

Rail's End

No one remembers how they got to Rail's End. Given time you can tease out where they were before, but no one recalls the Journey, one of the many peculiarities of the town.

You won't find the laughter of children or bustling families. You'll find survivors. Grit and hardened souls determined to live. Bonds of community form in the absence of family. Newcomers are welcomed heartily like the birth of a new child, cause Rail's End hasn't seen a child born in ...well ever. There ain't a practicing midwife to be found in the whole town.

The Rail Station here only goes to what was before because there's no more after to except the end. The line ends here with the cliff called the Edge visible from the passenger cars. There's naught on the other side, a foggy abyss that goes on forever. Yarns are spun about those who walk into the fog and find themselves rousing from their bunk at the Inn hours later as if they had just arrived back at Rail's End.

Those who do end up here find a sense of home anchors them. The sun rises as they wrestle free from sheets at the Inn and set about finding a way to see the next sunrise. Crosses glint atop the white-washed walls of the Church of the Five. The breeze shifts and the smell of decay wafts in from the South. It draws black smoke from the Smithy to obscure the view of the Church. The smoke careens along carrying away some of the fine white dust that gives the Church its color. The squeal of distant creatures can be heard answering the crowing rooster. The Rail Man hollars, "All Aboard! Last call for the North Mine."

The blue glow of fired arcanum leaks from the boiler as the pressure builds. The Whistle blows and the bahnrail engine screeches to life. It screams away from the station and the town exhales all at once.

Welcome

Introduction

This is Rail's End, a dusty town where the sun burns hot and your worth is measured from the barrel of a smoking sixgun. How or why doesn't matter, not now, because you're fresh off the train and this is no place for tinhorns. You have a sense of self, a sense of being home, a desire to persevere. So strap on some iron and get ready to stake your claim, because there ain't no place for you back East.

Rail's End is a game and setting created with the CORTEX PRIME toolkit. It is a fantasy setting with strong weird west influences in which players take on the role of spirits called Bahnee. You ride the Bahnrail to collect the last remnants of Hope from worlds who've met their end already whether they've accepted that fate or not.

Rules & Mods

If this ain't yer first rodeo, this game and setting use the same rules described in the CORTEX PRIME GAME HANDBOOK, with a few changes. If this is your first rodeo, grab the bull by the horns and get primed [here](#)

RULES CHANGES

For players who have experience with *CORTEX PRIME*, here is a quick listing of rules mods adapted from the *CORTEX PRIME GAME HANDBOOK*.

Players new to the system should just skip this text box.

Stress and Trauma. These rules use the Stress and Trauma mod along with complications. Stress comes in the following six categories: THIRST, HARM, ENNUI, EXPEND, NERVES, DECAY.

No  **STRESS, Complications, or Trauma.**

Complications (or stress or trauma) of  or lower do not exist in this game. When you take a new complication, if it would be  or lower, it becomes a . When an existing complication would step down to  it goes away.

Doom Pool. This game uses the doom pool for pacing and test difficulty.

Contests. In certain scenes, contests are also used. The winner does not get what they want unless the loser gives in or is stressed out.

NEW MODS

Junctions. Similar to Challenges

Hand of Poker. A mod for Contests over a trait.

Growth and Milestone This game uses a Growth Pool and Milestones. Instead of earning XP for reaching Milestone you earn Growth die, as explained under **Life on the Rail Changes You** later in this document.

Residing in Rail's End

You play one of the Bahnee, whom some would call wraiths. The Bahnee are mortals who chose life. In the moments of the end of their world a way out came. A carriage, a bus, a train, a convoy, the last ride out came and you had a ticket. That ticket brought you to Rail's End.

Your characters have just stepped off the Bahnrail for the first time, at least that you remember. Your lives back east are over. You are a passenger. Your ticket calls to you. You don't always know where it will take you next, but in the end it always brings you back to Rail's End. They say the carriage you walk around is reminiscent of how you looked back east. Some people change them often and with ease, having lived many lives back east, before their time at Rail's End. Like others who are something more than mortal, you have powers that people back east would call supernatural.

What You Steal. All worlds die eventually. Their sacred places fall to corruption and calamity unfolds. The trick is that there is dying, and there is *gone*. That edge between existence and oblivion is where the tracks of the Bahnrail are laid. As a denizen of Rail's End, as a ticket holder, you can travel the Bahnrail along that edge, slipping through time and space to wherever cataclysm is poised to boil over. Every civilization has great achievements, masterful tales, and works of true art. When calamity befalls a world some of these get left behind, discarded and abandoned, misvalued in the moment. Once a world begins to die these items become like batteries, absorbing the ennui of the world around them. These forgotten reliquaries are what you seek, because there's nothing in Rail's End that's more valuable. However the Bahnrail came to exist in the first place, one thing is certain, these bearers of burdens and symbols of hope that were left behind are what keeps

Rail's End from, well, ending. Without the prospecting of its denizens, Rail's End would slip back into the Abyss, taking you along with it. Or so they say. But however you look at it, Rail's End is a boomtown. It exists because the Bahnrail brings in spiritual paydirt from across the multiverse to feed the ravenous desires of its ticket holding residents, and there's no such thing as a free lunch in the hereafter.

Why Keep Going. Just beyond the train station lies the veil. A seething, looming wall of blackness beyond the cliff known as the Edge. Some days it's closer than others. Some days you see a fresh one take a fall in a duel at high noon and they don't step back off the train again. They say that if you find what they're buyin' that it won't be you next time you fall. You keep going because you want to keep stepping off the train. Far as you can tell, they ain't nothin' after that if you don't.

No one knows how many reliquaries are already gone. To know that you'd need to know about all that was here before and all that's left now. What is known is that the train makes fewer stops than it did before and ain't no new stops comin'. Fewer and fewer new arrivals.

Who You Are. When you first received your ticket, it sealed your *epitaph*, a divine blessing tying you to the state of the hereafter at your crossing. When such a blessing was bestowed on someone back East, it was thought of as funerary rights. In many cultures it was so that the deceased may find peace in death. What it did was

prevent them from returning to life again. It changed the natural order and imposed its divine will.

Reincarnation was the natural state of things. Was. Now that all the worlds are dying, an epitaph keeps someone returning to the hereafter. Only those with an epitaph can enter the hereafter. The universe is cheeky though. You don't have to be dead to receive an epitaph. When you aren't, you become bahnree, a wraith. No worries though, you're *ACEs*. You've got an *attitude* of your own, a *carriage or body*, and a pair of *eyes* that speak to your soul. These make up the core of you.

License

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TONE & INTENTION - DESIGNERS NOTE

There is an intentional bleakness to the history of Rail's End. Ultimately, this is in service to a forward facing story. Rails is not meant to be a story of what was, or a search for redemption for deeds done in a haunted past. Rails is a story of what is now and what will be. You are portraying a character and the deeds you establish at the table are what matters, not the deeds dreamed about of what was.

The trope laden veneer is in keeping with this intention. Things in Rails are meant to be seen for what they are. Many character traits are intentionally established in a fashion that they make outwardly visible statements about who your character is. Character sheets are played out in the open as is the opposition. This doesn't mean you can't have interesting reveals and twists. Those should elicit more groans of, "Oh I should have seen that coming" than not.

Genre and Tropes

Mention the inspiration here?

Theme 1

Lorem ipsum

Theme 2

Lorem ipsum

What You Need to Play

Lorem ipsum

Cortex Prime Rules and Variants

Prime Sets - Distinctions, What Ya Doin, & How

Non Prime Sets - Odds & Ends

Grave Distinctions

Summary paragraph

[Pronouns] [epitaph] who drank [drink order] seen as [appearance and role] who [relationship to a location]

Appearance and Role

Lanky Preacher

Chiseled Carpenter

Stern Judge
Distant Hangman
Eager Deputy
Hardened Miner
Lucky Prospector
Clerk
Cheery Shopkeeper
Messenger
Bandit
Preacher
Missionary
Bartender
Drunk
Homesteader
Trapper
Librarian
Curator
Wagon Wright
Bank Teller
Blacksmith
Butcher
Gambler
Sharpshooter
Herder
Pioneer
Barber
Doctor
Undertaker
Bounty Hunter
Drifter
Gunslinger
Rail Worker
Tailor
Sheriff
Farmer

Relationship to a Location

Caretaker of the Pews

Incarnation

Choose 2 descriptors from each of the charts below. The icons indicate associated Traits. Step up one of the associated traits for each selection you make.

Attitude

Your attitude is how you present yourself to the world. It might not be an accurate reflection of who you truly are, but the masks we wear shape us.

	Brainin'	Flauntin'	Ghostin'	Hittin'	Holdin'	Hustlin'	Sneakin'
	Learned	Influential	Whimsical	Welcoming	Minder	Alert	Clever
Aidin'							
	Assertive	Haughty	Domineering	Commanding	Expert	Ambitious	Meddlesome
Bossin'							
	Tinkerer	Fanciful	Odd	Prickly	Hoarder	Conniving	Sleuth
Fiddlin'							
	Tactician	Passionate	Frightening	Soldier	Protective	Brash	Suspicious
Fightin'							
	Analytical	High Roller	Alluring	Threatening	Broker	Gambler	Trickster
Gamblin'							
	Proselytizer	Dreamy	Alien	Missionary	Solemn	Spiritualist	Wicked
Occultin'							
	Judgmental	Mocking	Enchanting	Inflammatory	Reserved	Opportunist	Selfish
Spoilin'							

Carriage

Life in the Here leaves its mark physically. Folk's form doesn't betray them on the train itself or shortly after departure. As time passes or tension rises, people's true carriage comes to the surface. Choose two descriptors that mark you as a denizen of Here. Feel free to go into further detail about your supernatural appearance. Perhaps you have a halo or shadows clinging to you. Maybe you resemble a werewolf, or bullet riddled corpse.

	Brainin'	Flauntin'	Ghostin'	Hittin'	Holdin'	Hustlin'	Sneakin'
	Illuminated	Sparkling	Grotesque	Bandaged	Pastoral	Misshapen	Diminutive
Aidin'							
	Ancient	Crowned	Pale	Skeletal	Preserved	Pedigreed	Nocturnal
Bossin'							
	Armored	Adorned	Cogged	Venomous	Chained	Rattling	Skittish
Fiddlin'							
	Bestial	Fanged	Fiery	Clawed	Hardened	Scarred	Furred
Fightin'							
	Diseased	Voluptuous	Decaying	Giant	Icy	Feathered	Scaled
Gamblin'							
	Ethereal	Pristine	Ashen	Shocking	Arboreal	Horned	Shadowed
Occultin'							
	Parasitic	Janused	Spectral	Feral	Lumbering	Riddled	Wiry
Spoilin'							

Eyes

They say eyes are the window to the soul. Your eyes determine who you truly are. The trait statement for Soul should describe your relationship to a location. "Room at the Brothel", "Preacher at Church", "Saloon's Last Customer."

