



DEADWOOD!

Character Creation and Game World Rules

WELCOME TO **DEADWOOD!** LRP CHARACTER CREATION AND GAME WORLD RULES

HERE, YOU'LL FIND EVERYTHING YOU NEED TO BRING YOUR CHARACTER TO LIFE IN THE WORLD OF DEADWOOD LRP. THIS GUIDE IS A **LIVING DOCUMENT**, MEANING DETAILS MAY BE UPDATED OVER TIME—BUT REST ASSURED, ANY CHANGES WILL STAY TRUE TO THE CORE SPIRIT OF THE CHARACTER CLASSES. SO GRAB YOUR HAT, PICK YOUR PATH, AND GET READY TO CARVE OUT YOUR PLACE IN THE WILD WEST!

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Welcome to the Black Hills

The year is 1885, and deep in the heart of the Black Hills of the Dakotas, the town of Deadwood thrives as a frontier of opportunity, peril, and untamed adventure. A place where fortunes can be made—or lost—at the turn of a card, where the law is as fickle as the winds that sweep through the valley, and where every stranger who rides into town brings a story yet to be told.

At Deadwood! LRP, we strive to create a fully immersive, living world, where every saloon, and storefront is brimming with life. Whether you're a gunslinger looking to make a name for yourself, a shopkeeper seeking your fortune, a gambler testing your luck, or just a weary traveller looking to lay low, the town is yours to explore.

The world of Deadwood is rich with both historical spirit and a touch of the unexpected—where reality and legend blur, and every choice you make can shape the unfolding story. Will you seize your destiny, or will the frontier swallow you whole?

How to build a Deadwood character

All new characters start the game with 18 Character Action Points (CAP). Any points not spent in character creation are lost and cannot be saved or rolled over to your next character. Each player may only have one character active at a time, and that character must die or be retired for the player to create a new character. A retired character cannot return to play, though the refs may request that they be made available for plot purposes where relevant.

Each character will possess the following stats and skills:

- **Careers**

A career determines the skills of a character.

A character can only take three careers, one to a maximum of Rank 3, and two to a maximum of Rank 2

- **Coalitions**

All players are required to join a coalition (faction). Your coalition will provide you with comradeship and a shared goal. You may only be a member of one coalition at any time, but it is possible to change your coalition if you find it's not for you. We are happy to consider player created coalitions if a suitable number of players (20+) wish to band together and form their own, though they would need to work IC to earn a place on the Deadwood Council.

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- Flavours

Flavours represent the ticks and quirks that make a character an individual, the odd skills and tricks learned through life. Flavours may only be bought at character creation, but they may be awarded or imposed later by referees.

- Edges

An 'Edge' is a skill unique to a coalition. It cannot be achieved by other means aside from being a part of that coalition.



Careers overview

Cowboy

You are the archetypal figure of the Old West. You are used to the great outdoors and surviving in it. Resourceful and able to defend yourself you could be a rancher working the land or a bounty hunter on the trail.

Doctor

You are a student of medicine and have the gift of healing, be that stitching wounds or caring for the sick.

Gambler

The green baize of a card table is your domain. Quick of hands and wit you have a number of ways to make sure you come out on top.

Gunslinger

The fastest draw in the West? You're certainly up there. Be it shooting the wings off a 'skeeter, or drawing down at high noon, you know your way around a pistol and aren't afraid to use it.

Pioneer

The true outdoorsman, you know how to live off the land and can track a coyote or fugitive with equal skill.

Person of Faith



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Your religion is your guide in this harsh land. As a person of faith you can minister to others or inspire them in times of need.

Showman

You have the gift of the gab and know how to use it. Be it drawing a crowd or bamboozling a mark, you can talk your way out of situations or maybe defuse them entirely.



Snake Oil Merchant

You have a gift with concoctions and with the right ingredients can mix up curatives, preventatives and all manner of useful elixirs.

Tinhorn

Mechanics and engineering is your thing. Crafting and mending devices and firearms is your speciality. Your skills will come in handy be it casting an experienced eye over a device to see what it does or making something entirely new and possibly deadly.

Trooper

The battlefield is your home. Be it taking or giving orders, you're always cool headed under fire. Accustomed to using an array of weapons of war you make a formidable foe.

Teacher

A learned scholar and the master of books, research and knowledge is your forte along with the ability to teach the skills of others.



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Coalitions

Within Deadwood, the Coalitions have been set up to represent those who are settling in the town, whether for short or long-term purposes. Even those who do not align strongly with the coalition still find themselves leaning towards one more than others, and as such receive support from those groups. Each Coalition is recognised by the town and, as such, is allowed to have a single representative on the town council.

Each Coalition has a distinct “Theme” and as a result a character belonging to that coalition will receive a “Flavour” and an “Edge” associated with it. Flavours are additional actions; edges are additional equipment. Additionally, some coalitions may have a restricted career, so if a character is part of that coalition, they may not take any ranks in that career. All coalitions also have a “Foil.” This is not an enemy as such, but another coalition with which they don’t necessarily agree as their objectives or values may clash. An idea of costume has also been provided for each coalition, but these are not hard and fast rules as budget may be restrictive for some players.

The Army

Sent by the Federal Government, the Army faction is a regiment currently on leave who are attending for the 4th July celebrations. Their commanding colonel is looking to retire, hence taking his regiment away for a weekend. They tend to be militant-minded individuals who subscribe wholeheartedly to the mindset of the Federal states, wanting to see order and unity spread across the frontier.

Faction DPC: Jesse McCarty, the Colonel’s Assistant

Flavour: Chain of Command - when on a stagecoach mission if at least 2 of the members of the mission are from the Army coalition those members cannot be affected by Compel: Obey as they are under orders.

Edge: Six free ammunition at the start of each day

Restriction: Cowboy

Costume Theme: Blue uniforms for the period, but due to being on leave a blue jacket would suffice if full uniform isn’t a viable option.

Foil: The Separatists

The Religious Reform Society

A group of evangelical revivalists looking to recruit people to their religious moment. Their aim is to build a church at Deadwood thanks to a vision by their reverend, who believes this will be a cornerstone for the Religious Reform Society. Their devout faith brings hope and comfort to those around them, and it is hard to not feel more at ease with life (and the concept of afterlife) in their presence.

Faction DPC: Emory Moore, the Curate (assistant to the head reverend)

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Flavour: Congregation - if at least 4 members of the RRF are gathered together they can form up and repel supernatural creatures using a religious symbol and appropriate language per the Person of Faith skill "Bell, book and Candle" irrespective of whether they are a Person of Faith or not. The more people that join the Congregation the more powerful the repelling becomes.

Edge: One fresh bandage per day

Restriction: Trooper

Costume Theme: Christian iconography and imagery.

Foil: The Princeton Theological Society

The Scientific Society of America

A philanthropic organisation of scientists, researchers, mechanics and inventors, the SSA see themselves as the cutting edge of technology in the west, and want to maintain their reputation in regards to this. On learning of the new possibilities that could be unlocked in the mines surrounding Deadwood, they have made their way to the town in the hopes of being among the first to make some new and incredible discoveries.

Faction DPC: Micah Sharpe, the Professor

Flavour: Brain Trust - once per day if 5 members of the SSA gather they gain one "Eureka!" action per the Teacher skill of the same name.

Edge: Receive \$20 at the start of each event.

Restriction: Preacher

Costume Theme: A suitable accessory relating to their scientific studies

Foil: The Universalist Church

The Regulators

Those who live on the fringes of the law, always toeing the line... but only for as long as the lawdogs are watching. Some might quietly call them 'bandits', but the Regulators are not so foolish as to perform such acts (at least, not so poorly as to get caught). Instead, they are guns for hire, bodyguards and mercenaries, happy to do whatever is needed to get the job done and get dollars in their pocket.

Faction DPC: Ray 'Aces High' Donovan, the 'Entrepreneur'

Flavour: Form a Posse – when on a stagecoach mission if at least 4 regulators are part of the mission they may form a posse per the Cowboy skill of the same name.

Edge: Half price on bandit masks

Restriction: Doctor. Cannot take "Lawdog" flavour. Can take the First Aider flavour.

Costume Theme: Cowboy hat

Foil: The Federal Lawmakers

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The Vaqueros

They're cowboys, pure and simple. Iconic of the West, these folks ride cattle across the land and are always looking for the next best place to settle for a time before moving along. These experienced ranchers have spent much of their life on horseback, and their time in the wild has them knowing a thing or two about surviving it.

Faction DPC: Josiah Scurlock, cowboy and gunfighter

Flavour: Riding Shotgun – if a stagecoach mission contains only Vaqueros they will be charged less for the stagecoach tickets.

Edge: Campfire Stories – once per day if at least 5 Vaqueros sit around a campfire for 10 minutes they gain a single use of the “Dime novel logic” skill per the Pioneer skill of the same name.

Restriction: Teacher

Costume Theme: Lasso/rope hanging from belt

Foil: The Cattle Baron

The Mercantile Trader Association

Money makes the world go round, and no-one knows this better than the Mercantile Trader Association. Creating a wide network of craftsfolk and traders across the West, they carry with them a reputation for being some of the most reputable and affordable traders around, and as such they attract good business.

Faction DPC: Jamie Astor, the business mogul

Flavour: Independent Trader, receives random IC items each day

Edge: Cake Economics – characters that are part of the MTA can sell OOC items for IC cash.

Restriction: Gunslinger.

Costume theme: White apron

Foil: The Foxe Bay Trading Company



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Deadwood Character Creation

Creating a character

All new characters start with 18 CAP (Character Advancement Points.) You can spend CAP on Careers, Flavours and improving Actions. Each is covered in more detail below.

Please note that any reference to “Skills” below refers to a character’s actions and abilities – the terms are used interchangeably.

If a reference is made to “Hard Skilling” below this means that the player must be able to carry out the skill. E.G. Speaking French: An outrageous French accent is neither sufficient nor appropriate.

Free Skills

All characters start with the following skills:

- Single small melee weapon skill.
- Single pistol use.
- The ability to “fuss” a wound, pausing the injured character’s death count.
- The ability to tie a bandage, stabilising a wounded person.
- The ability to tie a bandage, restoring a point of Vitality.

Careers

Careers represent your character’s life choices; the areas in which your characters have experience. Your character can have a single Primary career but may choose to take up to two Secondary careers. Each career has three ranks – the higher the rank, the greater your experience in that field:

Rank One – Novice - this represents skills learned over a relatively short period of time. E.g. a Barber surgeon

Rank Two – Journeyman – this represents a good knowledge of the area learned over a moderate period. E.g. a Doctor

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Rank Three – Master – this represents a deep knowledge and understanding of the field. E.g. a Surgeon

You may only take your Primary career to Rank 3. Secondary Careers can only be taken to Rank 2.

The CAP cost to purchase Actions and Abilities in a primary career is:

Rank One 1 CAP

Rank Two 2 CAP

Rank Three 3 CAP

To progress from Rank 1 to Rank 2 you must purchase all Abilities and Actions at Rank 1. To progress to Rank 3 you must purchase all Rank 2 Abilities and Actions.

The Ability must be purchased first, but the actions may be purchased in any order desired.

Purchasing skills in secondary careers costs double the amount of CAP shown above.

At character creation you can start with careers at level One, Two or Three providing you have the CAP to buy them. Between events you may be trained in Actions and Abilities for more than one career.

