

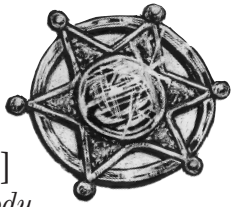
SHERIFF DAMIEN WALTER

“There have been a lot of sheriffs in Seco Creek, although there hasn’t rightly been a single one yet. That is to say, no one with the full force and power of the county court behind him. Nothing behind the badge but the man, and there won’t be till Seco Creek is incorporated. Of course that’s something that any lawbreaker who gets hauled from Seco Creek to the county seat in Bright’s City is more’n happy to point out to the judge, the jury, and anyone who doesn’t move away quick enough. But to me it don’t matter, and I think it’s the same for most of the people here in Seco Creek. A sheriff without backing stands only on his reputation and I think mine is strong. I’ve treated these people fair and never made exceptions except where they was warranted. I aim to keep that balance between freedom and order and keep Seco Creek a place where everyone can get a fair shot. That shot might not always come out the way the shooter wants, but I plan to make sure everybody at least gets the rights to line it up.”

HISTORY [determines starting Favor with NPCs]

- ☛ Someone relies on you to maintain their position. Who? What would happen if you failed them? Add 2 Favor to their Faction.
- ☛ Someone has romantic intentions towards you. Who? How do you feel about them? Add 1 Favor to their Faction.
- ☛ You let someone off with just a warning even though you had them dead to rights. Who? What did they do? Add 1 Favor to their Faction.
- ☛ One of the outlaws currently in your jail gave you a surprising sign that he respects your authority. Who? What did he do? Add 1 Favor to the Outlaw Faction.
- ☛ Someone in town resents your power and would see you laid low. Who? Why? Remove 1 Favor from their Faction.

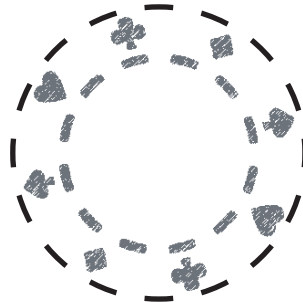
SECO CREEK VIGILANCE COMMITTEE



Favor [affects NPC actions and reactions]

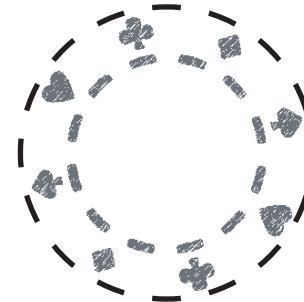
Townfolk

Desire: To be safe from harm



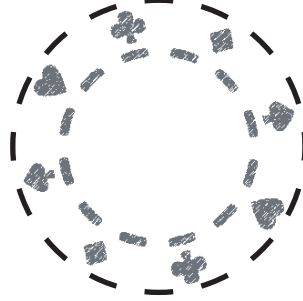
Politicians

Desire: To remain in power



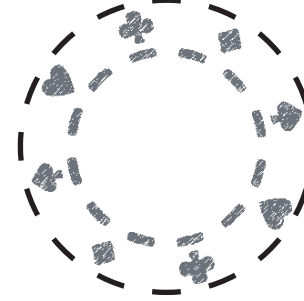
Merchants

Desire: To grow & prosper



Outlaws

Desire: To be free



0 hostile • 1 neutral • 2 positive regard • 3 part of group
4 esteemed member • 5 de facto leader • 6+ bolster position

You say what your character does. The Judge will tell you what happens, depending on the fiction and your Favor with different Factions. If your action directly affects another player, you must negotiate with them. The acted upon player will state a price to make your action true. You may accept, refuse, or continue to Negotiate. Negotiations must make sense in the fiction. Consequences affect Negotiations and may be offered as part of them, as well.

CONSEQUENCES [from and affecting Negotiation]

tired, hungry, wounded, dazed, drunken, liar, goody two-shoes, ignored, shunned, angry, lost, trapped, hunted, weak, emasculated, bleeding out, _____, _____, _____

KEYS [actions that earn XP]

Key of Duty: Turn this Key when you carry out your sworn duty as a law officer. BUYOFF: Flout the letter of the law or turn in your badge.

