



# PROSPECTOR

*You’d have had to see it to believe it. I hardly believe it myself! There I was, in the ice-cold water, back aching and me so frozen I couldn’t feel my hands or feet anymore. Panning for gold felt pointless. Then suddenly it happened. I spotted a real lump of gold – a big ‘un, as big as my thumbnail. And then I knew. I was on the right track. Somewhere nearby was the big vein, the mother lode, the one we all dream about. I kept at it for a few weeks before I gave up. It wasn’t the spot. So I moved upstream. Others have come and gone, but I’m still searchin’. That lump of gold wasn’t a dream.*

PROSPECTOR – THE GAME STATS FOR THE ROLE

MINIMUM EDUCATION: None COMBAT EXPERIENCE: 1 FAITH: 0

RECOMMENDED TALENTS AND OBSTACLES

TALENTS Eagle Eye, Focused, Friends with Indians, Handy, Night Vision, Wilderness Experienced. OBSTACLES Drunkard, Excitable, Pessimistic, Savage, Slob, Unlucky.

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
CRAFT/CARPENTRY	10	10	10
CRAFT/MINING	15	10	15
CRAFT/PANNING	15	10	15
EXPERTISE/ORE	10	5	15
EXPLOSIVES	10	5	15
FIRST AID	5	-	5
HUNTING/FISHING	5	5	5
HIDE/SEEK	5	-	10
RIDING	10	5	15
SCOUTING	10	10	15
SURVIVAL/MOUNTAINS	10	10	10
WEATHER LORE	10	5	10
WEAPONS PACKAGE	COMPETENT (150)	TENDERFOOT (50)	PROFESSIONAL (250)
ACCURACY/RIFLE	10	5	10
ACCURACY/FIGHTING	5	5	5
ACCURACY/REVOLVER	5	-	5
SPEED/RIFLE	-	-	10
SPEED/FIGHTING	-	-	5
DEFENSE	5	-	5
REPUTATION	±0/15	±0/5	±0/30
MONEY	\$75	\$50	\$100
EQUIPMENT			
WEAPONS BELONGINGS	Revolver +20 bullets, rifle +40 bullets, knife, holster. Bandage, 3 sticks of dynamite, blanket, pickaxe, hammer, shovel, 100 nails, matches, gold pan, water skin, small wood axe, 2 weeks' of provisions.		
CLOTHING MOUNT	One set of clothing of your choice. Mule or donkey. Fodder, saddle, saddlebags, saddle holster.		

There are none who dream as big as the prospectors, and none who are as stubborn. Sure, there are lots of fortune seekers drawn to the rumors of gold the way flies are drawn to honey. But it usually doesn’t take long before the wheat is sorted from the chaff, and those who don’t have the will, the knowledge, or the patience to go on, have given up. The only ones left are people like you. Dreams live on in the firm conviction that there’s a fortune out there waiting for you. Obstinate types that never give up and always try to get better at reading nature for her secret signs that reveal that elusive mother lode.

Rumors of gold entice adventurers to drop everything and get there before all the gold is gone. When, as in the Black Hills, it is said that gold can be found just lying in the dirt, this attitude is perhaps not so strange. And then, of course, it matters little that the gold is lying on the Indians’ land, and that is dangerous territory. But the gold beckons...

The hunt for gold often starts in riverbeds, even dried up ones. This is the best chance for a lone prospector with simple tools to find some easily accessible gold. The largest deposits are typically just before a bend in the river, while the richest veins are up in the mountains at the river’s source.

Panning gold is no easy task, contrary to what the east coast newspapers, guidebooks and mining-equipment salesman claim. It’s hard work that requires strength, and primarily rock-solid constitution, perseverance and persistence.

The basis of the work is panning for gold. First, you select the most promising dirt or clay. Then you stand in ice-cold water and swirl water in your pan until your arms and legs fall asleep. You can probably manage about 50 pans’ worth in 10 hours. The pan is a flat-bottomed tin or iron plate with low, somewhat slanted sides. It can also be used for doing laundry or cooking food over the fire.

To get all the gold dust out of the pan, you can use quicksilver and a leather pouch. First, let the quicksilver mix with all the gold dust in the pan, and then move the entire mixture to the leather pouch. When you squeeze the pouch, the pressure causes the quicksilver to flow through the bag, while the gold stays inside.