Abilities

Abilities are permanent skills that a character can use once they have achieved a Rank within a Career. For example, the Pioneer's ability to track, or the Gamblers ability to fix a deck of cards. Abilities cannot be improved, but many have no limits on how often they can be used. Check the Career tables below for more information.



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Actions

Actions are temporary skills that can usually only be used once over a given period. Actions represent skills that the character has learned and are usually described as being available to use once per Act, Day, or Event.

An “Act” is the period between 8am and 2pm, 2pm to 7pm, 7pm to midnight, Midnight to 8am¹.

A “Day” is Friday, Saturday and Sunday. New days begin at midnight, so if you participate in something at 1am on a Saturday morning and use a once per day Action it will be unavailable until Sunday begins.

An “Event” is from Time in to Time out.

Note: We ask that all players and crew observe a 2am noise curfew out of respect for the surrounding area as well as other players and crew who may be trying to sleep.

Action Improvements

Some actions can be improved, which may increase the frequency (F) at which you can use an action. Some actions cannot be improved (marked N). The CAP cost of improving an action is the same as the original cost per rank.

An action that starts as once per event can be improved to once per day. Once per day can be improved to once per act. Buying another improvement moves the action from once per act to multiple times per act. You may buy Action improvements for each career you have - three Rank 1 improvements, two Rank 2 improvements and one Rank 3 improvement.

E.g. The Gambler’s action “Faster than a rattlesnake” is a Rank 3 skill which can be used once per day. A player could invest 3 CAP in improving that ability to once per act. However, they cannot improve that skill any further since it is a rank 3 skill. The skill “Oh Look, A horse!” is already a once per act action so the player could invest 2 CAP to improve it to twice per act, and an additional 2 cap to use it three times per act.

¹ Note that this period is generally considered “Time out” - if you want to undertake shenanigans during this period speak to a ref. And not at 23.55!

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Rank 3 Bonus

At Rank 3 all Careers gain bonuses, shown on the table for the Career. The bonuses are only earned once all three skills have been purchased for Rank 3.

Character Advancement

A normal weekend event (Fri – Sun) will give 9 CAP to a playing character. CAP is assigned to a character and not a person and cannot be carried over to subsequent characters if not spent. Between events you can spend CAP accrued to gain additional career ranks or actions as indicated in the above career section.



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Gambler

Rank	Ability	Action	Action
1) Grifter	Read 'em and weep	Sleight of hand	Palm a card
2) Swindler	Dealing from the bottom	Oh look, a horse!	Smooth as silk
3) Cardsharp +1 Wealth, throwing Weapons use.	Playing the odds	Dead Man's Hand	Faster than a rattlesnake

At Rank 3 the Gambler gains an extra point of Wealth and the ability to use throwing weapons.

Read 'em and weep – during a hand of cards draw 2 extra cards, discarding 2 of your choice in return. Cannot be used during a Duel.

Sleight of Hand – once per day you can disarm a trap. (F).

Palm a card – once per act you can conceal a card or a small weapon (Less than 4" tip to tip) that cannot be found if you are searched. (F)

Dealing from the bottom – as per "Read 'em and weep" but draw three cards. Cannot be used during a Duel.

Oh look, a horse! – once per day you can Compel someone to turn away looking for a non-existent horse for 5 seconds in combat, or 30 seconds in a non-combat situation. Any violent action towards the target will break the compulsion. The target does not count as "unaware" for the purposes of subduing or using Chloroform. Vocal: "Compel, Oh Look, a Horse!" (F)

Smooth as silk – once per act you can persuade one person to see things your way or that you are telling the truth, provided they are not looking at you with a smoking gun in your hand. Vocal: "I compel you to Believe Me..." (F)

Playing the odds – once per Event when playing a game of chance, you may alter the results to favour you. E.G. in a game of craps, you can change the dice to show a different result, at roulette you can choose the colour the ball will land on. This skill cannot be used when playing cards. Once playing the odds has been enacted, another playing the odds may not be used in the same game of chance. If in doubt speak to a referee, rule 7 applies. (N)

Dead Man's Hand - once per Event the gambling man gets lucky. When they have lost their point of Body and fall unconscious they immediately stabilise and recover their point of Body without losing a life token. They will awaken 30 seconds later unless the player chooses otherwise, maximum 1 hour. (N)

Faster than a rattlesnake – once per day you can avoid 1 damage call by moving supernaturally fast. Vocal: "Dodge" (F)



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Snake Oil Merchant

Rank	Ability	Recipes	Recipes	Recipes
1) Bootlegger	Make 3 concoctions per day.	Smelling salts	Moonshine	Antiseptic
2) Seller	Make 4 concoctions per day.	Quack Medicine	Purge	R and J Patent Pending
3) Apothecary +1 Wealth, create own concoction.	Make 5 concoctions per day	Patent Medicine	Devils Breath	Chloroform

Unlike other careers the Snake Oil Merchant does not receive Actions but instead gains the Recipes to brew single use concoctions. However, in the same way as Actions these Recipes can be improved to allow the seller to brew multiple concoctions of a particular recipe in a day. A player must choose which two of the three available recipes they will learn as part of their career, but can be taught the additional recipe between events by another player who has that recipe in return for the investment in CAP.

E.G. David has decided to be a Bootlegger. He has purchased the Ability and the recipes Moonshine and Antiseptic for 3 CAP. He can now brew a combination of these potions up to three times per day. (i.e. 3 Moonshine or 2 Antiseptic and 1 Moonshine etc) David decides that Antiseptic is a particularly useful concoction so invests an additional 1 CAP to allow him to brew that concoction only an additional time per day. Per the usual rules for actions, he could choose to do this up to three times, allowing him to (if he wished) brew 6 per day. During the event he meets Alice who has the Smelling Salts recipe, and she agrees to teach him the recipe, which he does between events in return for the investment of 1 CAP.

A snake oil merchant should carry a Recipe book with a list of their available concoctions, a description of their effects and the frequency at which they can brew them. Once brewed concoctions should be kept in a suitable container which is clearly marked.

Attendees to the event should never actually eat or drink concoction physreps but mime the act and pour the liquid on the floor.

Rank 1 concoctions last for the event they are made and can therefore be given to other characters.

Rank 2 concoctions last until the end of the day they are made and can therefore be given to other characters.

Rank 3 concoctions last until the end of the day they are made but are delicate and must be administered by a Rank 3 Snake Oil Merchant

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At rank 3 the Snake Oil Merchant can approach the ref team and propose a new Unique Recipe. This recipe will cost 4 CAP and may have other requirements, such as an investment in Wealth or Currency or specific ingredients. At the discretion of the ref team Unique Recipes can be taught to other players. Each Merchant may only have one Unique Recipe. At the discretion of the ref team this concoction can be designed at character creation.

Smelling salts – immediately rouse an unconscious character. Smelling salts can only be used by a Snake Oil Merchant or a Doc. This is the only concoction that has unlimited uses during an event, all other concoctions are single use only.

Moonshine – full of raw alcohol the imbiber becomes brave and foolhardy. They gain 1 resist against a Compel - Fear. They lose the resist at the end of the day if not used. They may not stack these resists but can drink other potions. Vocal: “My will is strong”

Antiseptic – this liquid cleans and disinfects a wound, allowing the imbiber to remove a bandage. Does not work during combat.

Quack Medicine – a vile mixture that when drunk takes the imbiber’s mind off everything else and removes a single Compel - Obey Action.

Purge – when drunk this will make the imbiber vomit, emptying their stomach and nullifying the effects of any poison, irrespective of how it was administered.

R&J Patent Pending – this concoction sends the imbiber into a deep, almost catatonic, state of sleep. The imbiber may play dead and will not wake up until they choose. They cannot be roused by others and smelling salts have no effect, maximum duration 1 hour. During this time, no opponent should attack the imbiber, and a Doc will not be able to tell that they are faking.

Patent Medicine – every quack has 1 miracle cure, and this one restores 1 point of Body to the Wounded imbiber. Due to its toxicity and strength, **a character may only drink one Patent Medicine per Event**. Remember to take a Life Token from the imbiber and hand it in to the Ref Team when convenient.

Devil's Breath – Compels the imbiber to answer up to three questions truthfully. Cannot be countered by Smooth as Silk, Silver Tongued or “My will is strong” Resists.

Chloroform – When placing a moistened cloth upon the shoulder of the target in a non-combat situation, you may call “I Compel you to Sleep.” The target needs to be unaware of your presence for this to work. This call cannot be countered by “My will is strong.” The target will sleep for 5 minutes or until roused.

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Trooper

Rank	Ability	Action	Action
1) Private	Thick Skinned	Shoot to Kill	Under orders
2) Sergeant	Weapons of war	Sleep when you can	Glancing Blow
3) Lieutenant +1 <i>Vitality, hand to hand dual wield.</i>	Tough as old boots	Dead Shot	Firing Line

At Rank 3 the Trooper gains an extra point of vitality and the ability to use a hand-to-hand combat weapon in each hand. The secondary weapon may not be more than 18" long tip to tip.

Thick Skinned – once per Act you can remove a bandage from one of your locations. Does not work in combat. (F)

Under Orders – once per day you can resist a Compel - Obey effect as you must continue to follow orders. Vocal: "My will is strong" (F).

Shoot To Kill – once per day you may call a single "BANG" with a firearm (F).

Weapons of War – you are trained in the use of all forms of firearms including shotguns and rifles as well as battlefield weaponry such as cannons and Gatling guns (you must provide your own physrep of these items if you wish to make use of them. Strongly recommend you seek guidance from the ref's team before you arrive on site with a gatling gun!) You may also use "Medium" hand to hand weapons – swords such as cavalry sabres are best!

Sleep when you can – once per act you can remove a bandage and recover a point of Vitality provided you have not undergone any strenuous activity in the last 30 minutes e.g. combat, a stagecoach outing etc. (N)

Glancing Blow – once per act you may ignore one combat call unless at point blank range from a firearm or from behind with a melee weapon. Vocal: "Dodge" (F)

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Tough as old boots – Your “Death Count” becomes fifteen minutes.

Dead Shot – once per act you may call “Through” on one damage call. (F)

Firing Line – once per event during combat you may form a firing line with other players (they do not need to be Troopers) You gain one extra “Bang” call and all the people in the firing line gain a point of vitality for each person in the line. Once the firing line disbands the vitality is lost. You may have up to 6 in the firing line, including you, providing a maximum of +6 vitality. Anyone with the Yeller or Bloodthirsty flavour may not join the firing line. Rules on maximum vitality apply (see Combat rules) Vocal “Form Line!” (N)



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Pioneer

Rank	Ability	Action	Action
1) Settler	Tracking	Go for the soft spot	This taste's funny
2) Trapper	Old timer	Natural Immunity	Dime novel logic
3) Frontiersman +1 Wealth, able to use Bows, rifles and shotguns.	Hunters camouflage	Campfire	I'm Dynamite

At Rank 3 in addition to an extra point of Wealth the Pioneer gains the ability to use Bows, Rifles and Shotguns.

Tracking – you can scan the area for tracks and follow a trail. Also allows you to hunt for animals etc.

Go for the soft spot – once per act you can call a single “BANG” damage call when fighting a non-human (F)

This taste's funny – once per act you may ask a ref if something is poisoned or poisonous but only before you consume or touch it (F)

Old timer – you (or your mentor, parent etc) were alive when the horse plague wiped out the equine population and so are immune to the Compel “Oh Look, a horse!” Vocal: “My will is strong.”