Key of Pride: Turn this Key when you take action to show that you are superior to your fellow man. BUYOFF: Take a backseat to another or allow another to succeed at your expense.

Key of the Fair Shot: Turn this Key when you aid the underdog or champion a hopeless cause. BUYOFF: Side with the front-runner.

XP ↗

When you mark your fourth XP, take an Advance and describe how it happens in the fiction. Then erase all four boxes.

- ☛ Gain a new Privilege
- ☛ Gain 1 Favor in any Faction

When you Buy Off a Key, take an Advance as above. Do not replace the Key.

BURDEN [narrative weakness]

Burden of Authority: You are a sheriff in name only. There is no greater power behind you than your quick wit and quick draw. But you are all the law the people of this town have.

PRIVILEGES [exceptions to the rules]

- ☛ Because you are a trained shootist, when you attempt to inflict violence, you succeed without Negotiation.
- ☛
- ☛

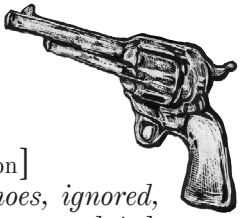
DEPUTY ALONZO MARQUEZ

“It never fails to amaze me just how often it feels like I’ve stepped in a big old pile of horse shit. My eyes are on my destination and then my boot is in the shit. It’s that feeling of being stuck between two places, that awkwardness in between. You could be all the way here or all the way there, and probably either would be okay, but you ain’t fully in either place. You think ‘Well, here I am again.’ Always finding myself in places I don’t mean to and trying to do my best in that situation. Same thing happens to Sheriff Walter, except I don’t think he knows it to be so. I envy that. Sometimes it’s so much better not to know. But then if you don’t know that train is coming you don’t know to get off the track. Guess that’s why the Sheriff’s got me. Guess that’s why this whole town’s got me.”

HISTORY [determines starting Favor with NPCs]

- Someone thinks Seco Creek would be better served with you as sheriff. Who? Why? Add 2 Favor to their Faction.
- Someone looks out for you like their little brother. Who? How do you feel about them? Add 1 Favor to their Faction.
- You helped someone out of a jam, even though it was beyond your duty as an officer of the law. Who? How did you help? Add 1 Favor to their Faction.
- One of the outlaws currently in your jail knew the man you shot and forgave you for it. Who? Why did he forgive you? Add 1 Favor to the Outlaw Faction.
- Someone in town did not and will not forgive. Who? How did they know the man? Remove 1 Favor from their Faction.

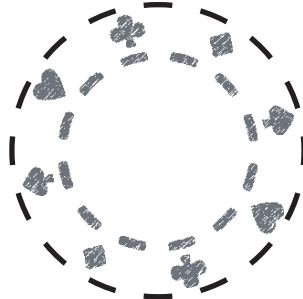
SECO CREEK VIGILANCE COMMITTEE



Favor [affects NPC actions and reactions]

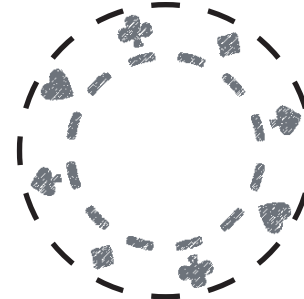
Townfolk

Desire: To be safe from harm



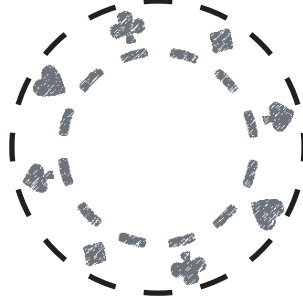
Politicians

Desire: To remain in power



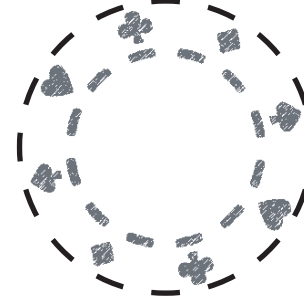
Merchants

Desire: To grow & prosper



Outlaws

Desire: To be free



0 hostile • 1 neutral • 2 positive regard • 3 part of group
4 esteemed member • 5 de facto leader • 6+ bolster position

You say what your character does. The Judge will tell you what happens, depending on the fiction and your Favor with different Factions. If your action directly affects another player, you must negotiate with them. The acted upon player will state a price to make your action true. You may accept, refuse, or continue to Negotiate. Negotiations must make sense in the fiction. Consequences affect Negotiations and may be offered as part of them, as well.