Even the bedrock at the bottom of the river can contain valuable ore. You can access it by changing the flow of the water, but be sure not to spoil the water supply of the gold diggers downstream if you want to avoid getting enemies. When the water is gone, you’ll need a pickaxe, shovel, hammer, nails, wood, and dynamite to get at the gold. How well this works depends on your skill and your patience. To succeed and reduce the risk of serious accidents, you’ll need to construct proper supports for your mineshaft tunnels and be extremely careful to stabilize the entrances.

Once you’ve found a promising deposit, it’s important to stake a claim so you can maintain the right to excavate it. You need to mark it clearly so that anyone who happens by can see immediately that it is taken. Then you must register your claim before some other joker gets to the land office first, and the land office is usually far from any new finds. You’ll also have to work the claim regularly, because if a claim goes for a month without being worked, someone else has the right to take it over. Since many rely on luck, chance and fate, they often quit a claim to find a new spot where there are rumors of more gold deposits, even if they had a pretty good spot as it was.

Placer claims are between 50 and 400 square feet, depending on what the area looks like. The person who found the deposit first has the right to two claims, and everyone else, only one. If the deposit is right by a river, claims are often very long and narrow, sometimes not wider than a couple of feet along the edge of the river. If you’ve managed to get yourself a claim in a mine, the area you have a right to can be significantly larger. Here, too, however, it’s the person who first found the spot who has the right to twice the area as everyone else.

Then it’s time to find the ore vein and work it. This requires larger scale mining, which also needs larger investments. Some prospectors try to maintain control over their claims throughout all stages, while others reach this point and sell their claims, preferably at a high price, to some larger mining company, to then go off to hunt for the next big deposit.

At the start of the gold rush, order has taken a harsh and brutal form: vigilante justice. The miners have open meetings where anyone who wants to participate can attend and all problems are discussed. When it works well, everything is remarkably democratic, but when it doesn’t, it can turn into a forum for discrimination and racism where only white Americans get to keep all their earnings.

## LIVELIHOOD

You have to work hard for a living, but you depend on luck to get any decent sums of money. Even if you try to manage as best you can, you still need provisions from time to time, not to mention more tools and some dynamite. If money’s tight, you can try to get a store or a saloon to invest in your future luck. They’ll supply you with what you need to get by for a few months out in the wilderness in exchange for a share of what you find. If there are lots of claims in the area, everything is even more expensive, so your gold might slip through your fingers very quickly.

## REPUTATION

If you make the first or the richest claim in an area, your name will quickly become legendary.



# LIFE PATH EVENTS FOR PROSPECTORS

## 1 EXPANSION WEST (PRIOR TO 1861)

As early as 1849, the gold rush began in California. Thousands of adventurers converge on the place, as well as nearby Nevada. The next gold rush kicks off in 1858, when gold is found at Pike's Peak, near Denver, Colorado. Just like Pike, you too can have a place named after you, if you're the first one associated with that place. More settlers travel west in wagon trains to build a new farming community.

### LIFE PATH EVENTS - PRIOR TO 1861

MAN	WOMAN	EVENT
01-10	01-05	FROSTBITE ... <sup>1</sup> IN A SNOWSTORM P. DAMAGE
11-15	06-10	YOUR PARTNER STEALS YOUR MULE -\$50
16-20	11-15	MULE FALLS OVER A CLIFF -\$50
21-30	16-25	FORCED TO SELL TO A MINING COMPANY +\$1
31-35	26-30	YOU CAN GAIN A CONTACT <sup>2</sup> CONTACT
36-40	31-35	ROLL FOR NEW RELATIONSHIP <sup>2</sup> RELATIONSHIP
41-45	36-40	YOU FIND A DEAD PROSPECTOR WHO HAS ... <sup>3</sup>
46-50	41-50	PLACE NAMED AFTER YOU REP. +2/20
51-65	51-65	ENCOUNTER WITH INDIANS <sup>2</sup>
66-00	66-00	SEARCHES FOR GOLD IN ... <sup>4,2</sup> Cost \$50, 1d6 PARTNERS

<sup>1</sup> 1=Two fingers, 2=Two toes, 3=Hand, 4=Toe, 5=Ear

<sup>2</sup> See separate table on the following page.