	Brainin'	Flauntin'	Ghostin'	Hittin'	Holdin'	Hustlin'	Sneakin'
Aidin'	Wise	Twinkling	Milky	Bright	Caring	Encouraging	Shrewd
							
Bossin'	Knowing	Piercing	Grave	Dark	Brooding	Optimistic	Callous
							
Fiddlin'	Calculating	Goggled	Many	Gruff	Plotting	Furtive	Cunning
							
Fightin'	Keen	Enticing	Hollow	Fierce	Watchful	Tenacious	Roguish
							
Gamblin'	Discerning	Sparkling	Stormy	Confident	Trusting	Pleading	Obscured
							
Occultin'	Distant	Divine	Cursed	Candid	Pensive	Wild	Grim
							
Spoilin'	Dubious	Sultry	Sunken	Hypnotic	Mournful	Bewitching	Mischievous
							

What Ya Doin' (Roles)

Summary paragraph



Aidin'

Someone's gotta help reload, act as a spotter, distraction, pull the trap wire, or bind up wounds.



Bossin'

You're the man yellin' and watchin' what's happening. Strategy and awareness are key to victory



Fiddlin'

Using goobers and gizmos to get things done.



Gamblin'

Trusting to fate comes easier to those who do it more often



Fightin'

You like to mix it up close and personal



Occultin'

Dabbling in the dark arts, conjurin', forecastin', arcanin'



Spoilin'

Undermining authority, acting contrary, breaking the rules

& How (Approaches)

Summary paragraph



Holdin'

Trusting what you know or leaning on your God



Hittin'

Persistence of Effort, Aggression,



Brainin'

Planning, Prepping, Reading, Finding Truth



Flauntin'

Showing off, being fancy, commanding attention



Hustlin'

Sometimes things just need to get done



Ghostin'

Embracing your unlife and it's peculiar abilities



Sneakin'

Stealth and Surprise are your Friend, You'll fight as Dirty as needed

Talents

Aidin'



Flauntin'

Aidin'



Brainin'

I Read Once...

Chamber: Attitude

Spend a Chip to remember a helpful fact or detail from something you once read, giving yourself or an ally a  asset for a conflict.

Light the Way

Chamber: Carriage

When an ally is building their growth pool, you may give them one of your own growth dice. If they fail the roll, you regain the die after growth is completed.

Mindfulness

Chamber: Eyes

Spend a Chip to add both your Brainin' and Holdin' dice to your dice pool in a test, contest, or challenge that deals with faith, truth, or insight, instead of just one role.

Time to Think

Chamber: Wild

When you have time to be alone with your thoughts, away from anyone else, spend a Chip to create a  asset for the next scene in which you interact with another character.

World Beyond Books

Chamber: Wild

Earn a Chip when you are faced with the limits of your knowledge

Trail Partners

Chamber: Attitude

Spend a Chip to step up or double a relationship asset in your dice pool for the duration of a conflict.

Healin' Hands

Chamber: Carriage

You may make recovery test for others during action scenes

Empathetic

Chamber: Eyes

After you help another character recover stress, step down your same stress.

Muscle Memory

Chamber: Wild

Spend a Chip to let your body recall a series of motions with trained precision, giving yourself or an ally a  asset for a conflict.

Tough Love

Chamber: Wild

Gain a Chip when you refuse to help an ally who needs to sleep in the bed they made.

Aidin'



Ghostin'

Building Karma

Chamber: Attitude

When you step down a role die to step up someone else's role in a conflict, you may also recover one of their stress dice equal to your original value die rating.

Take of My Body

Chamber: Carriage

Take  Harm to recover stress for another.

Remembered

Chamber: Eyes

Spend a Chip to step up or double your Aidin' or Ghostin' for a conflict.

Drink My Blood

Chamber: Wild

Take  Exhaustion to step up an allies distinction for a conflict.

Past Life

Chamber: Wild

Spend a Chip to remember a past mistake and what you learned from it, giving yourself or an ally a  asset for a conflict.

Aidin'



Hittin'

Thoughtful Host

Chamber: Attitude

When Hittin' or Aidin' during a challenge, take  Exhaustion to keep an extra die in your total and

step up your effect die.

My Cross to Bear

Chamber: Carriage

Spend a Chip to convert another character's stress into Harm stress and then transfer that stress to yourself. If you already had Harm stress, step it up instead.

Something to Prove

Chamber: Eyes

Gain a Chip when your need for approval makes a situation worse.

Posse Up

Chamber: Wild

Choose up to 5 allies. Spend a Chip to add a  for each ally to your dice pool when creating an asset with a test. Keep an additional effect die for each ally.

The Dead Don't Rest

Chamber: Wild

When you push Exhaustion stress, you do not have to spend a Chip

Aidin'



Holdin'

Worth Living For

Chamber: Attitude

When you succeed on a recovery test to help another character with their Ennui or Nerves stress, step up your effect die once.

Packhorse

Chamber: Carriage

When you push Exhaustion stress, keep an extra die in your total.

Sob Story Sucker

Chamber: Eyes

Earn a Chip when you choose to put yourself in danger for someone else

Campfire Tales

Chamber: Wild

Recover either Thirst, Exhaustion, or Ennui stress when you spend a scene reminiscing on past deeds.

Peacemaker

Chamber: Wild

When you interfere in a contest, spend a Chip to double your role distinction die and keep an extra die in your total.

Aidin'



Hustlin'

Get Down!

Chamber: Attitude

When another character takes stress, you can spend a Chip to take that stress in their place.

Chirurgion

Chamber: Carriage

You may make a recovery test for a character who is Bleedin' or Dyin' even during an action scene.

Pep Talk

Chamber: Eyes

Spend a Chip to convert another character's stress into Exhaustion stress and then transfer that stress to yourself. If you already had Exhaustion stress, step it up instead.

Professional Procrastinator

Chamber: Wild

Spend a Chip to step up your Aidin' or Hustlin' for a conflict.

Swift Messenger

Chamber: Wild

Spend a Chip to join or leave a scene that includes an ally that is already underway.

Aidin'



Sneakin'

Novel Approach

Chamber: Attitude

Spend a Chip to double an asset when you use it in an unexpected way.

Trailblazin'

Chamber: Carriage

Spend a Chip when lost or trying to find your way to uncover a path, giving yourself or an ally a  asset for a conflict.

Good Cop, Bad Cop

Chamber: Eyes

Give a Chip to a character who has just lost a contest. You may now immediately join and

continue that contest.

Make It Two

Chamber: Wild

When helping someone to recover their stress, spend a Chip to double your Drink Order distinction die in your dice pool and keep an extra die in your total.

Psychopomp

Chamber: Wild

Spend a Chip to step up your Aidin' or Sneakin' for a conflict.

Bossin'



Brainin'

What Could Go Wrong

Chamber: Attitude

Gain a Chip when your decision-making causes a bad situation.

Back in My Day

Chamber: Carriage

When you push Ennui stress, keep an extra die in your total.

Delver

Chamber: Eyes

When testing to create a knowledge related asset, step up or double your Brainin' die

Referential Thinking

Chamber: Wild

Spend a Chip to step up a trait with a statement when you are pursuing a goal for the duration of a conflict.

Tried and True

Chamber: Wild

Spend a Chip to step up your Bossin' or Brainin' for

a conflict.

Bossin'



Flauntin'

I'm in Charge

Chamber: Attitude

Gain a Chip when you assert your authority where it is not welcome.

Big Boss

Chamber: Carriage

When you use your Bossin' or Brainin' in a

challenge, spend a Chip to add an additional 6 for each of your allies undertaking the challenge with you.

Inspirin'

Chamber: Eyes

Spend a Chip to step up your Bossin' or Flauntin' value in your dice pool for a conflict.

Lead by Example

Chamber: Wild

When you use Bossin' in a challenge, you may spend a Chip to keep an additional effect die, which you can give to an ally as an asset.

This Round is on Me

Chamber: Wild

When you use your Drinking Order distinction in a test to create an asset, you may step down the asset once to share it with everyone in the scene.

Bossin'



Ghostin'

Respect Me or Fear Me

Chamber: Attitude

Spend a Chip to step up your Bossin' or Ghostin' value in your dice pool for a conflict.

Boo!

Chamber: Carriage

Step up Decay stress to add both your Ghostin' and your Hittin' dice to your dice pool when you reveal your Monstrous Nature.

So Serious

Chamber: Eyes

Call the Dead

Chamber: Wild

Spend a Chip to narrate an Extra  in the scene.

Home Sweet Home

Chamber: Wild

Spend a Chip to double your location distinction when you use it to recover stress.

Bossin'



Hittin'

I Said Keep Going

Chamber: Attitude

Spend a Chip to choose to ignore either your Exhaustion, Harm, or Nerves stress for the duration of a conflict.

Unnerving

Chamber: Carriage

Step up decay stress to add a  and step up your effect die when adding a Rattled complication to a scene.

Take out the Guards

Chamber: Eyes

Add a  and step up your effect die when dealing with Extras or similar minor threats.

Push On

Chamber: Wild

Instead of stepping down stress at the end of a recovery scene either gain a  asset or step up an existing asset.

Sun at Our Back

Chamber: Wild

Step up your effect die for challenges and contest at high noon

Bossin'



Holdin'

Paid in Patience

Chamber: Attitude

When you roll a hitch, you can step up Nerves stress to reroll your dice pool. You must keep the result of this new roll.

Set in My Mays

Chamber: Carriage

Gain a Chip when your epitaph makes things particularly difficult or inconvenient for you.

I Just Need a Minute

Chamber: Eyes

Gain a Chip when your sour mood delays your arrival.

Line in the Sand

Chamber: Wild

Spend a Chip to step up or double your Holdin' in your pool for the duration of a conflict when you

use your role distinction.

Stay Back!

Chamber: Wild

Double the largest Doom Die to skip a Mob's action.

Bossin'



Hustlin'

I'll Do the Talkin'

Chamber: Attitude

Spend a Chip to step up or double our Bossin' or Spoilin' in your pool for the duration of a conflict when you use your role distinction.

A Right way, and My Way

Chamber: Carriage

Spend a Chip and step down an approach to step up any other approach once for the duration of a conflict.

Always Recruiting

Chamber: Eyes

When you first meet someone of a lower station who is not hostile towards you, you may gain them as a friendly asset for free; if you spend a Chip, you may step up the die rating. You may spend this asset to recover your Exhaustion, Harm, or Nerves stress.

Ain't No Sheriff Around

Chamber: Wild

Borrow a Doom Die for a roll, step it up after.

Git! Ya Yella Bellied Varmit

Chamber: Wild

Spend a Chip to add a  and step up your effect die when adding a Scared complication to a scene.

Bossin'



Sneakin'

This is My Business

Chamber: Attitude

You may begin to interfere in a contest without spending a Chip. Continuing to interfere still costs a Chip.

One with the Night

Chamber: Carriage

Spend a Chip to double your role distinction for a conflict when being a creature of the night gives you the upper hand.

Gaslight

Chamber: Eyes

When inflicting stress you may spend a chip to step down and split your effect die to use the second effect die to inflict Nerves stress.

An Arrangement

Chamber: Wild

Spend a chip to introduce a  asset left behind for you by someone friendly on the inside.

Witching Hour Oaths

Chamber: Wild

Choose up to 5 allies. Spend a Chip to add a  for each ally to your dice pool when creating an asset with a test. Keep an additional effect die for each ally.