Natural Immunity – Once per event the character may declare a natural immunity to a specific disease or poison for the duration of the event. This immunity ceases at the end of the Event. (N)

Dime novel logic – once per day the character may ask a ref a single question about a creature. (F)

Hunters camouflage – You can take 3 minutes to conceal yourself in suitable bushes, scrub etc. (Hiding behind a tree in an open forest or kneeling in a field won't cut it) Once concealed, hold up your hand to show invisibility. Once you take any action that would break your cover (non-call talking or shouting, shooting, excessive movement etc.) the camouflage ceases to work. Does not work during combat. Maximum duration 1 hour.

Campfire – Once per day you may set up a campfire and make a small camp (Physreps required – cooking equipment, some food and drinks etc. – use your imagination! Please don't start an actual fire in the woods, though.) The campfire must last 30 minutes, but at the end of the

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period up to 6 people (including you) may remove a bandage and gain a single point of Vitality if that point does not exceed their maximum vitality. (N)

I'm Dynamite- At the beginning of an event you receive a free stick of Dynamite as per the Wealth ability. (N)

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Showman

Rank	Ability	Action	Action
1) Promoter	Contacts Once per day	Roll up, roll up	Worth more alive than dead
2) Ring Master	Contacts +1/day	Look into my eyes	Silver tongued
3) Impresario +1 Wealth, paying stake	Contacts +1/day	Get out of my head	Set a thief

At Rank 3 the showman gains the "Paying Stake" Flavour in addition to their point of Wealth.

Contacts – once per day contacts can be used to perform one off scene activity. For example, you could send a telegram to a friend in New York Police to check on the identity of a person you have encountered, send for a specialised piece of equipment etc. All uses of contacts must be cleared with a Ref and may require the expenditure of other resources, such as wealth or currency. (N)

Roll up, roll up – once per day you can Compel the attention of up to 5 people with your patter, which lasts as long as you keep talking, up to a maximum of 5 minutes. The people should gather around and listen intently but won't ignore flagrant actions that would break their concentration, such as the suspicious sound of the entire player party drawing their guns... This Ability may not be used in combat and can be countered with Resists. Vocal: "I compel you to Roll up, Roll up" (F)

Worth more alive than dead – once per day you can attempt to negotiate for your life for 60 seconds during which time your opponents will not attack you but may attack other people. There is no guarantee that the bargaining will work once the 60 seconds have elapsed. Vocal: "I compel you to listen - I'm worth more alive than dead!" (F)

Look into my eyes – once per day you may Compel one person to look at you and focus on you. Neither you nor the target may move from your current locations though it does not preclude other actions – such as pulling a gun or knife. Maximum duration 5 minutes. Vocal: "I compel you to Look into my eyes!" (F)

Silver tongued – once per act you when questioned you can lie, which will compel all listeners to believe you. If the listener is presented with sufficient evidence that you are lying the action ends. Vocal: "I compel you to Believe Me..." (F)

Get out of my head – Once per day, you can ignore one Compel action. Vocal "My will is strong!" (F).

Send a thief – once per day you may ask three questions and know whether the person in question is lying or not unless they use the silver tongue or smooth as silk actions. Standard "resists" won't counter this ability. Vocal "I compel you to tell me honestly..." (F)

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Doc

Rank	Ability	Action	Action
1) Doctor	What's up doc	Healing Hands	Suck and spit
2) Physician	Barber Surgeon	Bandages and Salves	Get the wounded out!
3) Surgeon +1 Wealth, 3 bandages per Act, double bandage.	Skilled Surgeon	Something for the pain	It could be you next time!

In addition to a point of Wealth the Surgeon will receive 3 bandages free of charge at the beginning of each act. The surgeon can also double bandage a Wounded person in a single location, allowing them to stabilise a person who has lost their Body even if they are wearing 6 bandages.



What's up doc – you may diagnose the nature of a person's affliction, including if they are infected with disease, poisoned etc. What's up doc counts as fussing for the purposes of a death count. Provided the Doc continues treating the patient their count is suspended, allowing them to tie bandages etc without the need of another person "fussing" the wound. The person being treated can tell the Doc where they are in their death count.

Healing Hands – you may clean and disinfect the wound beneath a bandage that has been used to restore vitality, allowing the patient to remove it. 1 minute of roleplaying required, requires the expenditure of 1 additional bandage, cannot be used in combat.

Suck and spit – once per Act you may purge poison on a single patient, irrespective of how it was administered. (F)

Barber Surgeon – you can perform surgery on a Wounded person who has lost their point of body, restoring it. Surgery requires at least 10 minutes of role-play to work and can only be performed in Town at a suitable location. Suitable physrep surgery tools should also be used. Remember to collect a Life Token from the player and hand it in to the ref team when convenient.

Bandages and Salves – once per act using your supplies of medicines, surgical tools etc. you can clean and disinfect all the wounds on a single person and therefore remove all bandages from a single patient. 10 minutes of roleplaying required, can only be performed in town. (F)

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Get the wounded out! – once per day during combat you bestow 2 Vitality to all people who join you and help evacuate the wounded from a fight. This vitality is lost when the combat is over. Does not work on anyone with the “Bloodthirsty” or “Big Britches” flavours. The rules on extra vitality apply (See Combat) Vocal: “Let’s get the wounded out of here!” (F)

Skilled Surgeon – you can perform surgery on a Wounded person who has lost their point of Body, which will return 1 point of Body to the person. This surgery can be performed both in the field and in town. If performed in the field the surgery can be conducted during combat and takes 5 minutes. If performed in town at a suitable location with at least one other rank 1 Doc present and expending 6 bandages in the process the patient makes a full recovery regaining their Body, returning to Max Vitality and they can remove any remaining bandages. Town surgery requires at least 20 minutes of role-play to work, leaving you physically and mentally exhausted and unable to use any of your abilities for an hour starting from the time surgery commenced. Remember to collect a Life Token from the patient and hand it in to the ref team when convenient.

Something For the Pain – once per day during combat you can administer a “special substance” to a patient that is Wounded. The patient will immediately awaken and recover their Body and Max Vitality. At the end of the combat the patient will lose 1 Body, any remaining Vitality and fall unconscious restarting their Death Count from the beginning. This action does not remove an additional Life Token from the player. (F)

It could be you next time! – once per day during combat, provided you are actively working on a patient and neither you nor the patient is taking any aggressive action the Doc (not the patient) can ignore all damage and compel actions. Maximum duration 10 minutes. Vocal: “Can’t you see I’m a Doctor!” (N)



DEADWOOD!

Gunslinger

Rank	Ability	Action	Action
1) Quickdraw	Second chance	Fancy Shootin'	Draw!
2) Sharpshooter	Shoot, don't talk	Don't let them see you bleed.	Do you know who I am, kid?
3) Dead eye +1 <i>Vitality, free extra pistol. Able to use rifles.</i>	Two guns blazing	Fan the Hammer	Shoot the Wings off a Skeeter

At Rank 3 the Gunslinger gains an additional point of Vitality to his maximum Vitality. The gunslinger also gains the ability to use rifles and receives a single non-transferable pistol free of charge.

Second Chance – if you are called or call someone to the mark you may draw additional cards depending upon your Rank during the game of Stud to determine the winner. One for Rank 1, Two for Rank 2 and Four for Rank 3. See “High Noon” for more details on duels.

Fancy Shootin' – once per act you may perform a single trick shot. This can be used to throw a lever, set off dynamite, shoot a gun out of someone's hand or anything else reasonable at the time. When shooting a person, they take a single point of damage as usual and if shot in the leg or arm they should react appropriately by dropping to one knee, dropping whatever is held in the hand etc. The call does no special damage if aimed at the head or centre mass. Vocal “Called Shot” (F)

Draw! – once per day provided you are not already in combat, and your pistol(s) are in their holsters you may force one person to draw a weapon and engage you in combat. This action does not work against anyone with the Yella flavour. Note that in many of the rougher Western communities, use of this ability to start a fight is considered fair, and legal repercussions may be less than would otherwise be expected. Draw! Can be resisted. Vocal: “Compel: Draw, you dog!” (F)

Shoot, don't talk – You can draw your pistol and shoot even if the person you wish to shoot at has used a skill that would not usually allow you to do so, such as using “Roll up, Roll up,” “Worth more dead than alive.” “I am a man/woman/person of Peace” etc. This may have serious legal repercussions, however. No call required.

Don't let them see you bleed – once per day you can remove up to two bandages. Does not work during combat. (F)

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Do You Know Who I Am, Kid? – once per act you may intimidate a target into being unaggressive towards you for 15 minutes. Alternatively, you can Compel them to complete one simple action, but this does not include making attacks or taking blatantly self-destructive actions. Vocal: “Compel: Do you know who I am?” (F)

Two guns blazing – you may fight using two pistols at once. Whilst other people may own more than one pistol, only Gunslingers use two of them at the same time!

Fan The Hammer – Once per day you may empty an unfired revolver to call “Kaboom” (see Combat calls) on a single target. This should be roleplayed by frantically fanning the hammer of your pistol and firing as many shots as you can in three seconds. The gun used is useless until fully reloaded, even if the physrep still contains unspent caps. Vocal: “Kaboom!” (N)

Shoot the Wings Off a Skeeter (mosquito) – once per day you may call a single “Through” shot. (see Combat Calls) (F)



DEADWOOD!

Tinhorn

Rank	Ability	Action	Action
1) Tinker	Basic Engineering	What makes it tick	Emergency Repairs
2) Artisan	Moderate Engineering	Paper and string	336 Horsepower
3) Inventor +1 Wealth, create scope items	Advanced Engineering & Basic Education	Acme	Rebore

At Rank 3 in addition to an extra point of Wealth the Tinhorn can approach the ref team and propose a 'scope item to build. The item may require an investment in wealth, currency, time, or rare parts. The item can be part of character creation at the discretion of the ref team.

Basic/Moderate/Advanced Engineering – may attempt to solve an engineering problem of the appropriate rank.

What makes it tick – once per act you can get some basic clues to the nature of an engineering device. (F)

Emergency repairs – once per act you can repair an item to a working state for the duration of the act. (F)

Paper and string – after clearing the device with the Ref team, once per act with your stash of spare parts you can make a simple device after 5 minutes tinkering. The device lasts until the end of the day. You will be expected to provide a physrep for this item. (F)

336 Horsepower – once per day you can restore power to an unpowered device using basic chemicals and ores from your stash. The power lasts until the end of the day. (F).

Basic Education – may attempt to solve a basic science problem.

Acme – after clearing the device with the Ref team, once per event with your stash of spare parts you may make a complex 'scope device that will last until the end of the day. You will be expected to provide a physrep for this item. (N)



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Rebore – once per Event you can calibrate a pistol or rifle firearm allowing the user to call a “Bang” for the first three shots the next time it is used at that Event. If all three shots are not used during the combat where the first shot is fired any remaining shots are lost. Note: If you improve this skill you may either choose to up the frequency to per day or to allow the weapon to call up to 6 “Bang!” for one combat. (F)

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Cowboy

Rank	Ability	Action	Action
1) Whitehat	Lock 'em up	I'm not yella	Stubborn fella
2) Rancher	I have a Warrant	Taking the bullet	Lasso
3) Ranger +1 <i>Vitality, dime novel logic. Able to use rifles and shotguns.</i>	I won't back down	Back-to-Back	Form a posse



At rank 3 the Ranger, in addition to their extra point of Vitality, can use the action “dime novel logic” per the Pioneer action once per Event. They also gain the ability to use rifles and shotguns.