<sup>3</sup> 1-2=\$100 in gold, 3-4=Incomplete map, 5-6=Rock with symbols

<sup>4</sup> 1-2=California, 3-4=Nevada, 5-6=Colorado

## 3 POST WAR (1866-1870)

On the east coast, the bitterness between North and South is greater than ever, but the fighting is over. The transcontinental railroad is complete, so you can ride it from the Atlantic to the Pacific. Several small gold- and silver rushes are popping up, while everybody is waiting for the next big strike. Being out there prospecting costs a lot, so more and more prospectors are asking townsfolk to help finance their activities.

### LIFE PATH EVENTS - 1866-1870

MAN	WOMAN	EVENT
01-10	01-05	FROSTBITE ... <sup>1</sup> IN A SNOWSTORM P. DAMAGE
11-15	06-15	YOUR PARTNER STEALS YOUR MULE -\$50
16-20	16-20	MULE KILLED BY PREDATORS -\$50
21-30	21-30	FORCED TO SELL TO A MINING COMPANY +\$1
31-35	31-35	YOU CAN GAIN A CONTACT <sup>2</sup> CONTACT
36-40	36-40	ROLL FOR NEW RELATIONSHIP <sup>2</sup> RELATIONSHIP
41-45	41-45	YOU ARE REPORTED DEAD REPUTATION +1/5
46-60	46-60	ENCOUNTER WITH INDIANS <sup>2</sup>
61-70	61-65	FINANCIER PAYS SEARCH FOR GOLD <sup>3,2</sup> +\$50
71-00	66-00	SEARCHES FOR GOLD IN ... <sup>4,2</sup> Cost \$50, 1d6 PARTNERS

<sup>1</sup> 1=Two fingers, 2=Two toes, 3=Hand, 4=Toe, 5=Ear

<sup>2</sup> See separate table on the following page.

<sup>3</sup> Wants half the gold in exchange for the loan. ENEMY if you don't pay.

<sup>4</sup> 1-2=Arizona, 3=New Mexico, 4=Wyoming, 5=Montana, 6=Oregon

## 2 CIVIL WAR (1861-1865)

Women are not permitted to be soldiers in the army, but female characters can serve dressed as men, or become spies, smugglers and nurses. Looking for gold in the wilderness is an effective way to mind one's own business and avoid participating in the war. If you find silver instead of gold, it's usually worth more to sell that claim to a mining company instead of working it yourself. Gear and provisions cost money, after all.

### LIFE PATH EVENTS - 1861-1865

MAN	WOMAN	EVENT
01-05	01-05	SNOWED IN. KILLS PARTNER <sup>1</sup>
06-10	06-10	YOUR PARTNER STEALS YOUR GOLD -\$100
11-20	-	DRAFTED INTO THE ARMY <sup>2</sup> COMBAT EXP. +1
21-30	11-15 <sup>3</sup>	ENLISTED IN THE ARMY <sup>2</sup> COMBAT EXP. +1
31-35	16-20	YOU CAN GAIN A CONTACT <sup>2</sup> CONTACT
36-40	21-25	ROLL FOR NEW RELATIONSHIP <sup>2</sup> RELATIONSHIP
41-45	26-35	YOU SELL SILVER MINE TO MINING CO. +\$250
46-50	36-45	PLACE NAMED AFTER YOU REP. +2/20
51-65	46-60	ENCOUNTER WITH INDIANS <sup>2</sup>
66-00	61-00	SEARCHES FOR GOLD IN ... <sup>4,2</sup> Cost \$50, 1d6 PARTNERS

<sup>1</sup> 1=Kills to get food for own survival, 2-6=Kills in self-defense

<sup>2</sup> See separate table on the following page.

<sup>3</sup> Women can volunteer as spies, smugglers or nurses.

<sup>4</sup> 1=Arizona, 2=Montana, 3=Oregon, 4=Colorado, 5-6=Idaho

## 4 THE LONG DEPRESSION (1871-1875)

The Indian Wars rage on. When Custer's expedition finds gold in the Black Hills, a new gold rush starts. In the shadow of the Depression, the number of desperate adventurers is bigger than ever. Winters are harsh and you can risk getting snowed in for months at a time. If you're reported dead, family and friends can say nice things about you – and all the belongings you left behind will be divided up among them.