Fiddlin'



Brainin'

I Can Make That

Chamber: Attitude

Spend a Chip to step up or double a specialty or signature asset when making an asset creation test.

Thick Skin

Chamber: Carriage

Spend a Chip to step up or double a defensive trait.

Did My Homework

Chamber: Eyes

Spend a Chip to step up your Brainin' or Holdin' die in your dice pool for a conflict that draws on research.

Just for You

Chamber: Wild

When you give an asset to another character, you can spend a Chip to step up that asset's die rating

Learn By Example

Chamber: Wild

When an ally wins a contest, spend a Chip to gain an asset equal to their effect die.

Fiddlin'



Flauntin'

Extra Gubbins

Chamber: Attitude

When sharing or making an asset for someone else, introduce a new technical detail about the Asset or the current scene to step it up.

Carpet Bagger

Chamber: Carriage

When interacting with polite society, spend a

Chip to double your distinction die in your dice pool and keep an extra die in your total.

See the Fine Details

Chamber: Eyes

When you receive an asset from another character, you can spend a Chip to step up that asset's die rating.

Quality Luggage

Chamber: Wild

When adapting to local customs, replace two dice of the same size in your dice pool with a single die of one size higher.

Weighted Dice

Chamber: Wild

Spend a Chip to add both your Fiddlin' and Gamblin' dice to your dice pool in a conflict when you have stacked the deck in your favor.

Fiddlin'



Ghostin'

Ethereal Voices

Chamber: Attitude

Spend a Chip to mimic a sound, voice, or behavior, giving yourself or an ally a  asset for a conflict.

Forged Here

Chamber: Carriage

When creating or purchasing an item asset Here step down the effect die or spend a Chip to add Souled Here!, SFX Remove this SFX to reroll a pool containing the attached asset.

In My Eyes

Chamber: Eyes

Add Decay  stress in order to create a 

asset when you see things others can't

Ashen Apparition

Chamber: Wild

Spend a Chip to join or leave a scene that includes an ally that is already underway.

Old Haunt

Chamber: Wild

Spend a Chip to establish a  location Asset for the next scene

Fiddlin'



Hittin'

Bounty Hunter

Chamber: Attitude

When you have a target or quarry as your goal, you can spend a Chip to use it as an asset for the duration of a conflict. Then, step down that goal's die rating. If you already have a goal at the new die rating, step up the other goal.

Salty Wounds

Chamber: Carriage

You may activate opportunities to step up stress you previously inflicted on someone.

Not Today

Chamber: Eyes

When you would gain or step up Nerves stress, spend a Chip to step that stress down once.

On the Trail

Chamber: Wild

Spend a Chip to add both your Hittin' and Brainin' dice to your dice pool in a conflict that deals with searching for clues or deducing a solution, instead of just one role.

Trapper

Chamber: Wild

Add a  and step up your effect die when creating trap assets.

Fiddlin'



Holdin'

I've Got a Spare

Chamber: Attitude

Spend a Chip to create a  asset for an ally who is in the same challenge as you are.

Died For This

Chamber: Carriage

When you use your Epithath distinction in a conflict, you may keep an additional effect die and grant it to another character as an asset.

Make It Last

Chamber: Eyes

When you create an asset, you may step it down to make it last the rest of the session.

Good Trade

Chamber: Wild

When you give an asset to another character, recover a stress of your choice with that asset before handing it over.

Warrantied

Chamber: Wild

Spend a Chip to reroll your dice when creating an asset with a test. You must keep the result of this new roll.

Fiddlin'



Hustlin'

Docs Cure All Tonic

Chamber: Attitude

Spend a Chip to allow someone to act as if they are Walkin' and Talkin' for the rest of the scene

Break It

Chamber: Carriage

Double your Fiddlin' Die and step up your effect die when rolling to disable an asset or item trait.

Wait for the Twist

Chamber: Eyes

Spend a chip to rename and return an asset you created this session.

Good Under Pressure

Chamber: Wild

Spend a Chip to step up or double your Fiddlin' or Hustlin' in your pool for the duration of a conflict when there is a strong time pressure.

Just Fix It

Chamber: Wild

Step down a discarded or broken item asset to recover it.

Fiddlin'



Sneakin'

Scoped View

Chamber: Attitude

Spend a Chip to add both your Sneakin' and Hustlin' dice to your dice pool in a conflict that deals with pathfinding, stealth, or wilderness

travel, instead of just one role.

Card Up Yer Sleeve

Chamber: Carriage

Start each session with an additional Chip

Eagle Eyed Scout

Chamber: Eyes

Spend a Chip to step up or double your Fiddlin' or Sneakin' in your pool for the duration of a conflict when you use your role distinction.

Paid in Sweat

Chamber: Wild

When you roll a hitch, you can step up Thirst stress to reroll your dice pool. You must keep the result of this new roll.

Slipped You This

Chamber: Wild

Spend a Chip to create a  asset for a character in a scene you are not in when you briefly flashback to giving it to them.

Fightin'



Brainin'

According to Plan

Chamber: Attitude

Spend a chip to double your Fightin' or Brainin' for a conflict.

I'm Fine

Chamber: Carriage

If you'd normally be Complain' & Cryin' you may instead act as if you are Walkin' & Talkin'

Keepin' Watch

Chamber: Eyes

Spend a Chip to add copy of an opponent's

surprise or stealth trait to your pool.

Set 'em Up

Chamber: Wild

Spend a Chip to add a  to your pool and keep an additional effect die as an asset for an ally.

Taunt

Chamber: Wild

When you include an opponent's Nerves stress in your own pool spend a chip to step it up.

Fightin'



Flauntin'

This Ones For You

Chamber: Attitude

Spend a chip step up or double a relationship die in your pool

Restorative Tonic

Chamber: Carriage

Spend a chip to convert your Harm or Thirst stress into another kind of stress. If you already had stress of that new type, step up that stress.

Thrilling Victory

Chamber: Eyes

When you achieve a heroic success, recover your Ennui, Exhaustion or Nerves stress.

Prize Fighter

Chamber: Wild

Spend a Chip to add both your Gamblin' and Fightin' dice to your dice pool in a conflict that deals with battle, instead of just one role.

Tall Tales

Chamber: Wild

When you win a contest, you can choose to keep

an additional effect die to create an asset for yourself.

Fightin'



Ghostin'

Strength of the Grave

Chamber: Attitude

Spend a Chip to step up your Fightin' or Ghostin' die in your dice pool for a conflict that factors in your undead power or endurance.

Born in Flames

Chamber: Carriage

When you would take or step up Harm stress, spend a Chip to step that stress down once.

One Foot in the Grave

Chamber: Eyes

When you take Decay stress, you can choose to step it up once. If you do, gain a Chip

I Was David Once

Chamber: Wild

When you are in a conflict against an opponent who is at least twice as big as you are, spend a Chip to double your epitaph distinction die and keep an extra die in your total

One of the Pack

Chamber: Wild

Spend a Chip to step up or double your Ghostin' die when interacting with monstrous animals.

Fightin'



Hittin'

Not My First Shootout

Chamber: Attitude

When you spend a Chip to push your Exhaustion or Nerves stress, do not step it up.

Brawler

Chamber: Carriage

Double your Fightin' or Hittin' die when fighting up close and personal

Double or Nothing

Chamber: Eyes

When you fail a roll to beat your opponent in a contest or challenge, spend a Chip to reroll your dice pool and try again. You must keep the result of this new roll. If you succeed, step up your effect die by one. If you fail again, step up any stress you take.

Paid in Blood

Chamber: Wild

When you roll a hitch, you can step up Harm stress to reroll your dice pool. You must keep the result of this new roll.

Parched

Chamber: Wild

When you take Thirst stress, you can choose to step it up once. If you do, gain a Chip

Fightin'



Holdin'

I'll Hold Them Off

Chamber: Attitude

Spend a Chip to step up or double your Fightin' or Holdin' in your pool for the duration of a conflict when you use your role distinction.

Same Bull, Different Day

Chamber: Carriage

When leveraging the experience of your distinction role, spend a Chip to step up or double this distinction for the duration of a conflict.

Stalwart

Chamber: Eyes

Step up or double your Holdin' when rolling to avoid Harm stress

Relentless

Chamber: Wild

When you would be stressed out of a scene, spend a Chip to step down the affected stress and remain in the scene instead.

Tough

Chamber: Wild

Spend a Chip to convert your Harm or Exhaustion stress into another kind of stress. If you already had stress of that new type, step up that stress.

Fightin'



Hustlin'

Guns Blazin'

Chamber: Attitude

Gain a Chip when you go in unprepared.

Line 'Em Up

Chamber: Carriage

Spend a Chip to add a **6** and keep an additional effect die for each additional target past the first.

Pulse Racing

Chamber: Eyes

When you spend a Chip to push your Exhaustion or Harm stress, do not step it up.

Quick Draw

Chamber: Wild

Spend a Chip to go first in a round of a challenge.

You Sweatin'?

Chamber: Wild

When you include an opponent's Exhaustion or Nerves stress in your dice pool, you can spend a Chip to step that stress up.

Fightin'



Sneakin'

Few Silver Richer

Chamber: Attitude

Gain a Chip when you break a promise.

Rub Some Dirt On It

Chamber: Carriage

When you are in the wilderness during a recovery scene, choose a stress to step down twice instead of once.

Derringer

Chamber: Eyes

Spend a Chip to create a  weapon asset

Dual Wield

Chamber: Wild

Step down the highest die in your pool when wielding two weapons, to keep a second effect die.

Sharpshooter

Chamber: Wild

Spend a Chip to double your Fightin' or Sneakin' die in your dice pool when making a perch, aiming at a distant target, or spotting something far off.

Gamblin'



Brainin'

Calculatin'

Chamber: Attitude

Add a  to your dice pool and step up your effect die when making calculations or solving complex problems, representing your exceptional mathematical skills.

Accustomed Suffering

Chamber: Carriage

When you push Ennui or Decay stress you do not have to spend a Chip, representing your body's ability to withstand the ravages of disease.

Know When to Fold

Chamber: Eyes

When you give in during a contest, you may recover a stress of your choice using your opponent's effect die.

Hedge Bet

Chamber: Wild

When you give in during a contest, you may create an asset using your opponent's effect die.

Readin' People

Chamber: Wild

Spend a Chip to step up or double your Brainin' in your pool for the duration of a conflict when attempting to read someone's body language or intentions, representing their ability to discern what someone is really thinking or feeling.

Gamblin'



Flauntin'

Showboatin'

Chamber: Attitude

Gain a Chip when your need for attention puts you in a bad situation.

All In

Chamber: Carriage

Step up or double Gamblin' for one roll. If the roll fails, you gain a complication equal in size to your Gamblin' die

Young Soul

Chamber: Eyes

When you roll your growth pool, reroll any hitches. You must keep the result of this new roll.

Lucky River Rider

Chamber: Wild

When you activate an opponent's hitch during a contest, you can choose to both step up an asset and step down a stress die.

Lucky Shot

Chamber: Wild

When you roll a hitch in a test, you may spend a Chip to reroll your pool. You must keep the result of this new roll.