Lock 'em up – Shackles that you attach can only be escaped by use of the Escapology flavour. An appropriate physrep must be supplied by you. Rope should not be used. If in doubt, contact the ref's team. You should ensure the person you are shackling is a) aware of the use of the skill and b) comfortable with being shackled – if they are not then the person can wear one part of the shackle whilst keeping free movement but should behave as though shackled. Shackles should only be used to restrain arms in front of the body for safety reasons. Do not shackle legs – if you don't want the person to run away, shackle them and tie a rope around their belt or similar, again for safety.

I'm not yella - once a day the cowboy can steady those around him (in touching distance) if they are targeted by Compel – Fear (not Terror) There is no vocal call for this due to its flexible nature, so it's worth letting your fellow players know you have the skill before anything kicks off! (F).

Stubborn fella – once per act you can resist one Compel action (such as “Roll up, roll up.”) Vocal: “My will is strong” (N).

I Have a Warrant – You may request a warrant to arrest someone by producing evidence of their guilt to the town Marshals. The level of evidence required to obtain a warrant depends on how respectable the target is. Known outlaws or desperados require very little. This ability does not give you the legal powers of a Sheriff or Marshall, just the power to serve the warrant and undertake the arrest. **Note:** Arrest, not execution. The Marshals will expect you to serve the warrant and bring the prisoner in alive. Failure to do so could lead to future warrants being denied.

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Taking the bullet – once per act you may, if in close range, take a damage call directed at another person from a gunshot. Rule 7 applies to the distance you can use this over. Vocal: “NOOOOOOO!” and an appropriate jump in front, if desired! (F).

Lasso- once per act, using a suitable physrep such as a length of rope, duster or cloak, you may call a single "Entangle" on a human target. That person should struggle to remove the rope for 30 seconds and can do nothing else in the meantime, including using skills. Vocal: “Entangle” (F)

I won't back down – during combat you may ignore your loss of Body and not drop to the ground and fall unconscious (you are still Wounded,) however each subsequent point of damage inflicted during the combat reduces your death count by 1 minute. You may do this for the next 4 points of damage, at which point you drop and have 1 minute to death. Hope you have a good Doc...

Back-to-back- once per Event during combat, you can go back-to-back with an ally. You will both gain up to 4 vitality, depending on the Maximum Vitality rules (See Combat.) Once you move or the combat is over the extra vitality is lost. Vocal: “you and me, back-to-back!” (F)

Form a posse – once per Event during a stagecoach mission you can form a posse. For every 2 (rounding up) people in the posse, they all gain an extra point of Vitality that lasts until the end of the Stagecoach mission, subject to the usual rules on Maximum Vitality. This ability cannot be used more than once on any one stagecoach mission, irrespective of how many Cowboys are present – in other words no stacking. Cannot be used during combat. Anyone with the Yeller flavour may not join a posse. The cowboy should spend a few minutes organising the posse, which gives them time to explain the rules to the players. Vocal: “Let's form a posse!” (N).



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Person of Faith

Rank	Ability	Action	Action
1) Pastor*	Spiritual comfort	Strength of Will	Have Faith
2) Padre*	Personal Comfort	Bell, book and candle	Peacemaker
3) Missionary* ² +1 Wealth, +1 resist per day	Lead Gathering	Rousing Sermon	Person of Faith and Comfort



Note: The Person of Faith need not be a Christian. Buddhist monk, Rabbi, Pagan priest etc. can be used. Speak to the Ref team if you're not sure.

At rank three in addition to their point of wealth the Person of Faith gains an extra "resist" per day.

Spiritual comfort – you can lift one psychological wound or long-term compulsion from a person by spending 10 minutes talking to them.

Strength of Will – at the start of each day you gain two resists against Compel actions such as "Roll up, Roll up." Vocal: "My will is strong" (N). **Have faith** – once per act you may immediately lift one Compel from another character. Vocal: "I lift that compulsion" (F).

Personal Comfort – you can transfer your resists to another person. You should spend at least 5 minutes with that person and talk to them to lift their spiritual strength.

Bell, book, and candle – once per act you can hold back one supernatural creature by brandishing a symbol of your faith and using appropriate language. This is not a compelling action and therefore there is no specific Vocal. May not work on all supernatural creatures. (F)

² *If desired these Rank names can be changed to reflect the faith system your character is part of.

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Peacemaker – once per act when you place yourself between two combatants you can Compel them to stop fighting one another for 30 seconds. They may attack anyone else other than you and one another, however. Cannot be used to interrupt or prevent a High Noon Duel. Vocal: “I compel you to stop this violence!” (F).

Lead Gathering – you may lead a group of at least 3 additional people in prayer (2m radius for this minimum but can be bigger if using more people – speak to a ref.) Supernatural creatures cannot enter the circle, if encircled they cannot leave. Maximum duration 5 minutes.

Rousing sermon – once per event you can conduct a sermon for up to 20 people and give each participant a Resist against a Compel effect, using the vocal “My will is strong” The sermon should last at least 5 minutes and encourage active participation by the congregation. The resist is lost at the end of the day if not used. (N)

Person of Faith and Comfort – once per day you may declare your position as a spiritual leader. Only the wickedest person would try to harm you once you make yourself known. Vocal: “I am a Man/Woman/Person of Peace.” For the remainder of the act, you may not be attacked (use the vocal multiple times if necessary) If you do accidentally get hit, then it should be counted as subdual damage. However, breaking one of the following prohibitions will immediately end the Action:

- You may not physically harm another person or by omission of action allow another to come to harm.
- You may not exhibit hostile or violent behaviour toward another person. Stealing, swindling, lying, drawing/using a weapon or using a Compel Action are considered hostile and will end the Action.
- You may not encourage others to undertake the behaviours noted in the first two bullet points. This will end the Action.
- You may not approach an area or person if warned off, for example by them training a gun on you and telling you to move away. If you are warned three times and continue to approach the Action ends.

Note: Person of Faith and Comfort only works on humans. It is not a compelling action and so cannot be resisted in the usual way. Caveat: Look at the Gunslinger skill “Shoot, don’t talk.” (N)



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Teacher

Rank	Ability	Action	Action
1) Schoolteacher	Basic Education	Baffled by Science	Eureka!
2) Scholar	Moderate Education	The Brain Trust	Book taught
3) Professor +1 Wealth, extra action	Advanced Education & Basic Engineering	Corporal Punishment	Man of Science

Upon reaching Professor the Teacher's knowledge has become so wide that they may use an Action of any rank from any other Career except Snake Oil Seller, Tinhorn or Person of Faith once per event. The choice must be noted on your character pack and the ref's reserve the right to refuse that action.

Basic/Moderate/Advanced Education – may attempt to solve a scientific problem of the appropriate rank and have a good education to that level e.g. High School, College, Professorship.

Baffled by Science – once per day you can hold one person's attention by talking science at the person. The Action will continue for as long as you keep talking (Max 5 minutes) however flagrant actions that would break their concentration (such as you drawing a weapon) will immediately end the Action. Cannot be used during combat. Vocal: "I compel you to listen to me..."

Eureka! – once per act you can ask a referee for a single clue when trying to solve a science or engineering problem (M).

The Brain Trust – once per day when collaborating with another teacher or engineer you may reduce the level of a Science or Engineering problem by one. (F).

Book Taught – once per day by gathering three people (yourself, the student and the person with the ability) you can temporarily teach the student an ability (not an action) that the third character knows. You may not teach yourself the ability and it needs the active participation of the person who has the ability. You may only teach an ability equal to or lower than your Teaching Rank. Takes 10 minutes of roleplaying. The ability lasts until the end of the act (N).

Note: This Action cannot be used to gain the Abilities of Snake Oil Seller, Showman, or Person of Faith.

Basic Engineering – may attempt to solve a basic engineering problem.

Corporal Punishment – once per act your inner rage and frustration is let loose, and you may call a single "Cleave" in melee combat. (F)



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Person of Science – once per day you may ignore all supernatural Compel Actions (including Terror) for the duration of the act. However, you must completely ignore all supernatural entities for the duration as well. Vocal: “I am a man/woman/person of Science!” used as often as needed. (N)



Flavours

Flavours represent the ticks and quirks that make a character an individual, the odd skills and tricks learned through life.

Flavours can only be bought at character creation, but they may be awarded or imposed later by referees.

You must take one positive and one negative flavour on character creation. Positive flavours cost CAP, negative flavours add CAP. You can, if you wish, take up to three more flavours at character creation for a total of 5, but the maximum additional CAP you can gain on character creation is 6. Some flavours can be purchased multiple times, and this is noted in the description. Most negative flavours cannot be “bought off” so choose carefully.

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Positive Flavours

Flavour Name	CAP Cost
Big Britches Your character firmly believes that they can survive anything. You may not run away from combat unless physically dragged away or all enemies are dead, incapacitated or surrender. You cannot take the "I'm a Pacifist," "Bloodthirsty" or "Yeller" Flavours. You gain +2 Vitality permanently.	2 CAP
Escapology You are skilled at slipping bonds and removing shackles. With 5 minutes of roleplaying, you can squirm free of restraints, even if applied by the Cowboy skill "Lock 'em up."	1 CAP
Foreign Parts Your character is not an American (and therefore you don't have to put on an American accent) – they were born and raised in foreign parts. As a result, you have an intimate knowledge of your native land, can speak, read and write that language (this must be Hard Skilled) and understand its culture and history.	2 CAP
Grit You may ignore one Compel Action per day with the vocal "My will is strong". You may buy this flavour up to three times.	1 CAP per use
Hero Wound Once per day you can negate a damage call that would remove your point of Body by simulating an injury to the left or right shoulder. This Flavour may be taken twice. Vocal: "Dodge"	2 CAP per use
I like these odds Once per day, when outnumbered or cornered you gain up to 4 vitality using the vocal "I like these odds." Rules on maximum vitality apply.	3 CAP
I'm a Pacifist Provided you are cowering and screaming "I'm a pacifist" you become immune to physical (not ranged) damage for the duration of the combat. After the combat ends you will be overcome and suffer from a faint per "Tight Laced" below.	1 CAP