### LIFE PATH EVENTS - 1871-1875

MAN	WOMAN	EVENT
01-05	01-05	SNOWED IN. KILLS PARTNER <sup>1</sup>
06-10	06-10	YOUR PARTNER STEALS YOUR GOLD -\$100
11-15	11-15	MULE FALLS OVER A CLIFF -\$50
16-20	16-20	YOU CAN GAIN A CONTACT <sup>2</sup> CONTACT
21-25	21-25	ROLL FOR NEW RELATIONSHIP <sup>2</sup> RELATIONSHIP
26-30	26-30	YOU ARE REPORTED DEAD REPUTATION +1/5
31-40	31-40	YOU FIND A DEAD PROSPECTOR WHO HAS ... <sup>3</sup>
41-45	41-45	YOU SELL SILVER MINE TO MINING CO. +\$250
46-60	46-60	ENCOUNTER WITH INDIANS <sup>2</sup>
61-00	61-00	SEARCHES FOR GOLD IN ... <sup>4,2</sup> Cost \$50, 1d6 PARTNERS

<sup>1</sup> 1=Kills to get food for own survival, 2-6=Kills in self-defense

<sup>2</sup> See separate table on the following page.

<sup>3</sup> 1-2=\$100 in gold, 3-4=Incomplete map, 5-6=Rock with symbols

<sup>4</sup> 1=Idaho, 2=Montana, 3=Colorado, 4-6=Black Hills

## RELATIONSHIPS

Prospectors tend to become suspicious loners, a natural effect of being tricked one too many times. But perhaps you'll find a baby animal to keep you company?

### RELATIONSHIPS

D100	EVENTS	RESULT
01-10	FAMILY KILLED BY ... <sup>1</sup>	REP. ±0/5
11-30	PARTNER STEALS YOUR GOLD	-\$100 & ENEMY
31-45	SWINDLED BY FORTUNE HUNTERS	-\$50
46-60	YOU ADOPT ABANDONED BABY ANIMAL <sup>2</sup>	REP. ±0/5
61-65	INDIAN SAVES YOUR LIFE	YOU ARE IN DEBT
66-75	YOU GET MARRIED	GAIN A FRIEND
76-85	YOU HAVE CHILDREN	1d6 CHILDREN
86-95	YOU SAVE THE LIFE OF A FRIEND	GAIN A FRIEND
96-00	BLOOD BROTHERS WITH AN INDIAN	GAIN A FRIEND

<sup>1</sup> 1=Indians, 2-3=Outlaws, 4=Prospector, 5=Enemy, 6=Cave in

<sup>2</sup> 1=Dog, 2=Coyote, 3=Eagle, 4=Wolf, 5=Mountain lion, 6=Black bear

## 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	SETTLER	INDUSTRIALIST <sup>1</sup>	SOLDIER <sup>1</sup> (\$25)
06-15	SCOUT	INDIAN AGENT	DRIVER (\$25)
16-25	WARRIOR	HUNTER	HUNTER (\$50)
26-40	HUNTER	OFFICER <sup>1</sup>	SCOUT (\$50)
41-60	PROSPECTOR	PROSPECTOR	TOWNS PEOPLE <sup>1</sup> (\$75)
61-75	SOLDIER <sup>1</sup>	WARRIOR	LAWMAN (\$100)
76-85	DRIVER	SOLDIER <sup>1</sup>	SALOON OWNER(\$100)
86-95	SHOPKEEPER <sup>2</sup>	SHOPKEEPER	OFFICER <sup>1</sup> (\$150)
96-00	SALOON OWNER <sup>2</sup>	SALOON OWNER	INDIAN AGENT (\$200)

<sup>1</sup> Use the Occupation TABLE for SOCIAL BACKGROUND to determine occupation.

<sup>2</sup> Can finance your search for gold. Wants a quarter of the gold in return.

## THE CIVIL WAR

There were many more who deserted than those who were decorated for bravery during the Civil War.

### THE CIVIL WAR

D100	EVENTS	REP.	RESULT
01-05	YOU MAKE AN ENEMY <sup>1</sup>	-	SEE FOOTNOTE
06-20	YOU ARE WOUNDED IN COMBAT	±0/5	ROLL P. DAMAGE
21-35	YOU BECOME A DESERTER	-2/5	WANTED FOR \$30
36-50	PRISONER OF WAR (IN CAMP)	±0/5	ROLL P. DAMAGE
51-70	ARMY CORPS OF ENGINEERS <sup>2</sup>	-	DRAFTING/
71-80	SAVE THE LIFE OF COMRADE	+2/5	GAIN A FRIEND
81-90	PARTICIPATE IN BATTLE	-2/10	COMAT EXP. +1
91-95	YOU GET A PROMOTION <sup>1</sup>	+1/5	COMAT EXP. +1
96-00	DECORATED FOR BRAVERY	+3/10	COMAT EXP. +1

<sup>1</sup> 1=Corporal, 2-3=Sergeant, 4=2nd Lieutenant, 5=Lieutenant, 6=Captain

<sup>2</sup> 10 in PRACTICE ON DRAFTING/1-3=BRIDGES, 4=MINES, 5=RAILROAD, 6=MACHINES

## SEARCHING FOR GOLD

Under GOLD, you see what each partner dug out (multiply by the number of survivors to get the total amount of gold found). Then go to BACK FROM CIVILIZATION.