Gamblin'



Ghostin'

Faire Folk

Chamber: Attitude

Spend a Chip to step up or double a specialty or signature asset when enticing or tricking someone into a deal.

Only This Life

Chamber: Carriage

When you question a statement, instead of adding a die to your growth pool, you may choose to keep that die as an asset for the rest of the session.

Show Your Hand

Chamber: Eyes

Add Decay  stress in order to step up both your Gamblin' and Ghostin' for the duration of any conflict.

Dead Man's Hand

Chamber: Wild

On any roll including a hitch and a result of 8, spend a Chip to pass along your hitch to another character, either a PC or a GMC. If it is activated, you gain the Chip, but the complication goes to the new character. If it is not activated, gain a  asset

Fearless

Chamber: Wild

When you push Nerves stress, you do not have to spend a Chip

Gamblin'



Hittin'

Intimidating Presence

Chamber: Attitude

Spend a chip to double your appearance distinction in your dice pool when trying to intimidate or scare.

Stand Tall

Chamber: Carriage

When your pool includes your appearance distinction, you may replace two dice of equal size with one die one step larger.

Push Your Luck

Chamber: Eyes

When you roll a hitch in a contest, you may spend a Chip to reroll your pool. You must keep the result of this new roll.

All It's Got

Chamber: Wild

Spend a chip to double an asset in your dice pool, keep a third die in your total. The asset is shutdown after the roll. Any hitches on success are activated for free.

I'm out

Chamber: Wild

Gain a Chip when you declare you're out of ammo.

Gamblin'



Holdin'

Hemmin' and Hawin'

Chamber: Attitude

When you question a trait with a statement, you may take Nerves  stress. If you do, do not step down the trait, and add a  to your growth pool instead of that trait's die rating.

On the Rocks

Chamber: Carriage

Spend a Chip to step up anyone's Drink Order distinction for a roll.

Let Me See the River

Chamber: Eyes

Gain a Chip when over stayin' your welcome puts you in a bad situation.

Gambit

Chamber: Wild

When you activate an opportunity, you may apply

its benefits to another character instead of yourself.

Too Rich For My Blood

Chamber: Wild

Gain a Chip when you choose not to engage in a contest after your opponent rolls first.

Gamblin'



Holdin'

Paid in Tears

Chamber: Attitude

When you roll a hitch, you can step up Exhaustion stress to reroll your dice pool. You must keep the result of this new roll.

Feather in Your Cap

Chamber: Carriage

Spend a chip to step up your appearance distinction in your dice pool when trying to charm or impress.

Fast Friends

Chamber: Eyes

Spend Chip to create a  relationship asset

Beginner's Luck

Chamber: Wild

When you hinder during an asset creation test, step up your effect die

Quickened

Chamber: Wild

Spend a Chip to step up your Hustilin' or Gamblin' Icon die in your dice pool for a conflict that factors in your supernatural speed or balance.

Gamblin'



Sneakin'

Rigged Game

Chamber: Attitude

Spend a Chip to set a die in your dice pool to a result of 2 before you roll.

Tip the Scales

Chamber: Carriage

Activate an opponent's hitch during a contest to give them a  stress of your choice. Step up that stress for each additional hitch the opponent rolled.

Sleight of Hand

Chamber: Eyes

When you win a contest, you may choose a second effect die to represent an asset you have stolen from your opponent.

Fate's Gambit

Chamber: Wild

You may reroll 1 die when your dice pool includes Gamblin'. Any hitches in the pool may be activated for free.

House Always Wins

Chamber: Wild

When you gamble away your share of the haul during a recovery scene, choose a stress die to step down twice instead of once.

Occultin'



Brainin'

Seer

Chamber: Attitude

Spend a Chip to step up or double your Occultin' in your pool for the duration of a conflict when you use your role distinction.

Arcanum Veins

Chamber: Carriage

You can make magical assets by testing against doom. Add a  to the doom pool to gain a Chip when doing so.

Grave Sight

Chamber: Eyes

Spend a Chip to step up your Occultin' or Brainin' die in your dice pool for a conflict that factors in your keen or arcane awareness.

De ja vu

Chamber: Wild

Gain Ennui  or Nerves  stress to reroll your dice pool when your action does not relate directly to one of your goals. You must keep the result of this new roll.

Magic don't last

Chamber: Wild

Step up a magical asset when using it in a challenge. Remove it after rolled.

Occultin'



Flauntin'

It's all connected

Chamber: Attitude

Spend a Chip to include your Occultin' as a second role die when you include some faithful narration

Flawless Appearance

Chamber: Carriage

Spend a Chip when you take Decay stress to step it down.

Blessin'

Chamber: Eyes

Spend a Chip to step up an asset and add Growing Dread to it for a conflict.

Haunting Melody

Chamber: Wild

Spend a Chip to fill a space with eerie music, giving yourself or an ally a  asset for a conflict.

Miracle

Chamber: Wild

With their explicit permission, step up another character's trauma to step down all of their stress by one and return them to a scene they are currently stressed out of.

Occultin'



Ghostin'

Sixth Sense

Chamber: Attitude

Spend a Chip to step up your Occultin' or Ghostin' die in your dice pool for a conflict that draws on your creative instincts.

Haunting Purpose

Chamber: Carriage

Spend a Chip to step up or double your Ghostin' approach in your pool for the duration of a conflict when you use your role distinction.

Fresh Earth

Chamber: Eyes

Spend a Chip to step up or double your Occultin'

and Ghostin' value in your pool for the duration of a conflict when you use your Epitaph distinction.

One of the Beast

Chamber: Wild

When you first meet a hostile animal, you may gain them as a friendly  asset for free; if you spend a Chip, you may step up the die rating. You may spend this asset to recover your Decay, Ennui, or Harm stress.

Paid in Faith

Chamber: Wild

When you roll a hitch, you can step up Ennui stress to reroll your dice pool. You must keep the result of this new roll.

Occultin'



Hittin'

My Faith Compels Me

Chamber: Attitude

When another character successfully interferes with a contest you are already in, you can continue the contest without spending a Chip. Your opponent must still spend a Chip. If you win the contest, step up your effect die.

No Rest for the Wicked

Chamber: Carriage

When you spend a Chip to push your Decay or Exhaustion stress, do not step it up.

Festering Ash

Chamber: Wild

You may inflict Decay instead of Harm. Both 1 and 2 on your dice count as hitches when using this effect.

Gushing Wounds

Chamber: Wild

When you include an opponent's Harm or Thirst stress in your dice pool, you can spend a Chip to step that stress up.

Hare of the Dog

Chamber: Wild

When you would take or step up Exhaustion stress, spend a Chip to step that stress down once.

Occultin'



Holdin'

Let us Pray

Chamber: Attitude

Spend a Chip to step down a scene complication. Shutdown this talent. Make a recovery test to restore.

Home Turf

Chamber: Carriage

While at a location in your role distinction, spend a Chip to double your distinction die in your dice pool and keep an extra die in your total.

It Was Foretold

Chamber: Eyes

When you take Nerves stress, you can choose to step it up once. If you do, gain a Chip

Leech

Chamber: Wild

Spend a Chip when inflicting Harm to choose a second effect die to recover your own Stress.

Sumn' Ain't Right

Chamber: Wild

Spend a Chip when you distrust an outsider,

giving yourself or an ally a  asset for a conflict.

Occultin'



Hustlin'

Doomsayer

Chamber: Attitude

Step up your Occultin' or Hustlin', Add a  to the Doom Pool

Faith's Foil

Chamber: Carriage

Gain a Chip when you declare that you cannot cross or enter hallowed ground.

Ghastly Stride

Chamber: Eyes

When in difficult terrain, replace two dice of the same size in your dice pool with a single die of one size higher.

Always a Catch

Chamber: Wild

Gain a Chip when reaching a goal creates new consequences.

Esoteric Intuition

Chamber: Wild

Spend a Chip to step up your Occultin' die in your dice pool for a conflict when you are acting on a hunch.

Occultin'



Sneakin'

Dark Acts

Chamber: Attitude

Double your Occultin' or Sneakin' in your pool,

Add a  to the Doom Pool

Fresh From the Grave

Chamber: Attitude

When you draw power from the earth or shadows your standing in, replace two dice of the same size in your dice pool with a single die of one size higher.

I've Got 9 Lives

Chamber: Carriage

Gain a Chip when your curiosity gets you into trouble.

Shadow Strider

Chamber: Carriage

Double your distinction die when you flit from shadow to shadow in challenge.

Shadow Bourne

Chamber: Wild

Spend a Chip to enter or exit a scene from a shadow

Spoilin'



Brainin'

Unrelenting Critic

Chamber: Attitude

Spend a chip to step up or double a Spoilin' in your pool when calling out or criticizing someone, representing your ability to cut people down with your words.

In My Studies...

Chamber: Carriage

When creating an Asset from an Opportunity, step it up by introducing a detail you learned as a student.

Jaded

Chamber: Eyes

When you push Ennui stress, you do not have to spend a Chip

Lost in Thought

Chamber: Wild

Earn a Chip when you skip a round as you are daydreaming.

Reconsider

Chamber: Wild

Surrender a goal. Use that goal's die rating to recover a stress of your choice.

Spoilin'



Flauntin'

Vaudevillian

Chamber: Attitude

When you are mocking an opponent, spend a Chip to add a die in your opponent's pool to yours.

What'd You Say

Chamber: Carriage

Gain a Chip when your sudden about-face lands you in a bad situation.

Small Talkin'

Chamber: Eyes

When you first meet someone who is not hostile towards you, you may gain them as a friendly  asset for free; if you spend a Chip, you may step up the die rating. You may spend this asset to

recover your Thirst, Exhaustion, or Nerves stress.

Paid in Silver

Chamber: Wild

When you roll a hitch, you can step up Decay stress to reroll your dice pool. You must keep the result of this new roll.

Yeehaw

Chamber: Wild

Spend a Chip to step down all of your stress dice after you succeed at a contest with a foe.

Spoilin'



Ghostin'

Coyote Kin

Chamber: Attitude

When trying to mislead someone, spend a Chip to double your distinction die in your dice pool and keep an extra die in your total.

Wraith Touch

Chamber: Carriage

Spend a Chip to add a copy of an opponent's Holdin', other defensive trait, or Challenge die which is narrated as armored in your pool.

Worm Food

Chamber: Eyes

When you push Decay stress, you do not have to spend a Chip

Hide in Shadows

Chamber: Wild

Spend a Chip to create a  Ambush asset, which gives you action priority at the beginning of action order.

Longing For Home

Chamber: Wild

When you spend a recovery scene wishing you were back home, convert any other type of stress to Ennui.

Spoilin'



Hittin'

Vengeful

Chamber: Attitude

When you lose a contest, you may create an asset using your opponent's effect die.

On My Own

Chamber: Carriage

When in the desert or in an abandoned locale, spend a Chip to double your distinction die in your dice pool and keep an extra die in your total.

Bar Car Whispers

Chamber: Eyes

Spend a Chip when inflicting Thirst or Nerves stress to step up the stress die once.