CONSEQUENCES [from and affecting Negotiation]

tired, hungry, dazed, drunken, liar, goody two-shoes, ignored, shunned, angry, lost, trapped, hunted, weak, emasculated, wounded, bleeding out, _____, _____

KEYS [actions that earn XP]

Key of Duty: Turn this Key when you carry out your sworn duty as a law officer. BUYOFF: Flout the letter of the law or turn in your badge.

Key of Brotherhood: Turn this Key when you take action to protect the Sheriff, either from others or from himself. BUYOFF: By action or inaction, allow the Sheriff to come to harm.

Key of the Silver Lining: Turn this Key when you find the good in a bad situation. BUYOFF: Abandon all hope.

XP ↗

When you mark your fourth XP, take an Advance and describe how it happens in the fiction. Then erase all four boxes.

- Gain a new Privilege
- Gain 1 Favor in any Faction

When you Buy Off a Key, take an Advance as above. Do not replace the Key.

BURDENS [narrative weakness]

Burden of the Past: You were the faster draw, the surer shot. But later it came to light that the man you put in Boot Hill wasn’t quite as guilty as he seemed when you pulled the trigger.

Burden of the Keys: When play begins, you hold the keys to the jail cell.

PRIVILEGES [exceptions to the rules]

- Because of your heavy past, when you attempt to inflict violence on anyone except the sheriff, you succeed without Negotiation.
- Because you are wise, when you reason with the sheriff and he does not listen, you may move one Favor from an affected Faction from his sheet to yours.

☛
☛

LEE OWENS

PROPRIETOR OF OWENS FEED

“I guess if you’ve been anywhere at all you’d be likely to say that Seco Creek isn’t any kind of special place and you’d probably be right. But the thing about that is, we can make Seco Creek a special place. We can make it our own special place. Our beginnings have been as auspicious or not as any other place that became great. We just need the men and the women and the will to make it so. We already got ourselves a foothold out here and now we need to start climbing. But you can be sure that not everyone wants to see us climb up to greatness. We need to be ever vigilant against those that would drag us back and tear down what we’ve already built. I won’t lie: it’s going to mean sacrifices and struggle. Suffering today for success tomorrow. That’s how everything great got that way. It won’t be easy for any of us, but nothing worth doing ever has been.”

HISTORY [determines starting Favor with NPCs]

- Someone in town owes you a significant debt of gratitude and, more importantly, currency. Who? Why did they need the money? Add 2 Favor to their Faction.
- One of the town’s leading lights has thrown their weight behind your civic vision. Who? Why? Add 1 Favor to their Faction.
- Someone in town depends upon your store for their success. Who? What would happen if your store were no longer there for them? Add 1 Favor to their Faction.
- One of the outlaws currently in the jail managed to aid your business, whether intentionally or inadvertently. Who? What did he do? Add 1 Favor to the Outlaw Faction.
- Someone begrudges your debt to them. Who? Why? Remove 1 Favor from their Faction.

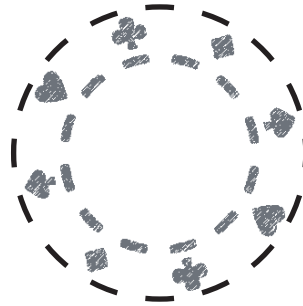
SECO CREEK VIGILANCE COMMITTEE



Favor [affects NPC actions and reactions]

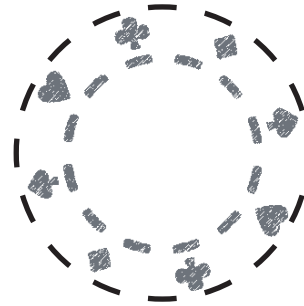
Townfolk

Desire: To be safe from harm



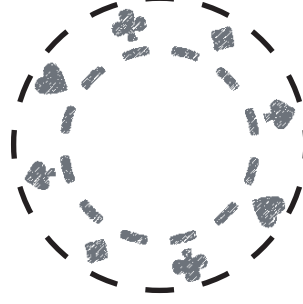
Politicians

Desire: To remain in power



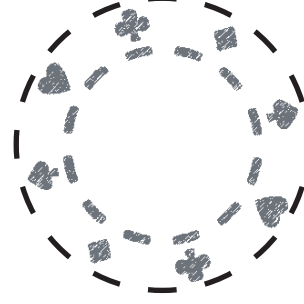
Merchants

Desire: To grow & prosper



Outlaws

Desire: To be free



0 hostile • 1 neutral • 2 positive regard • 3 part of group
4 esteemed member • 5 de facto leader • 6+ bolster position

