60	ROLL FOR NEW RELATIONSHIP ¹
61-70	61-70	TURN IN OUTLAW +\$100, REP. -1/5
71-80	71-80	YOU ARE OFFERED AN ASSIGNMENT ¹
81-00	81-00	BLOOD MONEY ¹ ENEMY

¹ Separate table on next page. Even guerillas roll on the CIVIL WAR.

² Women can take missions as spies, smugglers or nurses.

³ 1-2=Theft (\$50), 3=Robbery (\$100), 4=Murder (\$100), 5-6=Horse theft (\$150)

4 THE LONG DEPRESSION (1871-1875)

The Northern Pacific railway company, which is building the northern line across the continent, goes bankrupt in 1873. The market crashes, bankruptcies spread like wildfire, and the country ends up in a deep depression. Honorable people have a hard time finding work, farms and businesses are seized. Criminality abounds. The Indian Wars rage on across the prairies and gold has been found in the Black Hills.

LIFE PATH EVENTS 1871-1875

MAN	WOMAN	EVENT
01-05	01-05	YOU ARE WANTED FOR ... ¹
06-10	06-10	YOU GAIN AN ENEMY ² ENEMY
11-20	11-20	FRIEND KILLED BY OUTLAW ENEMY
21-25	21-25	YOU ARE ROBBED -\$100
26-35	26-35	YOU KILL AN OUTLAW'S RELATIVE REP. -3/5, ENEMY
36-45	36-40	SHOT BY OUTLAW IN AN AMBUSH PERM. DAMAGE
46-55	41-55	YOU CAN GAIN A CONTACT ² CONTACT
56-65	56-65	ROLL FOR NEW RELATIONSHIP ²
66-75	66-75	YOU ARE OFFERED AN ASSIGNMENT ²
76-00	76-00	BLOOD MONEY ² ENEMY

¹ 1=Horse theft (\$150), 2-3=Murder (\$100), 4=Robbery (\$100), 5-6=Theft (\$50)

² See separate table on the following page.

RELATIONSHIPS

Many bounty hunters have lost someone they love, and revenge is frequently one of the reasons they take up an occupation so rife with violence and death.

RELATIONSHIPS

D100	EVENT	RESULT
01-10	FAMILY KILLED BY OUTLAWS	REP. ±0/5
11-20	RELATIVE WANTS TO AVENGE DEATH ¹	YOU GAIN AN ENEMY
21-35	YOUR SPOUSE LEAVES YOU	REP. -1/5
36-50	YOU CAN ARREST WANTED COUSIN	+\$100 & ENEMY
51-60	DOG JOINS YOU	REP. ±0/2
61-70	LAWMAN SAVES YOUR LIFE	YOU ARE IN DEBT
71-80	YOU GET MARRIED	YOU GAIN A FRIEND
81-90	YOU HAVE CHILDREN	1d6 CHILDREN
91-00	YOU SAVE THE LIFE OF ... ²	YOU GAIN A FRIEND

¹ 1=Murderer, 2-3=Desperado, 4=Horse thief, 5=Deserter, 6=Comman

² 1=Desperado, 2-3=Townsfolk, 4=Business Owner, 5=Politician, 6=Lawman

FRIENDS, ENEMIES AND CONTACTS

FRIENDS are prepared to help you if they can, while CONTACTS want payment for their services. If you pay, they are people you can turn to again – at a cost.

FRIENDS, ENEMIES AND CONTACTS

D100	FRIEND	ENEMY	CONTACT
01-05	DRIFTER ¹	GUNSLINGER	PROSTITUTE (\$50)
06-15	PUGILIST	LAWMAN	BARTENDER (\$50)
16-25	SCOUT	DESERTER	OFFICER ¹ (\$75)
26-40	PROSTITUTE	MURDERER	GUARD (\$100)
41-60	BOUNTY HUNTER	DESPERADO	PINKERTON (\$125)
61-75	SOLDIER	RUSTLER	LAWMAN (\$150)
76-85	GAMBLER	HORSE THIEF	BROTHEL OWNER (\$200)
86-95	PINKERTON	CONMAN	SALOON OWNER (\$250)
96-00	LAWMAN	PREACHER	DESPERADO ² (\$300)

¹ Roll for Occupation at this SOCIAL STATUS to determine occupation.

² Can indicate partners, associates or contacts if paid.

CIVIL WAR

A great deal of misery follows in war's footsteps, and many desert their posts. Perhaps you earned your first blood money when you turned in a brother-in-arms who became a deserter.