Bottom's Up

Chamber: Wild

When you finish your last drink, spend a Chip to double your distinction die in your dice pool and keep an extra die in your total.

Worse Than It Looks

Chamber: Wild

When you take Harm stress, you can choose to step it up once. If you do, gain a Chip.

Spoilin'



Holdin'

Too Many Secrets

Chamber: Attitude

Gain a Chip when you reveal a secret that would have been helpful if you had revealed it sooner.

Just Another Day

Chamber: Carriage

Spend a Chip to convert your Thirst, Exhaustion, or Nerves stress into Ennui stress. If you already had Ennui stress, step it up.

Saloon Regular

Chamber: Eyes

When you push Thirst stress, you do not have to spend a Chip

Cut Your Losses

Chamber: Wild

When you lose a roll, you can refuse the activation of any hitches you roll.

We'll be on our Way!

Chamber: Wild

Spend a Chip to exit a scene without resistance, as long as you haven't inflicted any stress in the scene.

Spoilin'



Hustlin'

Did You Hear Summn'?

Chamber: Attitude

Gain a Chip when your clumsiness creates a bad situation.

Whiskey Rumors

Chamber: Attitude

Spend a Chip to reveal an advantageous secret learned from loose lips, giving yourself or an ally a

 asset for a conflict.

Life's Not Fair

Chamber: Carriage

Gain a Chip when your role makes things particularly difficult or inconvenient for you.

Rotten Apple

Chamber: Carriage

Gain a Chip when your bad mood lands you in a bad situation.

Turncoats

Chamber: Eyes

Borrow a Doom Die for a conflict when you narrate an Extra into the scene. They flee afterwards. Step up doom die and return it.

Spoilin'



Sneakin'

Beyond the Rail Lines

Chamber: Attitude

Gain a Chip when you get completely, hopelessly, utterly lost.

Self Indulgence

Chamber: Attitude

When you stray from the Posse during a recovery scene, choose a stress to step down twice instead of once.

How Could You

Chamber: Carriage

When you take Nerves stress, you can choose to step it up once. If you do, gain a Chip

Many Faces

Chamber: Eyes

Spend a Chip to step up or double your Sneakin'

or Spoilin' die for a conflict when masquerading as someone else.

Last Word

Chamber: Wild

Gain a Chip when your need to have the last say gets you into trouble.

Dirges

At the border of Here and There is the Cacophony. It starts as a ringing in the ears. It intensifies the closer you approach. Book readin' types says its some barrier of sorts raised to shield each side from the other. Takes a helluva lotta power to hold back There. Power that can be tapped into and harnessed if'n you don't know what's good for ya. The more superstitious folk says is the songs of loved ones sung over graves and in mourning halls and in desperate fits of grief and rage. Dem songs, they linger see. They've got strength in them. Strength enough to reach across the border of Before to Here. Strength enough to feed and warm ya knowin' someone cared about ya. Death, see, they grabbed up all dem songs and bound them there at the border to mark their realm with a warning.

Ink and Ichor

Water don't come easy Here. Most of it gets pushed on into saloons. You have a connection to the Well of the Dead. Which is just a fancy way of saying the ink and liquids written and poured out on graves flows through and fills you. Your words when written can echo across the Glare. You can run your hand across a book and call the words into your veins.

Your command of bodily fluids extends into mixins as well. You can brew a salve to close

wounds or oil to give the wearer the sight of an eagle.

Include your Ink and Ichor die when making a mixin, sending a message, or boiling the blood of a foe.

Special Effects

- Spend a Chip to use the ichor of a slain beast to bestow part of its power on the imbiber
- Spend a Chip to produce or update a Wanted Poster
- Earn a Chip went water interferes and shuts down your Ink and Ichor
- Spend a Chip to add a  and step up your effect die when making mixins
- Take  Exhaustion stress to step up Ink and Ichor for a series.

Fur and Bone

Here, the animals are more beast than companion. You can bring them to heel at least for a time or use their pelts as sources of power. You can absorb the fur and bone of animals to enhance your physical abilities, or communicate with them through thoughts and gestures. Furthermore, you can also mold bones as if they were clay.

Include your Fur and Bone die when enhancing your physical abilities, communicating with animals, or mending broken bones.

Special Effects

- Spend a Chip to absorb the fur and bone of a slain beast to bestow part of its power on you for a scene.
- Spend a Chip to communicate with animals over a long distance for a scene.
- Earn a Chip when silver disrupts and shuts down fur and bone
- Spend a Chip to ignore Harm for a series unless the wounds were caused by silver.
- Shutdown another dirge power to step up Fur and Bone for a scene. Activate an opportunity to restore the power.

Beak and Feather

While Here generally only has two kinds of birds - crows and vultures - your dirge is not so limited. You can transform your own body into that of a bird, see through their eyes, or deliver messages through them. Some measure of prophecy is also associated with this dirge though its practitioners warn of its dangers and misinterpretations.

Include your Beak and Feather die when transforming into a bird, seeing through eyes of birds, or prophesying the future.

Special Effects

- Spend a Chip to transform into a specific type of bird for a scene.
- Spend a Chip to communicate with birds over a long distance for a scene.

- Earn a Chip when your connection to beak and feather is shutdown because of noise disturbances causing dissonant calls.
- You may add your Beak and Feather dirge die to a failed roll in order to reroll it, but you hitch on 1s and 2s and must accept the new results.
- Take  Ennui stress to step up Beak and Feather for a series.

Scale and Slither

Your dirge grants you the ability to take on reptilian properties and communicate with and control reptiles. You can shed your skin to regenerate or cloak yourself in scales for protection. Most Scale and Slither singers call forth reptiles from themselves rather than dance with wild reptiles.

Include your Scale and Slither die when your conjured scales protect you, when slipping inside tight spaces, or giving commands to reptiles.

Special Effects

- Spend a Chip to cover your body in protective scales.
- Spend a Chip to enter or exit a scene that is already underway as you slip in through a small opening.
- Earn a Chip when Scale and Slither is shutdown because of cold
- Spend a Chip to shed your skin and regenerate. Recover Decay with an

effect die equal to your Scale and Slither.

- Spend a Chip to create a  reptilian asset conjured from your own body.

Maw and Claw

While the other animalistic dirges do allow you to take on bestial traits, those who know maw and claw make the predatory aspects a frightening focus. You can even go so far as deploying metallic bones and teeth.

Include your maw and claw die when slashing, gnashing, or intimidating.

Special Effects

- Spend a Chip to cling and climb a surface or stop a fall.
- Spend a Chip to intimidate someone with a feral display. Use your die rating as an effect die is needed.
- Earn a Chip when your frightening appearance makes a situation worse.
- Add a  to your dice pool for an attack and step down the highest die in pool by one. Step up the effect die by one.
- Hitch on 1s and 2s when you use metallic claws or teeth.

Shadow and Flame

Campfire or lantern light bend to your will. Shadows dance at your behest. You can meld with the shadows to become nearly invisible, or call forth flames to ignite or extinguish.

You can even use the shadows and flames to communicate with others through flickering patterns or call the black flame to see the future.

Include your Shadow and Flame die when using shadows to hide, manipulating fire, or seeking visions in the black flame.

Special Effects

- Spend a Chip to meld with shadows and become nearly invisible for a scene.
- Spend a Chip to use shadow and flame to communicate a message to someone else within a scene.
- Earn a Chip when your connection to shadow and flame is shut down by heavy rain or damp conditions.
- Spend a Chip to create a  flame asset or apply your shadow and flame die as an effect die against a flame complication.
- Spend a Chip to add a  and keep an additional effect die for each additional target past the first when you engulf an area in flame

Cog and Steam

FWEEET!!! Steam pours out your ears, nose and mouth. You collect it and drive into the nearest cog wheel, taking control of the machine. You have a connection to machines and can manipulate, repair, or destroy them,

You can cause them to malfunction, operate at peak efficiency, or speak their language.

Include your cog and steam die when fixing or breaking machines, communicating with them, or using them to your advantage.

Special Effects

- Spend a Chip to repair a machine or make it operate at peak efficiency for a scene.
- Spend a Chip to communicate with a machine for a scene.
- Earn a Chip when cog and steam is shut down by extreme heat or cold.
- Shut down cog and steam to step up or double a mechanical asset.
Activate an opportunity to restore the power.
- Add a **6** and step up your effect die by one when using cog and steam to create mechanical assets.

Frost and Thunder

Wanna jumpstart the jukebox and keep yer drink cool all day? Easy as pumpkin pie. You can harness the power of lightning, channeling it through you or absorbing or re-directing electrical current. Same goes for the cold. Sounds weird? Well, the real eggheads know that electricity travels faster at lower temperatures. Do with that what you will.

Include your frost and thunder die when controlling, shaping, resisting, or creating electricity or cold.

Special Effects

- Spend a chip to send a lightning strike flying from your fingertips, incinerating foes or supercharging devices.
- Spend a chip to lower the temperature of a target, freezing it in place, encasing it in ice, or just extinguishing its flames.
- Earn a chip when frost and thunder is shut down by excessive heat, dryness, or insulation.
- Spend a Chip to conjure a thunderstorm, allowing you and your posse to escape a scene or prevent a GMCs escape.
- Step down and double frost and thunder die, and then step up your effect die, to use both cold and electricity together to create an asset.

Stone and Vine

You can manipulate and control the earth and plants, using them to create barriers, weapons, or structures. You can also communicate with the earth and plants, using them to gather information or receive guidance.

Include your Stone and Vine die when shaping and manipulating the earth and

plants, communicating with them, or using them to your advantage.

Special Effects

- Spend a Chip to create a wall or barrier of stone or plants to protect yourself or your posse.
- Spend a Chip to cause plants to rapidly grow or wither, creating obstacles or clear paths.
- Earn a Chip when Stone and Vine is shut down by water or ice.
- Spend a Chip to commune with the earth and plants, gaining insight or knowledge about a location or situation represented by a  asset.
- Add a  to your dice pool and step up your effect die by one when using Stone and Vine to create earth or plant-based assets.

Wind and Wave

You can harness the power of wind and water, summoning them to your aid and using them to control your surroundings. You can create powerful gusts of wind to knock back foes, summon waves to crash against your enemies, or call forth rains to muddy a gunfight. Your control over these elements is tied to your own life force, but also the life of those around you as well.

Include your Wind and Wave die when using wind or water to attack or defend,

manipulating the elements to create advantages, or creating elemental assets.

Special Effects

- Spend a Chip to summon a powerful gust of wind to knock over or change the course of something as large as a wagon or rail car.
- Spend a Chip to summon a wave that passes through a scene causing disarray and distraction. The wave doesn't need to be made of water.
- Earn a Chip when Wind and Wave is shut down by death.
- Spend a Chip to add a weather distinction to a scene you are in.
- Choose up to five posse members. Take  thirst stress. Add a  for each posse member to your dice pool when creating an asset by test. Keep an additional effect die for each posse member.

Silence and Sigil

The Cacophony overwhelms and warns off most who even come close to it. Real horror though is found in the moments and spaces when it falls to silence. It comes on swiftly and feels like a relief at first. A moment of respite before the panic sets in. This is the only time observers claim to see any definitive shapes in the sea of black. Those who study these shapes call them sigils.