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<p>Lawdog</p> <p>Upon arrival at Deadwood you can present yourself to the Deadwood Marshalls and be sworn in as a Sheriff. Your jurisdiction will be subordinate to the Marshalls whilst in town, but you will have full legal authority outside town. A physrep Sherriff badge must be worn.</p>	2 CAP
<p>Lucky Cigarette Case</p> <p>Once per event you can ignore the effects of one damage call by discovering that a physrep on your person was in the way (cigarette case, pocket watch, hip flask etc.) The item is destroyed but is replaced between events.</p>	1 CAP
<p>One Last Drink</p> <p>Once per event when Wounded rather than falling unconscious you can pull an appropriate physrep from your pocket such as a hip flask, Cigar, pictures of your loved ones etc. and roleplay appropriately. This doubles your death count.</p>	1 CAP
<p>Retainer</p> <p>You have a permanent retainer / steward / butler (which must be played by a player, not a member of the crew). If your retainer dies you will be issued with another one at the start of the next Act. A retainer is always a starting character with 9 CAP, may not earn CAP or take Flavours, and cannot take Teacher or Tinhorn careers. They can change careers between incarnations if desired.</p>	10 CAP
<p>First Aider</p> <p>You are used to treating the wounds of your friends and family. You gain Rank 1 Doc as an additional Secondary Career (i.e. in addition to your two maximum) with the Ability and both Actions but may not advance beyond Rank 1.</p>	3 CAP
<p>Paying Stake</p> <p>You have a stake in a new business. At the start of each event flip a coin with a ref, if it comes up heads you have +1 Wealth for the duration of the event.</p>	2 CAP
<p>Settled</p> <p>You cannot take this Flavour until you have played at least one event. You become a well-known member of the town or local area. This will have certain in-character benefits which should become clear during your first event.</p>	2 CAP

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Townsfolk You must have the "Settled" flavour. Once per Act for the duration of that Act you may now upgrade a player's class level by 1 and they gain the Ability of that level increase. Note: This can take a Secondary Career to Rank 3. 5 minutes of role-play required.	2 CAP
Veteran of the West You need to buy level 1 before level 2 and 2 before 3. You cannot take this ability during character creation. You may open <u>any</u> Rank 1,2,3 Class Skill Card (e.g. Teacher 3) Once per day.	2,4,6 CAP
Special weapon use Allows you to use either a Rifle, Shotgun, Bow (Cross or Long) or throwing weapons. Your choice must be marked on your character pack and cannot be changed once chosen. Can be bought multiple times for different weapons	1 CAP

Negative Flavours

Flavour	CAP gained
Black Lung You have worked around coal and mines for far too long. At the beginning of every day visit the ref team and make a coin toss. When it comes up tails you suffer from coughing fits and your maximum Vitality is reduced by 2 for the day.	-2 CAP
Bloodthirsty Once in combat your character will not stop attacking until restrained by two other characters for at least 2 minutes, or all opponents are dead. You will not accept a surrender once combat has been initiated. You may not take the "Yeller," "Big Britches" or "I'm a Pacifist" Flavours.	-2 CAP
Poor Health You suffer from general poor health. At the start of each day visit the ref team and make a coin toss. When it comes up tails you are suffering, and your maximum vitality is reduced by 1 for the day. Poor health can be negated by investing in a	-1 CAP

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<p>"Comfy Bed" – see "Wealth"</p>	
<p>Dark Secret Your character has a dark secret that must be submitted with your character pack. The referees will decide if this is worth the additional point of CAP.</p>	<p>-1 CAP</p>
<p>Desperado You are wanted by the law for various petty crimes you (probably) committed in another county. There is a bounty on your head, and you can expect Sheriffs and their deputies to keep their eyes open for you. The bounty may only be bought off by permanently reducing your Wealth level by one.</p>	<p>-2 CAP</p>
<p>Greenhorn You have just stepped off the coach. You should role-play your unfamiliarity with western life. Additionally, you are also unable to take levels in the following 'western' careers until you have played two events: Gambler, Gunslinger or Cowboy</p>	<p>-1 CAP</p>
<p>Never held a gun You lose the free skill "Single Pistol Use" and cannot use firearms of any kind. This flavour can be bought off after your first event for 1 CAP.</p>	<p>-1 CAP</p>
<p>Superficial Scarring Your character has superficial scars or old wounds. They should be obvious facial or limb wounds and must be applied using makeup and be visible.</p>	<p>-1 CAP</p>
<p>Lost an Eye Must wear an eye-patch. You may not use the combat call "Called Shot" due to your lack of depth perception.</p>	<p>-2 CAP</p>
<p>Redneck Ill-educated, you cannot read or write and may not take any Ranks in Teacher or Tinhorn careers.</p>	<p>-1 CAP</p>

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Squeamish Your character cannot stand the sight of blood and as such is unable to fuss or bandage someone else's wounds, nor can you take any ranks in the Doc career or take the First Aid Flavour.	-1 CAP
Tight Laced Once per day you must faint at a dramatically appropriate moment (or if instructed to by a Ref.) It will take 30 seconds with smelling salts (or three minutes shaking) to rouse you. Failure to faint during the day means you are tight laced the following day and at -2 to your Max Vitality.	-1 CAP
Frail Constitution You are physically frail and have -2 Maximum Vitality Permanently. Please roleplay this appropriately. If you're unsure what is appropriate for the setting, please ask a ref for advice.	-3 CAP
Yella You are a coward. Actions etc. that would make you immune or able to resist Fear have no effect and you must always obey the "Fear" Compel Action. You cannot join a Posse or Firing Line. You may refuse to be "called out" for a duel (See High Noon.) You may not take the Big Britches, Grit or Bloodthirsty Flavours.	-2 CAP

Combat

About Combat

Deadwood LRP includes elements of combat, but regardless of this it welcomes both combatant and non-combatant players/characters. Playing as a non-combatant, or 'non-com,' character does not mean you cannot engage with combat at all but limits the chance of being physically struck.

All combat should be 'larp-safe' combat. While there is no formal definition of this, at Deadwood LRP we consider suitable larp-safe combat to abide by the following considerations:

- Ranged weapons should never make physical contact with another person (apart from larp safe arrows)
- Cap guns should not be fired point-blank into the face of another player

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- Point-blank shots should be fired from at least 1 ft away, not aimed at the face
- Melee weapons should use 'pulled blows' (where you pull back the weapon before it makes contact, meaning you are never striking at full force)
- Melee weapons can never strike someone more rapidly than once per second
- Melee weapons should move at a slower speed for safer, more controlled movements (and a more cinematic visual)
- Large weapons must always be used in two hands, with the hands a shoulders width apart from one another
- Melee weapons should never be used with a stabbing motion (even those with collapsible tips)
- No physical weapon (melee or projectile) should ever intentionally aim for the face, neck, or genital areas
- Strikes to the head should always be performed with care, ideally slower and more gently than all other blows. Where possible, avoid strikes to the head if another body target is available. Since hits are global, aiming for the head has no in-game benefit, and plenty of out of game drawbacks.

Weapon Phys-reps

All hand-to-hand combat weapons should be built in the usual way for any LARP system, which is typically a plastic core with plastazote outer coating sprayed or painted with latex. All hand-to-hand weapons will be subject to a safety check prior to time in and members of the Crew reserve the right to spot-check any weapon at any time. A weapon deemed unsafe by the Crew must be removed from play immediately.

Longbow arrows must be suitably built and will also be subject to inspection. Draw weights on Longbows must not exceed 20lbs. Thrown weapons must be coreless.

Firearms must be cap style pistols only; no blank firing pistols will be permitted during play. Likewise, shotguns and rifles should not be forward venting. If you are in doubt about your firearm, contact the Ref team prior to the event. We reserve the right to confiscate blank firing weapons and secure them till timeout so please just don't bring them.

Playing a Non-Com Character

If you decide to play as a non-com character, you are agreeing that you will not engage with melee combat for the duration of the game starting from the first time you declare yourself non-com (unless otherwise agreed with a referee). You can still engage in ranged combat (such as gunfights) just as any other character would, but when you feel you are at risk of being physically struck you announce

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“Non-com!” and raise both hands into the air. The attacker will then mimic striking you from a safe distance, using the term ‘Strike’ or any other combat calls, but making their best attempt to not physically touch you. If you can fall safely to the ground once your hits dictate that you should, then you should do so. If you are not able to due to OOC reasons, then you should bow your head, lean against something, or otherwise do your best to make it clear you are injured or unconscious in a way that’s safe for you, even if the rules state you should be on the floor.

All those who play Deadwood LRP should respect the non-com rules, but also acknowledge that this is a combat game and that accidents can and do happen. Even when non-com is announced correctly, there is a chance that any player may still be subjected to an accidental physical strike.

Health

Health is measured in two ways: Body Points and Vitality Points. **All characters have 1 Global Body and 3 Global Vitality as standard (damage is not locational)** but some Flavours and Career choices may increase or decrease your Vitality. Whatever your Vitality number is at the start of the day (after any coin tosses for Flavours) this is your **Maximum Vitality** for that day. There is no way to increase Body.

There are some skills that can temporarily increase your Vitality for short periods above your normal maximum vitality – this is called “extra vitality.” You can only ever have extra vitality equal to your Max Vitality.

E.G. It is David’s first event. He chose to spend all his 18 starting CAP on becoming a Trooper. This permanently raises his Vitality by 1 point due to the Rank 3 bonus. He also takes the positive Flavour “Big Britches” which permanently raises his Max Vitality by another 2. His Max vitality is now 6 Points. During a fight in which he has not yet been hit he calls for his 5 fellows to “Form a Line” which provides +1 Vitality to every person in the line for each person in that line, which means he gains 6 Vitality points for the duration of the fight for a whopping 12 Points of Vitality in total.

On the other hand, James has decided to play a Tinhorn who has Tuberculosis as a flavour. His Max vitality is 1 and if he joined the line, he would only gain 1 extra vitality.



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Healing Vitality

Vitality relates to non-lethal damage. This could be a stab, or a bullet wound to a non-fatal location, a strike to the head with a blunt weapon, being blown back by an explosion etc. You should roleplay pain when taking Vitality damage, but it will not drop you to the floor unless told otherwise by a referee. A single point of Vitality can be restored by tying a bandage, either on yourself or another person. To regain Vitality in this way you must not be “Wounded” - see below. A person cannot wear more than six bandages at a time (2 arms, 2 legs, Head, torso.) Bandages can only be removed using certain skills, see the Careers section for more details.

Vitality returns to its Max value at 8am each day and you may also remove any bandages you are wearing at that point.

Becoming “Wounded” and your “Death Count”

When your Vitality reaches zero, the next strike made on you goes “Through” to Body and you are considered Wounded.

When Wounded, you hit the floor unconscious and your “death count” begins. After five minutes in death count have elapsed your character dies. It is up to the player to keep track of his death count, but occasionally a Ref or Crew member may also be keeping count.

The Doc skill “What's up Doc” permits the wounded player to tell the Doc out of character where they are in their death count. A death count can be suspended by a player miming holding the wound together with both hands, known as “fussing the wound,” however the death count will resume from where it stopped if the fussing ceases.

A wounded player can be stabilised by tying a bandage, or by some skills. It will usually take 2 people to stabilise someone - one to fuss, one to tie the bandage, but it can be done by a single person if they are quick! **Note: This stabilising bandage does not restore either vitality or Body.** Once stabilised, you can only move or be moved at a slow walking pace and cannot use any abilities or actions. If you are damaged again, you once again drop to the floor



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unconscious, your death count begins from scratch, and you must be stabilised again with the use of a bandage or skill. Whilst Wounded you cannot recover Vitality.

A person can only have a **maximum of six bandages attached to them** at any time. Bandages can **only be removed by someone with the relevant skill to do so.**

Healing Body

There are several skills which can heal body points. Once a person has recovered their 1 Body, they can begin recovering Vitality either by tying bandages, the use of skills etc.

You start the weekend with **four Life Tokens**. Unless a skill specifically states otherwise Life Tokens cannot be traded between characters. Each time your Body point is healed, you must hand over a Life Token to the person who returns that Body point to you, who will in turn hand it over to a ref when convenient. If you have no token to hand over, the Body point cannot be restored, and you are at "Death's Door." When at Death's Door if you are moved you die instantly. However, you can remain conscious and get the chance to speak your Last Words to whomever attends to you within one hour before you die. Alternatively, you can choose not to speak your Last Words and die at any point after you lose your final Life Token.