### SEARCHES FOR GOLD

D100	EVENT IN CAMP	DEAD <sup>1</sup>	GOLD
01-05	REPEATED INDIAN ATTACKS	1d6-1	1d20x5
06-15	ROBBED BY BANDITS	1d6-1	1d20x10
16-25	INDIAN ATTACK	1d6-2	1d20x15
26-40	TYPHOID FEVER OUTBREAK	1d6-2	1d20x20
41-60	CAMP FLOODED	1d6-3	1d20x25
61-75	CAMP DESTROYED BY STORM	1d6-3	1d20x30
76-85	MINE CAVES IN	1d6-3	1d20x35
86-95	STRANGER WANTS TO JOIN YOU <sup>2</sup>	-	1d20x40
96-00	YOU CAN WORK UNDISTURBED	-	1d20x50

<sup>1</sup> If more than half of your partners dies, you get a PERMANENT DAMAGE.

<sup>2</sup> DRIVEN OFF: ENEMY, ALLOWED IN: 1-2=Steals \$500 in gold, 3-6=Becomes partner

## BACK TO CIVILIZATION

Deduct -10/\$1.000 you found when SEARCHING FOR GOLD prior to your Roll here. You only get to keep the gold still in your possession after this Roll.

### BACK TO CIVILIZATION

D100	EVENT	RESULT
01-10	SHOT AND LEFT FOR DEAD	ROLL P. DAMAGE
11-25	PLAGUED BY GOLD FEVER <sup>1</sup>	YOU MAKE ENEMIES
26-35	YOU KILL A PARTNER WHO STOLE GOLD	REPUTATION -2/5
36-50	PARTNER SNEAK AWAY WITH ALL GOLD	YOU GET AN ENEMY
51-60	PARTNER BREAKS A LEG <sup>2</sup>	FRIEND OR ENEMY
61-70	INDIAN ATTACK, BUT YOU CAN FLEE <sup>2</sup>	1d6 -2 WOUNDED
71-75	LOSES GOLD IN FLOOD	-1d20x50 GOLD
76-80	LOSES GOLD IN STORM	-1d20x25 GOLD
81-00	EVERYONE COMES HOME UNSCATHED	REPUTATION +1/5

<sup>1</sup> 1-2=You are beaten and robbed, 3=You kill your partners, 4-5=

You hide all gold, but can't remember where, 6=You steal all gold

<sup>2</sup> FRIEND if you help (REPUTATION +2/5). ENEMY if you leave and take the gold.

## ENCOUNTER WITH INDIANS

You're more likely to come into contact with the native peoples than any tenderfoot from the east coast.

### ENCOUNTER WITH INDIANS

D100	EVENTS	REP.	RESULT
01-05	CAPTURED AND TORTURED	±0/5	SCALPED
06-15	CAPTURED, BUT ESCAPE	+1/5	ROLL P. DAMAGE
16-30	FORCED TO ABANDON CLAIM	±0/2	-\$75
31-45	RAID, INDIANS STEAL ANIMAL	±0/2	-\$50
46-55	KILL WARRIOR DURING ESCAPE	±0/5	YOU GET AN ENEMY
56-70	PARTNER KILLED BY INDIANS	-1/5	+\$75
71-85	TRADE WITH INDIANS <sup>1</sup>	±0/2	FRIEND OR ENEMY
86-95	SAVES LIFE OF A WARRIOR	+2/5	YOU GAIN A FRIEND
96-00	LEGEND OF GOLD DEPOSITS	±0/5	NUGGETS (\$100)

<sup>1</sup> Indians offer 1d20x\$10 in gold in exchange for: 1-2=Rifle,

3=Mule, 4=Provisions (\$10), 5=Alcohol (\$5), 6=Cooking Pot (\$2)