Include your Silence and Sigil die when using silence to negate magical effects or dirges, creating sigils and magical bindings, or resisting or dispelling magic.

Special Effects

- Spend a Chip to silence a target, rendering them unable to speak or call upon dirges for a scene. The target may negate and shutdown Silence and Sigil for the practitioner for the rest of the scene by besting them in a Contest.
- Spend a Chip to activate a dormant sigil that was previously carved into a surface.
- Earn a Chip when you shut down Silence and Sigil for a scene after using a magical ability or by being silenced yourself.
- Spend a Chip to add a sound related distinction to a scene you are in.
- Activate an opportunity to carve a sigil into a target's skin, allowing you to bind them to a specific and simple task or command. They may take  harm stress to break this sigil.

Sand and Sorrow

You can conjure and control sand, using it to suffocate or blind your opponents, or shape it into a variety of forms. You can also tap into the emotions of others, amplifying their sorrow and using it against them.

Include your Sand and Sorrow die when using sand to attack or defend, manipulating the emotions of others, or creating sand constructs.

Special Effects

- Spend a Chip to conjure a sandstorm, allowing you and your posse to escape a scene or prevent a GMCs escape.
- Spend a Chip to cause a machine to malfunction as it becomes choked with sand.
- Earn a Chip when sand and sorrow is shut down by extreme heat or cozy warmth.
- Shut down sand and sorrow to step up or double a sand construct. Activate an opportunity to restore the power.
- Add a  to your dice pool and step up your effect die when using sand and sorrow to create sand constructs.

Bind and Borrow

There are few things as binding as rope and chains, the physical manifestation of restraint and control. But for those who know the secrets of Bind and Borrow, they can use these tools to bind not just physical beings, but also spirits and otherworldly entities. With the power of this dirge, you can call forth spirits, creatures, and objects from beyond and force them to do your bidding. A word of warning though, that which is called

and bound is but borrowed. It will return. It will slip its bonds. It very well may be displeased to have been so snared.

Include your Bind and Borrow die when summoning or binding spirits, controlling objects or creatures (not people!), or creating assets related to binding or control.

Special Effects

- Spend a Chip to summon a spectral rope or chain that can bind a target, immobilizing them for a scene. The target may break this effect by winning a contest against the practitioner, inflicting the ending effect die as stress.
- Spend a Chip to borrow an unnatural effect someone else has used recently.
- Both 1 and 2 count as hitches when using Bind and Borrow without a Dirge SFX.
- Take  stress and immediately *push* it for free to step up your effect die when test creating an asset. Add a piece of CHAIN (Cursed | Haunted | Ancient | Infernal | Nefarious) and a bit of ROPE (Raven | Object | Phantom | Exotic) to form the asset's theme.
- When making a die roll involving magic against the doom pool, gain a Chip to add  to your pool and pass it to the doom pool after.

Mirage and Memory

Illusions can be powerful weapons in the right hands, and the singers of Mirage and Memory have mastered the art of manipulating perception. With this dirge, you can create illusions that are so vivid, they can be indistinguishable from reality, and manipulate memories to your advantage. The line between truth and fiction blurs when Mirage and Memory is in play.

Include your Mirage and Memory die when creating illusions, manipulating perceptions, or altering memories.

Special Effects

- Spend a Chip to create an illusion that is so convincing, it affects all senses. The illusion lasts for a scene or until a skeptic wins a contest against the practitioner, inflicting the ending effect die as stress.
- Spend a Chip to manipulate a target's memory, adding or removing a single piece of information. The target must win a contest against the practitioner to resist the effect or suffer the ending effect die as stress.
- Earn a Chip when Mirage and Memory is shutdown by an overwhelming scent or piercing daylight.
- When helping someone else glean insight from memories, you may share both your Aidin' and Occultin' die.
- Recover stress when you break an illusion or memory charm created by

someone else. Keep an additional effect die for this effect if it was done with a roll.

Breath and Death

It's hard to claim a wraith still has some life yet in them with a straight face. Claim you can feel the chill of their breath on the back of your neck, and no one bats an eye. Bahnree who've come to feel the breath of Cacophony after a brush with death know how to bring or pull others from a similar fate. The sounds of Breath and Death are as ephemeral and subtle as you'd expect. With this dirge, a practitioner can manipulate the very essence of living things, either granting them the breath of life or dealing them the kiss of death. It is a delicate and dangerous art, for the line between healing and harm is a fine one.

Include your Breath and Death die when keeping someone alive or suffocating them from existence.

Special Effects

- Spend a Chip to keep a mortal from passing on.
- Spend a Chip to suffocate a mortal.
- Breath and Death cannot be used in asset creation.
- Take  stress to keep a single Trauma at  instead of stepping past it for anyone in a scene you are in.

- Spend a Chip to double Breath and Death when healing someone, or step it up when harming them for a conflict.

Vengeance and Venom

Rage and poisons

Rise and Revel

You can speak with and control corpses. A pile of bones, rotten flesh, or simply ash makes no difference to you. Corpses don't know anything they knew in life, but can recall things they have witnessed since. If they are understood by others nearby is up to you. What they do recall from life is movement, particularly rhythmic and practiced motions. This can make them excellent laborers and party fiends, as their forms seek to sway to the beat.

Special Effects

- Spend a Chip to animate a corpse.
- Spend a Chip to add a revelry related distinction to a scene you are in.
- Earn a Chip when Rise and Revel is shut down by the coming of dawn.
- Spend a Chip to allow everyone to recover one additional stress step during a recovery scene.
- Add a  to your dice pool and step up your effect die when using Rise and Revel to create corpse assets.

Wail and Wisp

This dirge brings its practitioners closer to their ghastly roots. Your scream can shatter glass and bone alike. You can also shift your body into the ethereal. Allowing objects to pass through you or you through them. The ever present danger is that those who keep to a wraithly form for too long struggle to return to the material world.

Include your Wail and Wisp die when you are phasing out or wailing away at your foes.

Special Effects

- Spend a Chip to phase through a physical barrier.
- Spend a Chip to deafen a foe for a scene.
- Hitches when using Wail and Wisp always impact Decay
- Spend a Chip to add a **6** and keep an additional effect die for each additional target past the first when you drown an area in sonic waves
- Add a **6** to your dice pool when inflicting stress and step down the highest die in your pool. Step up your effect die.

Hex and Vex

There are those who have the ability to curse their enemies, to inflict them with misfortune and suffering. Hex and Vex is the dirge of the curse-weaver, the one who can manipulate anger and sow discord. With this power, you

can afflict your foes with curses that can cause them to falter, to fail, or to suffer greatly. The hexes you cast can cause physical or mental harm, and can even twist the minds of those you curse. But be careful, for the backlash of the curse can sometimes be felt by the one who wields it.

Include your Hex and Vex die when delivering curses, inflicting misfortune, or manipulating the emotions of others.

Special Effects

Spend a Chip to create a curse that lasts for a scene. The target must roll a die equal to the effect die to overcome the curse's effect before they can take any action. On a roll of 1 or 2, the curse intensifies, adding an additional effect die of stress.

Spend a Chip to manipulate the emotions of a target, pushing them into a state of anger or frustration. While in this state, the target has a d4 complication on all actions that require focus or precision.

Both 1 and 2 count as hitches when using Hex and Vex.

Take d6 stress and immediately push it for free to step up your effect die when testing to inflict mental stress.

When making a die roll against a target who has previously been cursed by you, gain a Chip to add d8 to your pool and pass it to the doom pool after.

Special Effects

- Spend a Chip to enrage an individual for a scene. The target may break this effect by winning a contest against the practitioner, inflicting the ending effect die as stress.
- Spend a Chip to
- If you fail when including Hex and Vex take stress equal to your effect die or step up any resulting stress you would have otherwise.
- You may activate opportunities to inflict Nerves **6** against the roller.
- You may take Nerves **6** to activate opportunities to tag the roller on a scene complication.

Making Melodies

Blurby paragraph about combining dirges

You may spend a Chip to use an additional dirge dice in a single roll. Additionally, you can create your own blended SFX. Below are some examples to help get you started.

Tattoo Magic - combining ink and ichor and bind and borrow or sigil and silence

Lycanthropy Curse - Hex and Vex with Fur and Bone or Maw and Claw

Gargoyles - Stone and Vine with Bind and Borrow

Character Creation

Lorem ipsum

Take a Breath

Literally and figuratively, at the end of any scene where a character became stressed out anyone may prompt to Take a Breath. The GM may also call for this at any moment during play. Maybe it becomes an interlude pause for a bio or something. Everyone activates an opportunity for free and we'll go around the table quickly to describe or just note what we're doing with that opportunity before we dive back into it.

Life on the Rail Changes You...

Goals & Growth

Goals

Learning through action

The actions we choose to take define us.

A goal is a specific, measurable, and achievable activity or event that players want to pursue in play. If a goal can be broken down into several standalone achievements,

it's possible they should be established as multiple goals. Goals are important not just for helping you guide the story as a player, but because completing (or achieving) a goal contributes to your growth pool.

Setting Your Goals

Prior to the first session, and between each session, players can set new goals. At any time, a PC can have up to three goals.

Personal Goals

Personal Goals are rated from ⑥ to ⑩. The goal's die rating should be based on how difficult the goal is to achieve. You can't assign the same die rating to more than one goal.

- ⑥ Simple to achieve
- ⑧ Challenging to achieve
- ⑩ Hard to achieve

We'll use a Gunslinger archetype as our example

⑥ Show off my shooting skills
taking down enemies

⑧ Escape a gunfight unscathed

⑩ Win a trick shot competition

Posse Goal

A posse goal is rated at ⑫. This should be the primary objective of the group for a story arc. Ideally this is around 3 sessions of play. The motivations and follow-on objectives of

achieving a party goal can be intertwined with other personal goals. In this way party goals can be truly collaborative efforts by the players or means to other ends.

⑫ Restore delivery of goods along the Bahnrail line leading into Rail's End

Achieving Goals

Achieving a goal in play is entirely up to the flow of the story. Most goals require an amount of risk or effort to achieve, usually in the form of dice rolls. During a session, if you manage to do what you set out to do, mark your goal achieved and check it off. If you don't, save the goal for the next session. At the end of the session, look at your character file for completed goals. For each you've completed, put a die into your growth pool equal to the size of the goal's die rating. Then, set a new goal to replace the completed one.

Surrendering Personal Goals

At any time, a player can surrender a personal goal to assist them in doing something in denial of, contrast with, or opposition to their goal. This allows them to put the goal die in their dice pool like an asset. It lasts until they use it in a conflict. When a player surrenders their goal, they cross it off their character file. It won't contribute to growth or otherwise play a role in the game. If they do something that would have achieved the goal, it no longer matters.

Growth

Learning through pain

The things that shape us aren't always in our hands. PCs gain new traits, reselect or rewrite current

traits through a mechanism called the growth pool, which is a pool of dice you build up over the course of the game. Fill up your Growth Pool when the going gets tough by:

- Questioning a statement to add  to your Growth Pool
- Successfully recovering stress or complications with someone else's help. Add the size of the die recovered to your Growth Pool
- Recover Trauma to add a  to your Growth Pool
- Achieving Goals
- The highest remaining stress die you have at the end of a session or a  if you suffered trauma this session.