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Weapon Types

Weapons come in two forms: ranged and melee. A ranged weapon is one that doesn't require physical contact, whereas melee does. All weapons require a skill to use - see Character Creation for more details.

Note: Bows and Coreless throwing weapons are listed below as ranged weapons, however for them to score a "hit" the arrow or throwing weapon must make physical contact with the target.

Ranged Weapons at Deadwood LRP are the following:

- Guns (pistols, rifles, shotguns) using percussion caps
- Longbows using larp-safe arrows
- Coreless thrown weapons

Melee Weapons at Deadwood can take many forms, but include:

- Small weapons are up to 18" long from tip to tip and include dagger, small hammer, rolling pin etc.
- Medium weapons are up to 36" long from tip to tip and include swords, clubs, walking sticks. (medium weapons require a skill to use)
- Large weapons up to 72" long, such as a spear, latex rifle (large weapons require a skill to use)³

All the above melee and projectile weapons must be of larp-safe construction (see 'Weapon Phys-reps' for more details). All weapons must be checked before being used at Deadwood LRP by one of our designated weapon checkers. If in doubt, please bring the weapon along for checking, as we cannot give confirmation of a weapon's suitability without viewing it in person. Writing your name, initials or some indicator in UV pen on firearms may be useful. There will probably be a lot of similar looking guns floating about. We'll have a black light for checking.

³ Generally, players can't use Large weapons. However, some players have purchased latex larp safe rifles and the Drunken Monkeys want them to be able to use them. As such if your character can use rifles, you may use a larp safe rifle as a hand-to-hand weapon. Speak to a ref if you're unsure.

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Weapon Use

Firearms only cause damage if the cap explodes. If the cap makes no noise, the shot is a misfire and does no damage. To target a person with a firearm, shout their name or a succinct description of the person and discharge the weapon. All successful discharges are considered hits, so generally your range is the equivalent of how loud you can shout without mechanical assistance.

Only one weapon may be used at a time (unless you have a skill that states otherwise), though you may carry as many weapons on your person at a time as you are safely able to.



Weapons without any form of physical, or ammo upgrade do the following damage:

Handguns - One point of damage

Rifles - One point of damage. Can call a single "Called Shot" per Act.

Shotguns - One point of damage. Can call a single "Knockback" per Act.

Bows - One point of damage. Can call "Through" on all successful shots.

Thrown Weapons - One point of damage.

Frisking

You should not physically search a downed foe without their consent. If a person doesn't consent to being physically searched they should promptly turn over any IC items they have on their person. Anything on a crew / npc body which is removable will be clearly indicated, apart from IC dollars which are always fair game. Don't remove weapons from downed foes unless you're seeking to put them somewhere safe from the combat, in which case let the owner know where it is.

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In-game Calls

A “Call” is a verbal descriptor added to an action to give the people involved in the game more information about what is happening. The verbal descriptor must be given clearly, and the target of the call should be aware of what is happening in the same way as with weapon shots.

The list of calls below may look daunting, but all calls have a self-explanatory vocal component that will tell you what to do, so don't panic!

Calls come in three distinct categories:

- 1) Combat calls for physically damaging actions.
- 2) Psychological calls for “mind affecting” actions.
- 3) Ref calls used to manipulate the game.

Combat Calls

Combat calls are often the result of a person using a skill, such as the Trooper “Shoot to Kill” action. As with the descriptions of ranged and hand to hand combat above the rules on targeting still apply. To use a skill, you simply add the call to the target call for ranged attacks or make the call in hand-to-hand combat. To keep things clear to your target do not “Stack” calls together.

E.G. David is shooting at James with a pistol. For an ordinary one-point damaging shot he simply shouts “JAMES!” and fires his pistol. For a special shot he might shout “JAMES! BANG!” or “JAMES, CALLED SHOT, PISTOL!” to shoot the pistol out his hand in true Western style.

If David does not know the name of who he is targeting, then he would describe them. For example, he might shout “Black hair, blue waistcoat! Bang!” Pick something identifiable. ‘you in the hat’ will be ambiguous.

The calls below are either marked (R)anged, (M)elee, (B)oth or (G)eneral call

With all special calls if the percussion cap does not discharge in a firearm the call, and any attendant damage or effects still take place.

“Bang” - does an additional point of damage to the target. (R)

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"Kaboom" - does three points of damage to the target and causes a Knockback (see below) (R)

"Called Shot" - This can be used to throw a lever, set off dynamite, shoot a gun out of someone's hand or anything else reasonable at the time. When shooting a person, they take a single point of damage as usual and if shot in the leg or arm they should react appropriately by dropping to one knee, dropping whatever is held in the hand etc. The call does no special damage if aimed at the head or centre mass. (R)

"Through" - The damage bypasses the target's Vitality and goes straight to Body damage. (B)

"Dodge" - Dodge is a counter call that Negates the last damage call you were hit with, including basic firearms calls, Bang, called shot, being hit with a hand-to-hand weapon etc. If used to counter Kaboom the target is still hit with a "Knockback" (see below) (B)

"Cleave" - does an additional point of damage to the target. (M)

"Rend" - does three points of damage to the target and causes a knockback effect (see below.) (M)

"Knockback" - This call does a point of damage and in addition if this effect targets you, quickly stagger backwards two paces and drop to the floor if it is safe to do so and you are physically able to. If you can't do this step back two paces and behave as though stunned for 5 seconds. (B)

"Subdue" - Anyone can subdue. Does a single point of damage. If the target is unaware, it goes straight to Body. Target is not wounded and is merely unconscious and will take 30 seconds of vigorous rousing to wake up or will wake up naturally after 5 minutes. Per the combat advice above where possible do not aim for the head, especially do not hit the target in the back of the head. Note that as a Melee skill this call must not be used with bare hands, pistols, etc. The refs know punching someone out was Wyatt Earp's favourite move but it just isn't safe. (M)

"Disarm" - removes the weapon from an opponent's hand. (M)

"Poison" - 1 damage to target. If the poison attack removes a point of Body, then fussing, surgery etc. will not stop the death count unless the poison is also purged. The Doc skill "What's up Doc" will allow the target to tell the Doc that they are poisoned. (M)



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"Get the wounded out!" - all players who assist the Doc in retrieving the wounded and retreating gain 2 vitality immediately. This skill is not subject to the maximum vitality rules but does not work on anyone with the "Big Britches" or "Bloodthirsty" flavours. (G)

"Entangle" - a rope, whip, duster etc has wrapped itself around the target and they must take 30 seconds to free themselves. During this time, they cannot use any Skills. (M)

"Back-To-Back" - The caller and one other person go back-to-back, increasing their vitality by up to 4 points, subject to the maximum vitality rules. Once the combat ends or the two people are no longer back-to-back the vitality is lost. (G)

"Form a Line!" - each person who forms a line gains a point of vitality for each person in the line, up to a maximum of 6. The vitality is lost when the combat ends. For more detail see the Trooper skill "Firing Line" (G)

"Can't you see I'm a doctor?" - the surgeon is working on a patient and is immune to all combat damage so long as they continue working. (G)



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Psychological calls

All “mind affecting” calls include the word “**Compel**.” Whilst clunky this gives a clear indication to the target that they are being targeted with a skill which can usually be resisted with the counter call “My will is strong.” If part of the call uses the words “**Irresistible Compel**” then it **cannot** be countered with “My will is strong”

E.G. Ceri has the skill “Silver Tongued” and wants to lie to someone. He would say a sentence such as “I compel you to believe me - I didn’t steal all the money from the bank”

“**Fear**” - The target must flee from the user for 30 seconds. If unable to flee they must cower in terror. Whilst under the effect of a Fear the target cannot use any skills.

“**Terror**” – Same effect as fear but all “terror” calls are irresistible.

“**Obey me and...**” – The target must obey the command of the user. If the request is completely out of nature for the target they may struggle to resist it. If the compulsion isn’t lifted however, they must comply after a 5-minute struggle. Obey lasts an hour and only ends when either the command has been completed or has been countered by a skill. Rendering the target unconscious or wounded will prevent them from carrying out the command, but once healed (or woken) they will continue to try and fulfil the command. Obey cannot be used to cause a person to self-harm or self-terminate.

“**Sleep**” – The target will immediately fall unconscious and drop to the ground if physically able to do so, if not lean against a tree etc. It takes 30 seconds of vigorous rousing to wake the target back up. The target will awaken as if from natural sleep after 5 minutes.

“**Writhe**” – If physically able the target falls to the ground writhing in pain for 30 seconds. If the target is not physically able then they writhe in pain standing up for 35 seconds.

“**Freeze**” – The target is frozen in place for 30 seconds. You can still speak and make Psychological calls but cannot make combat calls.

“**Silence**” – The target is struck dumb for 30 seconds. They can still make Combat calls but cannot make Compel calls.

“**Oh look, a horse!**” – The target must turn away and look for a horse for 5 seconds in combat, or 30 seconds in a non-combat situation. This skill does not make the target “unaware” for the purposes of subduing attacks or Chloroform and any violent action will immediately break the compulsion.

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“Believe Me” - The target(s) will believe any one statement that the user makes to them. Does not work in combat.

“Roll Up, Roll Up!” - Compels the attention of up to 5 people with a vocal patter, which lasts as long as the user keeps talking, to a maximum of 5 minutes. See the ‘Showman’ skill for more details.

“Worth more dead than alive” - opponents will take no aggressive action towards the user of this skill for 60 seconds whilst they try and bargain for their life. Opponents can attack people other than the user.

“Look into my eyes.” - the target must make eye contact with the user and stay in place. Neither the user nor target can move, but can do other things, such as drawing a weapon. Max duration 5 minutes.

“Tell me honestly” - the target must answer up to three questions truthfully. This action can only be countered by the skills Silver Tongue or Smooth as silk, not with general resists.

“Draw! You Dog!” - the target must draw a weapon and engage the user in combat immediately, even if they have the “Yeller” flavour.

“Do you know who I am?” - the target is intimidated by the user and will take no aggressive action towards them. Alternatively, the target must perform one simple action as ordered by the user. The same rules as “Obey” apply.

“I lift that compulsion” - this counters any compel action by which the target is currently afflicted. The effects immediately cease.

“Stop this violence” - a spiritual person will position themselves between two fighting individuals and stop them from fighting one another. Lasts 30 seconds.

“I am a man/woman/person of Peace” - no-one will attack the person making this call unless they undertake a violent action. Whilst listed here it should be noted that this is a universal compelling action and is not resistible in the usual way. See the “Person of Faith” career for more details.

“Listen to me” - the user must talk science at the target constantly, but for up to 5 minutes the target will listen as though mesmerised by the user's genius. Blatant threatening or aggressive behaviours will break the action.



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Referee Calls

Ref calls are intended to facilitate the game. As a team the Drunken Monkeys try not to use them too often as it can break immersion, but there are a few that are commonly used and so should be outlined, especially to the uninitiated:

"Time Freeze!" - ref's use this call to organise something that has happened instantaneously but can't be done physically, such as a teleportation. In-game time has temporarily frozen. Everyone who hears that call should stop what they are doing, close their eyes, and freeze in position. Gently humming a tune is a great way of blocking out any noise made by the crew and improves the surprise when you open your eyes. The call is cancelled by **"Time In!"** and you should open your eyes and continue what you are doing, reacting appropriately to whatever shenanigans the refs have instigated.