CIVIL WAR

D100	EVENT	REP.	RESULT
01-15	YOU GAIN AN ENEMY ¹	-	SEE FOOTNOTE
16-30	YOU ARE INJURED IN COMBAT	±0/5	PERM. DAMAGE
31-40	PRISONER OF WAR IN PRISON CAMP	±0/5	PERM. DAMAGE
41-60	YOU TURN IN DESERTERS	-1/5	REWARD \$60
61-75	LOOT FOR PERSONAL GAIN	-1/5	LOOT \$100
76-80	SAVE THE LIFE OF A COMRADE	+2/5	GAIN A FRIEND
81-90	PARTICIPATE IN COMBAT	-2/10	COMB. EXP. +1
91-95	YOU ARE PROMOTED ²	+1/5	COMB. EXP. +1
96-00	DECORATED FOR BRAVERY	+3/10	COMB. EXP. +1

¹ 1=Major, 2=Captain, 3=Lieutenant, 4=Sergeant, 5=Private, 6=Deserter

² 1=Corporal, 2-3=Sergeant, 4=2nd Lieutenant, 5=Lieutenant, 6=Captain

BLOOD MONEY

Once wanted posters are printed and rewards are pledged, you can get to work. This table shows criminals you've hunted. The OUTCOME table shows how things went down.

BLOOD MONEY

D100	HUNT ...	REP.	MOD.	REWARD ¹
01-05	CONMAN ²	-1/5	+15	\$100
06-15	HORSE THIEF ²	-1/5	+10	\$150
16-30	STAGECOACH ROBBER ²	-1/5	+5	\$150
31-40	DESERTER ²	-1/10	±0	\$200
41-55	MURDERER	-1/10	±0	\$200
56-70	RUSTLER	-1/10	±0	\$250
71-80	MAIL ROBBER	-1/15	-5	\$300
81-90	TRAIN ROBBER	-1/15	-10	\$400
91-00	BANK ROBBER	-1/15	-15	\$500

¹ Paid only if the Result in the next table is 46 or greater.

² If the wanted person dies, only half the payment is made.

OUTCOME – BLOOD MONEY

Once you have located the fugitive, there is the risk that they might not give up without a fight. If you kill someone, you gain an ENEMY – someone close to the person you killed.

OUTCOME - BLOOD MONEY

D100	OUTCOME	REP.	RESULT
01-15	YOU LOSE THE TRAIL	-2/5	NO REWARD
16-25	YOU KILL THE WRONG PERSON ¹	-5/5	NO REWARD
26-35	FIREFIGHT ² , FUGITIVE ESCAPES	-1/5	NO REWARD
36-45	YOU TURN IN THE WRONG MAN	-1/5	NO REWARD
46-55	WANTED MAN SHOT IN THE BACK	-6/5	+5 COMB. POINTS
56-65	FIREFIGHT ² , WANTED MAN DEAD	-3/5	+10 COMB. POINTS
66-80	FIREFIGHT, WANTED MAN HURT	+1/5	+10 COMB. POINTS
81-95	WANTED MAN SURRENDERS	+2/5	+10 COMB. POINTS
96-00	WANTED MAN SURRENDERS	+2/10	DOUBLE REWARD

¹ If this becomes known, you become wanted for \$100 and gain an ENEMY.

² You take PERMANENT DAMAGE.

ASSIGNMENTS

There are not always enough wanted fugitives around to earn a living. In that case, maybe you earned a little extra to tide you over working some odd jobs.

ASSIGNMENTS AND ODD JOBS

D100	ASSIGNMENT	REP.	RESULT
01-10	GRAVEDIGGER	-1/3	PAYMENT \$25
11-25	STAGECOACH GUARD	±0/3	PAYMENT \$50
26-35	PRISON GUARD	±0/3	PAYMENT \$50
36-50	MINING COMPANY GUARD	±0/3	PAYMENT \$75
51-65	RAILWAY COMPANY GUARD	±0/3	PAYMENT \$75
66-75	TRANSPORT A PRISONER	±0/5	PAYMENT \$100
76-85	BODYGUARD FOR ... ¹	±0/5	PAYMENT \$100
86-95	TRACKER FOR LAWMAN	±0/5	\$100 + CONTACT
96-00	PRIVATE ¹ CONTRACT FOR ... ²	-3/5	SEE FOOTNOTE

¹ 1=Industrialist, 2=Landowner, 3=Officer, 4=Politician, 5-6=Business Owner

² 1=Farmer \$100, 2-3=Business Owner \$200, 4-5=Politician \$300, 6=Landowner \$400