Tag Scenes

Applying Those Lessons

When the dust has settled and the engine is cold you've got an opportunity for, but not a requirement to have, a Tag Scene.

A tag scene is the last scene in any session and represents the "here's what we learned" scenes between characters. Players can roleplay that growth in tag scenes. A tag scene is short, summarizes or ties up loose ends, and each character may be in several tag scenes at the end of a session depending on how many important characters (PCs or GMCs) they might be tangled up with.

Since tag scenes are the opportunity to roll for growth. We'll address a little growth pool bookkeeping before we get into the roleplay.

- Did you question a statement? If you did, you can rewrite it now if you'd like. If not, step down the largest die in your Growth Pool.
- Does your Growth Pool have more than 5 dice in it? Yes. Step up the largest die and discard the rest.

Things you can do with a growth roll

- Distinctions can be reselected or rewritten.
- What and How can have one trait step up while stepping down another.
- Talents can be filled in or reselected.
- Odds & Ends can be added or improved.

Choose a trait you are attempting to step up or a new trait you'd like to establish.

The difficulty for a Growth test is the value of the die you are trying to step up to or  for a new trait, which will start at . Plus another die based on the type of trait you are stepping up.

- Distinction, What, or How 
- Talent 
- Odd's & Ends 

Roll the dice. No chip usage here, but no Hitches either.

- Win? Reselect, rewrite, step up, or add your new trait. Empty your Growth Pool.
- Lose or tie? You can do it anyway, but you have to step something else down in exchange. Hang on to those Growth dice you'll get another chance next session.

GMCS in Rail's End

What do they look like? Major? Minor?

Obstacles

Cortex Prime goes to some lengths to describe the nuances of the different types of GMCs - GM Characters- that are possible. This is a reduction of that.

When Obstacles Act

Obstacles largely exist to act as opposition to the PC's actions. This means they primarily roll dice in response to PC actions. There is no

prohibition against obstacles acting actively though.

Minor

0-3 traits? It's a minor obstacle. A minor obstacle can be overcome with a successful test. Optionally, you can further require an effect die greater than the largest trait of the obstacle. When the effect die is smaller the obstacle can be given a complication or stress. When that complication is larger than the largest trait of the obstacle it is overcome. Minor obstacles build their dice pool with a pair of difficulty dice and any applicable traits they have.

Examples:

Thin Ice

Crowded Mall 

Park Bully 

Knock Off Santa 

Gathering Storm Clouds 

Booby Trapped Presents 

Major

4 or more traits? It's a major obstacle. A major obstacle is overcome when a complication or stress on it is stepped beyond . Major obstacles build their dice pool from their own traits much the same way a PC would.

Examples:

Extended

An extended obstacle has a core pool rated between    to 6x , generally starting all of the same size. Each die must be overcome individually before the entire obstacle is defeated. When an extended obstacle would take a complication or stress, if that effect die is larger than one of the extended obstacles core die the core die is instead removed. If it is smaller, it is attached to the extended obstacle until it is stepped up to larger than one of the core dice. When that happens the attached complication and a core die are removed. An extended obstacle builds a pool with all of its core die and any applicable traits.

Extended obstacles are often a representation of a group of enemies or a multistep problem that needs to be solved. When players are in a position to keep multiple effect dice these can be used to eliminate multiple core obstacle dice at once.

Extended Obstacles have two action options:

- Target a player to inflict a complication or stress with a successful test. The obstacle pool does not take stress on failure.
- Strengthen the obstacle pool by stepping up one of its dice or adding a 

Lastly, extended obstacles can spend obstacle die in the following ways:

- As if it were a 

- Creating a scene trait rated at the size of the spent die
- To interrupt the turn order and act next
- To introduce an obstacle into a scene that is already underway. The highest rated die of the obstacle introduced can't be rated higher than the spent die
-  or  : To split the group
-   : Ending the scene immediately with the GM deciding how it ends

Extended Obstacles

Examples:

SFX and Obstacles

Any obstacle trait can have SFX attached.

Nested Obstacles

In some situations a larger obstacle can have other obstacles as part of it. This is particularly useful for when an obstacle has a trait that can be shutdown like a protective barrier or something which can be disarmed. Another example might be an extended obstacle scene with multiple GMCs in it.

A Nested Obstacle's core dice can be used in lieu of difficulty dice pairs.

Custom Conflict Mods? Crisis Pool? Doom Pool? Give a Narrative Descriptions here - optional

Drill Down of Conflict with Examples

Doom Pool

A Juncture

Custom Conflict Mods - Mechanics

A Cortex Contest. Each Pool assembled for the contest must start with exactly 5 dice. You can always borrow  for free. All parties must agree to the stakes before any pools are built. The stakes mechanically must include a named trait from each party. That trait must be one of the 5 die in the die pool. This trait may be changed when a new round begins, if all parties agree. A prime trait lost this way may be rolled at  until Growth. During Growth if necessary rewrite a trait statement, or reassign trait steps to reflect the gained or lost trait as needed. The most common form of this contest would use an asset as the stakes trait. Narratively most often this would look like a game of chance with those assets being bet. Some trait sets may be off limits per the hack or narrative limits. Use with care.

Subheading for Targeting

Subheading for Acting as the Conflict

Spending Chips as a Player

Players can spend chips to:

- Activate a Talent
- Activate an opportunity (a 1) that the GM rolls
- Create a  asset for the scene, or to keep an asset for the rest of the session
- Include an additional result in your total
- Interfere in a contest
- Keep an extra effect die
- Share an asset with all allies in a scene

Spending Plot Points as a Player

You can spend

to do several things. Remember, you can only spend you've earned from a die roll after your die roll has been resolved and the total announced.

Activate SFX: Some of your SFX must be activated by spending . These effects only last for the duration of the roll you're using it on; once you do something else, the effect must be activated again. It can take multiple

to keep activating SFX during a contest or challenge.

Create a Temporary Asset: You can create a temporary asset by spending a

. This asset has a 6

die rating and you must give it a name, like Tree Branch or Higher Ground. You can assign it to yourself, or you can give it to somebody else. You can include it in your dice pool for a test, contest, or challenge, and it lasts for as long as the test, contest, or challenge lasts. If you spend an extra

, the asset lasts for the rest of the session.

Include More Results: After any roll, you may spend a to include more results in your total from the dice you just rolled. This way, your total may be three, four, or five dice added together. The only limit to how many results you may add to your total is how many dice you rolled to begin with and how many

you have available. Remember, hitches can't be added to your total. Keep an Extra Effect Die: Sometimes you want to be able to achieve multiple outcomes with a single test or contest. In that case, you need more than one effect die. You can spend a

to choose another of your remaining dice as an effect die in addition to the first. You can't do this if you don't have any dice left over from your roll, or if the only dice left over are hitches. These extra effect dice can't all be used in the same way: if you're giving a foe Exhausted stress with one effect die, you must choose a different sort of stress or create an asset with the other effect die.

Share an Asset: If you've created a temporary asset or you have an asset of your own that you'd like to share with other characters, you can spend a

to share this asset with another character. A shared asset keeps the same die rating for anyone else who it is shared with. This lasts for as long as the temporary asset lasts, or until the end of the scene if it's one of your character assets.

Activate Opportunities: When the Narrator rolls an opportunity—which is the same as a player rolling a hitch—you can spend a

to activate it if the roll is opposing you: i.e., if it's being rolled in opposition to you on a test, contest, or challenge. When you do this, the Narrator assigns it to their personal supply that's used for all Narrator characters. You can do one of two things: you can step down one of your stress dice or you can step up an existing asset (even one of your

character assets) until the asset goes away or the scene ends, whichever comes first. Stepping up an asset with a Narrator opportunity is also called spotlighting. Some SFX might activate on opportunities, as well. You can't step up existing stress on an NC with this, nor can you create a new asset.

Starting Hand of Talents

- **Hinder:** Roll  instead of  for a distinction to earn 1 Chip.
- **Pushing Stress:** spend a chip and instead of adding the stress to the opposing dice pool, you add it to your own dice pool for a roll. Using stress in this fashion has an additional cost. After the test or contest is resolved, the stress die included in your dice pool is stepped up by one. This may result in the PC being stressed out if the die is stepped up past .
- **Double Down:** Any time you want an action to have a little more punch you can double down. You may add a statement to a trait. Double that trait for your next roll. If the roll fails, step the trait down. Activate an opportunity to recover.
- **Questioning:** When a PC questions a trait with a statement attached to it, they act contrary to the statement and triple the trait die for that roll. Once a trait statement is questioned, the player puts a die of that trait's

size into their growth pool, and then steps down the attached trait by one.

Running the Game

Campaign? String of One Shots? Episodic?
Actual 1 shot?

Your First Session

Pathways? Character creation completion check? Special session 1 considerations?

Setting up the scene

Who Goes First?

Livin' and Lyin'

(Complications, Stress, Trauma, & Reincarnation)

Brief paragraph here maybe??

Fixed Cost Fallout :moddark:

When a hitch is activated on a successful roll, apply  stress of the player's choice to their character. Additional hitches may be activated separately, granting an additional :PP: and requiring the player to choose an additional stress to take. More often though the GM should elect to step up the first chosen stress as this usage does not grant additional :PP:.

On a failed roll, a character takes anywhere from **6** up to the effect die of the opposition as stress chosen by the GM. Yes, the GM can voluntarily reduce their effect die. Any hitches activated become doom die of the same size.

Stress

Stress is the primary means of consequence in Rail's End. Failing a roll will result in at least

6 stress. Bad hombres and the harsh world will seek to inflict it upon you. Unlike complications with time, accumulated stress will dwindle down and resolve itself.

- *When a scene ends with no stress taken, everyone may step down one stress track of their choosing.*

Rail's End uses the following Stress tracks:

- *Thirst* desire, wanting, longing
- *Harm* physical injuries
- *Exhaustion* used up, tired, consumed
- *Ennui* listlessness & dissatisfaction from a lack of purpose or excitement
- *Nerves* agitated, angry, rattled, twitchy
- *Decay* corruption, putrefaction, degradation

Stress always manifests itself visibly in the narrative. Thirst makes your skin look dry and flakey. Harm looks like serious wounds. Ennui makes you look elongated and distended. Expend makes you look thin and gaunt. Nerves make you appear jittery and frightened. Finally, decay makes you look rotten.

There are 4 stops along any given stress track. As your stress progresses, lean into the narrative and play it up.

6 Walkin' & Talkin' - Still fine! Rail's End is a game of heroics and adventure. You've got a tell that you have stress, but it doesn't seem to be a cause for concern. Everyone can take at least one good punch before feeling the effects of a fight.

8 Complain' & Cryin' - you're stressed but you'll live. You feel it. Grunts and Groans and "oh my arm"s are warranted. You clearly aren't at full capacity.

10 Limpin' - It is obvious you are less than peachy. You should have a limp or be holding an arm close as if wounded. Choose appropriately and ham it up.