"Time Bimble" or **"Time out"** - this is used to hold the players up when the refs or crew need more time to get things ready - particularly on a linear. Stay "active" and in character, just don't go anywhere until you hear **"Time In!"**

"Mass (X)" - there has been a psychological or physical action or call that is affecting a group of people around the referee. Unless a specific radius is stated in the call the action affects everyone who hears the call. They can resist per the rules stated above.

OOO Calls

OOO calls can be used by anyone if required and are mostly safety related.

"Safety" - usually preceded by **"Time out"** this call means there has been a real-life safety issue and play needs to stop at once to deal with it. Immediately stop what you are doing, drop out of character, and wait for instructions. This call is incredibly rare but particularly important.

"Man down" - usually preceded by **"Time out"** this call means there has been a real-life injury and play needs to stop to deal with the casualty. Stop what you are doing immediately, drop out of character, and await further instructions. As with **"Safety"** this call is incredibly rare (in 12 Years of LARP run by the Drunken Monkeys it has only been used 3 times) but hugely important, so please keep it in mind.

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“Tapping Out” – In live roleplay, there are often heated or dramatic scenarios that make up a scene. Sometimes, these are uncomfortable for one or more parties involved, and we wanted to provide a way for them to remove themselves from such scenes without it being interpreted as an IC action.

If you wish to remove yourself from a scene, you can give the “tapping out” signal. This involves crossing your arms clearly across your chest in an X pose (fist to opposite shoulder) and walking away. No verbal signal is necessary, and you should clearly leave the scene and, if needed, speak to a referee or game organiser. Characters should not be penalised for ‘tapping out’ of a scene.

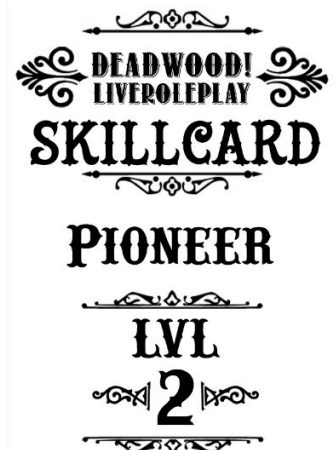
Skill Cards

You may come across Skill Cards in-game:

These are usually left by the ref team or crew near an object, place or possibly hanging from an NPC. Skill Cards are used to give information about an object or an area without the need of a Ref there to pass on the information. If the card is on an item which you subsequently choose to take with you, please also take the card and hand it into a Ref. If a card is related to a location, e.g. ‘Tracks leading off to the west’ or ‘The old gravestone has signs of fresh blood in front of it,’ please leave the card there.

Each Skill card will clearly state a Career and a Rank. If you are of sufficient Rank, you may open the Skill Card and read the contents, if you are not then please ignore the card completely. Sometimes there may be Skill Cards with the same career but different Ranks and you should only open the ones applicable to your rank, ignoring the others.

There is nothing wrong with metagaming skill cards - your character would realise that the item or situation is outside their skillset but would know that someone with a different skillset would be able to deal with it. Leaving the Tinhorn card next to the motor and coming back 20 minutes later with a Tinhorn is completely acceptable because it works in-game.



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Equipment

Players are encouraged to bring as much physrep kit as they want and can afford that enhances their own and others' roleplaying experience. Tinhorns can carry tools, bundles of string and wire etc. Does carry gladstone bags with the implements of their gory trade and so on. The pictures provided in the rules and character generation documents should give you an idea, and for more examples of kit visit www.liveroleplay.com and look at some of the photographs there.

Some pieces of kit are limited, and this is discussed below.

Ammunition

All players begin the event with a fixed amount of ammunition. A player receives 12 shots as standard. If they have taken the Trooper, Cowboy, or Gunslinger career at any rank they receive an additional 6 shots. After this a character will have to purchase ammunition in character at the gun shop or fence.

Firearms and Hand to Hand Weapons

All players may take one pistol for free and a single small hand to hand weapon for free. If during character creation a player takes a career to a point where they learn how to use a specific weapon or weapons, they receive a single weapon of one of these kinds for free. Beyond this all weapons will have to be purchased in character in return for currency from the shops in town.

E.G. Charlotte decides to become a Cowboy and spends all their starting CAP to reach rank 3. At this point they become proficient in the use of shotguns and rifles and so may choose one of these two as their free item. Ceri becomes a trooper but only takes it to Rank 2. At this point she gains "Weapons of War" and can use medium hand to hand weapons, rifles, and shotguns (as well as cannon and gatling guns) as with Charlotte she may choose one of these items as her freebee and must purchase the other items in-game from the Gunshop or Fence.

Throwing weapons are single items. Longbows come with 6 arrows.

Bandages

All players start with 3 bandages for free as part of their kit. Any additional bandages required after this must be purchased in character in return for currency at the shops in town.

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Dynamite

Dynamite can be purchased rarely from shops or the Rank 3 Pioneer action "I'm Dynamite" Dynamite must be physrepped as a single stick with a fuse. A single stick of Dynamite will inflict a "KABOOM!" effect in a 10-foot radius from where it lands. If you decide to wrap several sticks together or want to use it for a more esoteric purpose, please visit the Refs. Dynamite can ben used for other things, such as opening or collapsing

mine tunnels, blowing safes, etc.

Wealth & Currency

All characters start with 1 Wealth plus any gained by character classes. You will be provided with Wealth poker chips at the start of an event equal to your Wealth level. Unless otherwise noted, Wealth resets at the start of an event. You may not transfer Wealth between players. Wealth is both an abstract mechanic to simulate downtime earnings and an in game mechanic acquire less common items.

Wealth has three immediate uses:

Currency

At the start of an event, you can swap a Wealth point for \$25. To convert further Wealth points to cash once the game has started you need to visit a bank to withdraw money at the same rate. Currency stored in the bank is considered safe and deposited or withdrawn within bank opening hours. Currency dropped off to the games desk after timeout will be banked for you to avoid Sunday queues at the bank.

Buying big items

During an event if you need something big or unusual you may, if you have the contacts, use your Wealth to buy specialist supplies, odd machinery parts etc. To convert Wealth points to big items, visit the telegraph office.

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Buying off a bounty

If you have done something bad, illegal, or sometimes plain stupid with the wrong person, you will get a bounty on your head. The bounty will be given a level (1,2,3 etc). For each level of bounty, you need to permanently spend 1 Wealth to remove the bounty. There may be other things you can do with Wealth (e.g. use it as a stake in a game of chance). Try to explain reasons for your Wealth (a share in a gold mine, or a cattle ranch) – something tangible that can be traded if needs be.

Wealth Items

Items available to buy with Wealth. This is not a complete list but good ideas for uses of Wealth. If you have an idea that isn't on this list, please contact the Ref team.

Phys reps must be provided for any physical items by the player.

Purchases made before Time In at the beginning of the event will be available to the character immediately. Any Wealth purchases made after the beginning of the event may take time to be delivered if they aren't immediately available in one of the town stores.

All items are single use unless stated, do not last past the end of an event, and cannot be exchanged for currency with the ref team. Selling them to other players, however, is a different matter.

Comfy Bed - Recovers one lost Life Token between Midnight and 8am. Single occupancy only. visit the Ref team to have the token returned. A comfy bed lasts the entire Event. Note: There are a limited number of Comfy Beds available in Deadwood.

Spiritual comfort - Gain a single rank of the Grit Flavour for the event

Poison⁴ - Ingested or used on a short, bladed hand to hand weapon. If used on a weapon call "Poison" for a single combat. If ingested it has a single use and the victim will collapse immediately and start their death count.

Trap – (3x) Using a suitable physrep may set a snare, bear trap or similar.

Library of Book - Single use of one of the following actions: Dime Novel Logic, Sleight of Hand, I have a warrant, Eureka!, Contacts.

Special Rifle Ammo : Express Bullets – 3 uses of the call 'called shot'

Special Rifle Ammo : Soft nose Bullets – 2 uses of the call 'Through'

Special Shotgun Ammo : Buckshot Cartridges – 3 uses of the call "Knockback"

Special Shotgun Ammo : Shotgun Slugs – 4 uses of the call 'BANG!'

⁴ Poison is illegal to both own and use.

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Land Deeds

Land deeds have three purposes: Firstly, they are a valuable resource and can be traded for cash with other players or the town. Secondly, they can be handed in to a coalition leader, who will use them to improve the influence of that coalition on the town council. Finally, a character can keep them for themselves and hand them in to the event team at the end of the weekend. Whichever character hands in the most land deeds this way will become the Chairperson of the town council. There are a set number of Land Deeds available at each event.

Land Deeds may fall into a character's hands in multiple different ways such as a reward for a Stagecoach or an in-town mission, Loot found on Stagecoach missions or as payment for a bounty.

All Land Deed documents possess two Name Lines. Once a name is penned on a Deed, it belongs to that named individual (note: a player can only write their Character name on a Land Deed, and it must be their character name as per character submission.) To change the name on a Land Deed, its owner must take it to the courthouse to have the first name struck off and transferred to a new owner, whose name will be added into the second Name Line and the change approved by the court by means of a stamp. This second owner must also be present at the courthouse when this occurs.

As only one change to ownership can be authorised, blank Land Deeds are considered incredibly valuable and will often sell for a premium.

Being caught in possession of a Land Deed that is not in your name is considered theft, and an arrestable offence. Being in possession of a blank Land Deed is not an arrestable offence.

It may be possible to remove names from land deeds, rendering them “blank” once more, but this is an illegal activity and an arrestable offence.

Coalition Leaders are permitted to hold Land Deeds in their name, the land coming under the common ownership of all those signed up to that Coalition. A character may hand in a Land Deed to their Coalition DPC regardless of whether there is an available Name Line left, so long as they are the current owner of the Land Deed. The Coalition DPC will pay you an agreed amount for the Land Deed, and it will no longer be in their name but rather in the Coalition name and will be stamped accordingly.

Land Deeds with a character's name upon them that are handed in at the end of the event are considered ‘banked,’ are now safely held and count towards the character's ability to be placed as Chairperson of the Town Council. The character will not receive payment for these Deeds.

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Land Deeds not handed into a Faction DPC **must** always be kept on your person. They are not permitted to be hidden, left in boxes, left in OOC areas or any other location. They should remain within a pocket on your person, or in an IC bag that is carried on your person. Note that Land Deeds do not count as a small weapon or playing card and so cannot be concealed using “Palm a card” or any other similar actions or abilities.

Business Ownership

Those with a trade can attempt to set up their own business in Deadwood, selling either IC resources or their services (please see Buying and Selling below regarding what is accepted for IC trade). In some instances, characters may be offered a storefront in Deadwood Town, otherwise they will need to find somewhere else to set up their own small stall, or work as a wandering tradesperson. It is possible that some business owners might also allow you to ply your trade from within their premises... for a fee, of course.

Business owners can request from the Mayor to rent a space in a physical premises (this is operated on an event-by-event basis). Businesses that run from a physical premises often receive a boost to their skills or products because of running from a better establishment than being set up in the street.