12 Broken - Some part of your body is outright deformed or useless at this point. You don't have a limp, you have a full drag or your arm is just dangling, unable to hold anything.

Beyond **12** lies trauma, but before we cover that let's layout what active recovery looks like. You'll need some narrative space to make a recovery roll. Ducking behind cover to take a swig from your hip flask, or having Doc bandage you up, you know something like that. The GM will build a pool from Doom plus your stress die to set your difficulty. The GM should let the fiction guide as to whether or not you are testing against the full breadth of doom or not. You'll build your own pool as you see fit, except you cannot push the same stress you are trying to recover here as that die is already in the GMs pool. Should you fail, the stress you attempted to recover is instead stepped up once. If you succeed and your effect die is larger than the stress, remove it entirely. Otherwise it steps down once.

If you become stressed out, your posse has until the end of the scene to make a recovery test on your behalf. . If they don't or if they fail it then your on to ...

Trauma

Some wounds never heal. Some thoughts always linger. Once you've exhausted a stress

track you've entered Trauma territory. Unlike Trauma in Cortex Prime, there is no normal recovery mechanic. Your table is free to adopt one of course.

Whenever you take Trauma choose a incarnation element, attitude, carriage, or eyes, to attach it to. You're encouraged to elaborate on it and make it a meaningful part of your story. Should you live long enough to pile up that trauma past **12** well then you're ash. As in you crumble to literal ash and are blown away. Again veering away from Cortex Prime this doesn't mean you are dead. You're at a crossroads. You can lay down this character and start anew or keep riding.

You still wanna ride? I suspected you might. Respective to the trauma that got you here you must replace the incarnation descriptors it was attached to. That part of you could no longer survive. These descriptors cannot be selected again for this character - ever. Now look to the Talents tied to those previous elements. If you had none, move along to the next step. If you have any you can keep only one, but it must be allowed by your new descriptors. Choose a new one(s) if necessary. Now let's address your dirges. As a new incarnation you've only got a single **6** dirge. Up to you if this is brand spanking new or an echo of your past. Next, look over your

Tombstone in light of your new lease on unlife and update or rewrite any elements if you feel it is appropriate. Lastly remove that 12 Trauma entirely and it to Growth too. Whatever doesn't kill you makes you stronger right?

Bleedin' and Dyin'

If you take any amount of wounds beyond Limpin & Broken you fall to Crawlín' and Bleedin'. You have 2 rounds of Bleedin' and 2 rounds of Dyin'. You will always have 4 rounds total. If an effect reduces your Bleedin' rounds it adds to your Dyin' count and vice versa. The rule of 3 applies. Only 3 things can be impacting your B&D timers. Negative effects as always have priority.

Bleedin' - You can only crawl or drag yourself around. You may make a single action which requires a roll or :PP: spend in this state, but it drops you to Dyin'(yes that means if you heal yourself you start Dyin' anyway). You've got 2 rounds to get some Healin' before you start Dyin'.

Dyin' - When you fall to Dyin' you can make one last outcry before you fall silent. Make it quick, it's your last breath. You may make a statement in a single breath. You've got 2 rounds to get some Life before you're dead. If help doesn't arrive

fast enough, enjoy your transition scene in the Hereafter!

SIDEBAR: Seriously, you probably shouldn't complain. You've only got one breath for your last words, and do you really want to walk into the Hereafter sounding like an asshole?"

When you get stressed out and you have moved through bleedin' and dyin' you turn to ash and are blown away out of the scene.

I'm ash now what?

Being ash is only temporary. You're a wraith after all. Make a recovery test against the stress that took you out to reconstitute your body. You can't normally get help with this. If you've got a corpse whispering friend nearby, that could be a mitigating circumstance. The GM is going to add any existing Trauma you have to their difficulty pool. This represents the compounding tug of accumulated tragedy taxing you.

Passed - add your 12 stress to Growth and step down your Stress once or take 6 Trauma to recover it completely.

Failed - take some Trauma. It's always a **6** stepped up for each Hitch on your recovery test. You gain a Chip if you Hitched automatically.

Whenever you take Trauma you get to control where it goes, but it should make narrative sense given the preceding stress you took. If Harm is what stressed you out the most natural Trauma place is going to be Skin. You also can give your Trauma a descriptive name like you would a Complication, or out right rename it at this point.

So what had happened was...when Trauma goes past **12**.

Now you've got yourself in quite a pickle. You're at a crossroads. You can lay down this character and start anew or keep riding.

So you still wanna ride? I suspected you might. Respective to the Trauma that got you here you must replace the distinction it was attached to. That part of you could no longer survive. Now look to the Talents tied to that previous Distinction. If you had none, move along to the next step. If you have any you can keep one, but it must match your new

Distinction. Choose a new one if necessary. Next, look over your Tombstone in light of your new lease on unlife and update or rewrite any elements if you feel it is appropriate. Lastly remove that **12** Trauma entirely and it to Growth too. Whatever doesn't kill you makes you stronger right?

Complications

Complications are generally short lived, scene specific effects like Collapsing Building, Benny's Tied Up, Frightening Presence. More often than not these will come from the GM establishing them as part of the scene or introducing them by spending a doom die.

When a complication steps past **12** the scene likely ends or is reframed as the GM introduces a narrative change emerging from the complication's escalation.

Scene Complications

A scene complication may be leveraged by anyone in the scene.

When a scene complication is pushed past **12** the context of the scene is reframed, possibly creating a new scene. Any parties tagged on the scene complication are given detrimental narrative consideration relative to the contextual reframing.

You may attempt via test to step up a scene complication or add a tag. On a heroic

success you can do both or add additional tags.

Bandages and the Chirurgurgeon - Healing and Living

Aidin', Shakin', Staunchin', and Coup De Gras - Anyone can perform these actions.

Aidin': You can help someone move a little faster. You must be within arms reach and moving in the same direction. They can move along with you as if they were 1 wound state better than they are. Roleplay as appropriate, but respect personal space as needed.

Shakin': Sometimes a good shakin' will get you back in the fight. The encouragement of a partner will give you that extra willpower. Shake someone who's Dyin' along the shoulders and offer them words of encouragement. This will bring them back to Bleedin' but you can only

revive someone this way once before more direct healing is needed.

Staunchin': You can Hold a wound closed if someone is Bleedin' or Dyin' It'll give Doc just a hair more time to get to them. Act out the scene appropriately. At most this is intended to give someone no more than 2 extra minutes. This is the only means of increasing Bleedin' and Dyin' beyond 4 minutes.

Coup De Gras: An action you can take against a Bleedin' Target you can put them straight to Dyin'. Any Bleedin' time they had remaining is added to their Dyin' time. Narrate this as warranted, no roll needed here.

Bandage: The call, "Bandage" removes a Wound.

Bandages can be tied off lightly on an arm, a leg, or a head. Use common sense as to what is safe before what is appropriate to the scene. A Bandage improves you by 1 wound. Anyone can have up to 3 Bandages applied in 1 fight.

On an Adventure after every fight you can remove 1 bandage and that wound is healed. 'Round Town' you can remove 3 bandages per hour. Bandages may only be applied by someone with the appropriate skill or Item usage to do so. More skilled Bandagers will need to wrap the Bandage fewer times before Tyin' Off.

Healin': Healin' is a recovery action to restore stress, any type of stress, on yourself or others so long as they ain't Dyin'. Trauma may only be recovered with the assistance of someone else.

Life: Life is a special Healin' for folks who are Dyin'

Chirurgeon and his Tools

Doc is good at what he does. He can get you back from the brink of Death(Dyin'). He'll need to lay out his tools as he sees fit and stitch you up. Only the doc knows how to put the bits back in the flesh bag. Follow his advice and listen to instructions and you'll be back to Limpin' & Broken in a minute or so.

Resolution

What's Next?

Mission Centered Play -

Heist - acquire a bit of Hope from off world

Monster of the Week - hunting and capturing or slaying a Bahnee who missed the train

Delivery - deliver a bit of Hope in the Here. Are you delivering to a Capitol bureaucrat or a far flung temple?

Character Sheet Example and Explanation

Always get off the train, kid. Always. If you don't come back to Rail's End you'll start to become part of the train.

When moving through the train try not to let your mind wander especially as you go to move between cars. Keep in your mind where it is you're going. Else the train will help you along and you'll find yourself wandering aimlessly through cars filled with old discarded decor from the trains. Once you've passed through more cars than you believed were part of the train to begin with, the concept of a train car will itself begin to fade. You can find ancient forests and a field of longing windows.

Some have embraced this life. They believe the train will only take them to where they

need to be. They wander off from their posse to find...something. Some meaning to it all. You'll see them later. They are the fill riders. They move around and perform the motions you'd expect from a rider. They'll order drinks in the bar car. Sit and chat aimlessly with no substance to their words. No recollection of their past wanderings. And they are always riding for one more stop. This is Rail's End, kid. Ain't no more stops past this one.

Three whistles: arrival, the warning, and departure. Every stop without fail. The warning itself is a series. You'll feel it wherever you are. It'll toot once long at the start of the warning. Next'll be 2 short bursts. Then 3 final snorts, with the last note droning into the departure open. How long between whistles? Oh you are green aren't ya? Time's dead kid. The time till the first warning whistle is more like a feeling. The length of that first whistle though'll let ya know how far you can go till the mid. The space between the first and the mid is always the same as the space between the mid and the final. Had a year or more go by once between whistles. Lost half our posse. They'd been there so long they made a home for themselves. The further down the line you go the funkier time gets. You'll see. Anyway, always be back on the train before that departure whistle begins. You don't want to wait for the next train on a dead world. Ain't no guarantee there will be one.

The Station at Rail's End

Hardly worthy of the name station, the stop at Rail's End sits at the end of Main Street with the Hotel looming at the opposite end.

Hitched On

Engine

Coal Car

Passenger Car

Sleeper Car

Freight Car

Caboose

While most places in Rail's End manage to stick to a consistent form, the Church shifts the most. Adapting to whomever is coming to worship, its crowning cross shifts to one of the five. A different preacher looms near an open doorway waiting to follow a patron inside. Its dusty white walled exterior varies from appearing slatted, chiseled, canvased, or baked. Even its bell tolls in a tone by the faith of its would-be patrons.

Meet Up

Lay Low

This Morning

Find Work

Settling In

Saloon

Yesterday

Main Street

When you were fresh

Out Back

a lifetime ago

The Church

Lost in Time

Divinity

Following the Loop

Adventure

Water

Questioning

Air

Answering

Space

Sacrificing

Earth

Plotting

Fire

Sinning

Arcanum

City of Night

Ordering

Worshipping

The Capital

Playing the Odds

The Museum

Demonstrating

The Smithy

Cursing

The Abyss

Conning

The Steamer

Delegating

The Graveyard

Defending

Life has joined their children, the gods,
beyond the veil. Some say they just wanted
to be with their lover, Death. They say this is
simply the end of the cycle. With their
passing, the rite of resurrection has passed to
the dead.

Denial is the dream of the day. Denying the
inevitable, denying Death. The gods scheme
and plot devouring Hope to stave off the final
crash into oblivion. The titans you see have
seen this cycle through before. The gods may
have too and simply cannot recall.