Buying and Selling

You can buy and sell any in-game acquired resources for in-game dollars, but we do not allow people to sell OOC acquired resources for in-game currency unless they join The Mercantile Traders Association.

The purpose of the Mercantile Traders Association is to help us build a living, breathing town, and provide a viable and interesting group for those who wish to remain within the town's borders instead of going off on adventures, linears and scavenging runs. It is not intended to be a game-breaking method, but rather a group designed with accessibility in mind while still providing plot and points of intrigue for those individuals to engage with.

Bounties

Occasionally, someone will get on the wrong side of the law, and a bounty will be put out on them. Bounties are **always** worth more alive than dead, so trying to bring in your bounty alive is well worth doing. Bounties can be handed into the Sheriff's Office, unless the bounty poster states otherwise.

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Gyroscopic Power

A clock maker in New York named Abraham Goldberg, while trying to make a new gyroscope for ships clocks that would not rust, found that when he combined different metals and minerals the gyroscope spun, and it would not stop no matter what he tried.

After showing his invention as a novelty at the New York state fair the Rutherford Foundation bought the patent. Abraham was killed shortly after in a devastating explosion which destroyed the entire city block in which his home and shop were located.

The power of the gyroscope or 'Scope' as it became known spread quickly thanks to the Rutherford Foundation and its links to different corporations. It can now be seen powering all types of device either directly such as the new 'Scope' powered locomotives or through the generation of the new-fangled electricity to power even more incredible devices such as the electric light.

Reports of people behaving strangely and even disappearing when working closely for long periods of time with the devices have been dismissed as fear mongering amongst those who stand to lose their traditional ways of life thanks to the surge of modern technology.

The actual materials used to make up the scope are a secret known only to a few.

Making Scope Items

Only Tinhorns can make Scope items. A Tinhorn must be Rank 3 to make a Scope item. The Ref team must clear all Scope items.

Most Scope items are designed to mimic an Ability or Action. The Tinhorn does not need to have the skill to be able to make an item that mimics it but must have access to someone who does.

The cost to make an item may be varied. All Scope items will require an investment in CAP, but some, at the discretion of the Ref team, may also require an investment in Wealth, Vitality etc. either temporarily or permanently.

As a rule of thumb, the cost in CAP to make the item is the cost of the skill, plus one point – i.e. a Rank 1 ability costs 1 CAP and therefore the item will cost 2 CAP to make. If an ability is added several times (e.g. three BANGs) then the additional one cap is only added once.

If several different abilities are added, the additional one CAP cost applies to each skill. E.g. adding two different rank 2 abilities costs 6 CAP (4 points for the two Rank 2 abilities and 2 points because there are two different abilities).

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Over the years in “The Good, the Bad and the Dead” people have produced a variety of original Scope concepts such as:

- A light source that does not use fire or generate heat and is therefore safe underground where there might be firedamp etc.
- A translation device that speaks multiple languages.
- A magnetically powered gatling gun that fired ball bearings. (The physrep for this was significant!)
- A device that altered a person's psychology. Some players wanted to lose some of their Flavours (e.g. Bloodthirsty)
- A device that scanned injuries, mimicking the “What's up Doc?” skill.

Buying a Scope item

There are three sources of items – other characters, NPCs and, very rarely, loot.

A PC can make items costing CAP between events. Making the item costs the Tinhorn the appropriate amount of CAP but when he sells the item to another PC at the next event he gets the CAP off them. So overall the Tinhorn does not lose CAP, but must invest it between events, it is the end user who spends the CAP completely.

If you want to buy an item off an NPC (because the PCs don't have the time or access to the necessary skills) it costs an additional 1 CAP to buy (the big Corporations who make these items are greedy). This additional 1 CAP does not count towards your item limit.

Limit on items

A character may only own Scope items that cost 12 CAP in total. You can own multiple items.

Losing an item

Once you take ownership of an item the Scope has to be “Tuned” to your own biological resonances. Once tuned it cannot be re-tuned, meaning that if the original owner does not use the item, it does not function. What the Refs are saying here is that there is no point in stealing another person's Scope item. Apart from the fact that the Physrep is likely to be distinctive frankly it's an appalling thing to do to a player who has invested time and CAP into an item.

If a Scope item is accidentally destroyed or lost through the actions of the Refs, players, or Crew a new identical item will be given to the player at no charge at the beginning of the next Act.

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'Scope Physreps

All physreps should have a gyroscope built into them, although it doesn't need to spin. Physreps should have a distinct "Steampunk" feel to them and should be made of wood, copper, iron etc. Avoid plastics or modern burnished metals where possible, although these can be painted to make them look battered or covered in Verdigris. The need to install a gyroscope into the item means that it is extremely unlikely that a handgun can be used as the basis of a Scoped item, but rifles and shotguns are fair game!

Too much power

Scope items can be unstable, and the more CAP spent on a single item, the higher the power consumption and therefore the more volatile the item is.

For any item that has more than 6 CAP built into it you need to visit the Ref team at the start of each day and toss a coin. If the coin shows Tails, the item has lost power for the day. Note that there are several Tinhorn skills that can restore power to Scope items, so all is not lost!

High Noon

Any player can call out another player for a duel. Players with the "Gunslinger" career cannot be refused unless the other player has the "Yella" flavour or are a higher Rank Gunslinger than the person issuing the challenge. A gunslinger can signify his Rank by the number of states he is wanted in using a vocal statement – 3 states for rank one, 6 for rank two and 12 for rank three.

For example:

Player 1 initiates the call out for the duel by saying "I say you are a liar and a thief, and I call you out! I'm a wanted man in 3 states".

However, player 2 replies "Calm yourself son. I've killed men in 12 states just to watch them die."

The duel does not go ahead. Of course, player two could simply shrug and accept the duel if they wish, knowing they will have the advantage.

The players then step outside the game for a moment and in the presence of a Ref who will deal the cards they play a single hand of 5 card stud with the strongest hand winning the duel. The gunslinger ability "Second Chance" gives a distinct advantage here! Other players may not interfere with this game of stud in any way, and the Gambler skill "Read 'em and weep" cannot be used by the duellists.

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Once the game of stud is completed the outcome of the duel is known which means it cannot be affected by 3rd parties using skills such as "Peacemaker." A 3rd party shooting or using a compel action on a duellist from the sidelines is illegal and anyone doing this will be subject to arrest and summary judgement by the town Marshals.

The duel itself is pure theatre. March into the street, stare each other down and **DRAW!** But the loser of the game of stud is the one who hits the floor. For game purposes the loser has been hit by a "Through" call and immediately loses their point of body, falls unconscious and their death count begins. At this point, the duel is over.

You may not "hard skill" a High Noon duel so there is no point practising your quick draw skills and oiling your rig for this purpose, although that may come in handy in other situations.

Characters or Factions who abuse High Noon by repeatedly calling out other characters or Faction members will find that their name spreads very quickly and attracts the attention of one of the legendary gunfighters roaming the frontier and will find their character's career as a Gunfighter ending quickly and terminally.

Equality, Diversity, and Inclusion (EDI) Policy

At Deadwood! LRP, we are committed to fostering an environment of mutual respect and inclusivity. Our community is made up of individuals from diverse backgrounds, and we strive to ensure that everyone feels welcomed, supported, and empowered to participate fully. Similarly, we are open to feedback on how to improve our policies to further strengthen them.

The following principles guide our actions and interactions:

1. **Respect for All Individuals**

All participants, regardless of race, ethnicity, gender, sexual orientation, disability, religion, or any other characteristic, will be treated with dignity and respect. We recognize and honour the value of different perspectives, experiences, and identities in making our LRP experience richer and more meaningful.

2. **Zero Tolerance for Discrimination**

Discrimination, harassment, or exclusion based on any personal characteristic will not be tolerated. This includes, but is not limited to, behaviours such as bullying, name-calling, inappropriate comments, or any other form of unequal treatment. We understand that in the context of LRP, some elements of these behaviours become part of gameplay. However, these should always be based on in-game choices (such as choice of career) rather than OOC characteristics.

3. **Inclusive Language and Behaviour**

We encourage the use of inclusive and respectful language both in-game and out-of-game. Players are expected to communicate thoughtfully and respectfully, avoiding harmful stereotypes or offensive remarks. This includes dialogue in role-play as well as out-of-character conversations. As with the above, language which is intentionally non-inclusive should be based around character choices rather than OOC characteristics.

4. **Safe and Welcoming Environment**

We are committed to providing a safe, supportive, and non-threatening space for all participants. If at any point you feel unsafe, unwelcome, or unsupported, we encourage you to report it to an event organizer. We are here to listen and will take action to resolve issues swiftly.

5. **Accessibility**

We strive to make our events accessible to all, within what is possible at our location. If you have any special needs (physical, mental, or logistical) that require accommodations, please contact the organizers ahead of time so we can make the necessary arrangements or provide advice on what limitations our site and resources present.

Celebrating Diversity

Our event embraces a wide range of cultures, traditions, and histories. We encourage players to explore diverse characters and narratives while being mindful of respectful portrayal and avoiding cultural appropriation. If you are unsure about the portrayal of a particular character or culture, please reach out to an organizer for guidance.

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Conduct Policy

In addition to our commitment to EDI, we also expect participants to adhere to the following guidelines to ensure that everyone has an enjoyable and safe experience.

1. **Respectful Behaviour**

Participants are expected to treat others with kindness, respect, and courtesy both in-game and out-of-game. Verbal or physical abuse, intimidation, or threats are unacceptable in an out-of-character context and will result in immediate consequences. In-character, this behaviour can and likely will form part of gameplay. However, if a player gives the OOC 'Tapping Out' signal, please cease with this interaction and give them space.

2. **Physical Boundaries and Consent**

Consent is paramount in both roleplay and in real interactions. Always seek explicit consent before initiating any physical contact in-game. If someone expresses discomfort, respect their boundaries immediately. Any interaction that requires touch can be done with hands up to a foot away from the individual without their being a negative in-game consequence.

3. **Safe Space for Roleplay**

While the nature of LARP involves immersive storytelling and roleplay, it is important to remember that certain topics, especially those that involve violence, harassment, or trauma, should be handled with care. Always check in with other participants and respect their boundaries before engaging in sensitive roleplay themes. If a player uses a "Tapping Out" signal, or otherwise signals that they are uncomfortable, respect their request to stop or change the scene.

4. **Substance Use and Impairment**

Participants should be able to fully engage in the experience in a clear and respectful state. If alcohol is consumed responsibly at the event, please ensure that it does not negatively affect interactions during the game.

5. **Reporting Violations**

If you witness or experience any behaviour that violates the EDI or Conduct Policy, please report it to an organizer or designated staff member immediately. We take all concerns seriously and will address them with discretion and care.

6. **Enforcement**

Any violation of the EDI or Conduct Policy may result in disciplinary action, ranging from a verbal warning to removal from the event, depending on the severity of the behaviour. Our goal is to maintain a safe and enjoyable environment for all, and we will take necessary steps to protect the community.

By participating in "Deadwood! LRP", you are agreeing to uphold these principles of equality, diversity, inclusion, and respectful conduct. Let us all work together to create a welcoming and safe community where everyone can enjoy the immersive experience of "Deadwood! LRP" while fostering mutual respect and understanding. Thank you for being a part of this incredible adventure!

We welcome comments and feedback to deadwoodlrp@gmail.com