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CONSEQUENCES [from and affecting Negotiation]

tired, hungry, wounded, dazed, drunken, liar, goody two-shoes, ignored, shunned, angry, lost, trapped, hunted, weak, emasculated, bleeding out, _____, _____, _____

KEYS [actions that earn XP]

Key of the Civic Minded: Turn this Key when you take action that puts the welfare of the town above that of any one man. BUYOFF: Renounce the town or let it be laid low.

Key of the Civilized: Turn this Key when you settle matters like they would back East: due process, inalienable rights, habeas corpus, and other fancy words. BUYOFF: Commit Western justice.

Key of the Far Sighted: Turn this Key when you accept a hardship now to ensure success later. BUYOFF: Take the easy way out.

XP ↗

When you mark your fourth XP, take an Advance and describe how it happens in the fiction. Then erase all four boxes.

- Gain a new Privilege
- Gain 1 Favor in any Faction

When you Buy Off a Key, take an Advance as above. Do not replace the Key.

BURDEN [narrative weakness]

Burden of the Lender: Many of the townsfolk have outstanding bills at your store. If several of them were to refuse to pay, it would bankrupt you.

PRIVILEGES [exceptions to the rules]

- When you attempt to convince a player to do something for the good of the town and they do not listen, choose one: they lose a Favor with a Faction watching or you gain a Favor with a Faction watching.



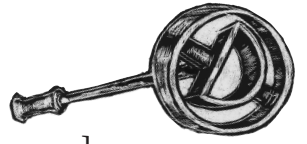
THOMAS DUVAL RANCHER

“Some folks think I’ve got something against Seco Creek. I can’t say as they’re right, but nor can I say as they’re wrong. It’s just to most folks Seco Creek is the center of this place, the hub from which the spokes extend. To me that’s wholly backwards. I’ve been out here since before there was a place called Seco Creek, since before anyone even put up a building in the place that would later be called Seco Creek. When I came out here there was no cavalry to deal with the Indians or the Mexicans. There was no general store to buy your feed and supplies. A man did for himself. And me and my own did quite well for ourselves. Got damn near a hundred head of cattle and been turning a profit on them for more than half a decade. Did it all on our own, without the help of a town. I’m not saying I got anything against Seco Creek. I’m just saying I ain’t no spoke.”

HISTORY [determines starting Favor with NPCs]

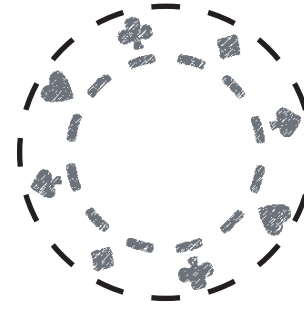
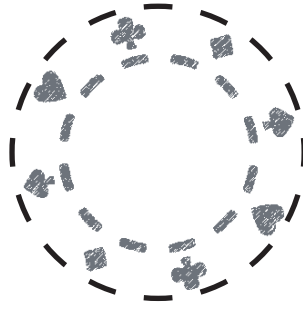
- ☛ One of the town’s citizens has prospered thanks to your ranch’s success. Who? How has your ranch helped them? Add 2 Favor to their Faction.
- ☛ Someone in town has lived on this land almost as long as you have. Who? How do you feel about them? Add 1 Favor to their Faction.
- ☛ A person in town knows about your cattle deal but hasn’t said anything...yet. Who? Why have they remained silent? Add 1 Favor to their Faction.
- ☛ One of the outlaws who brokered your cattle deal showed himself as a true child of the West. Who? What did he do? Add 1 Favor to the Outlaw Faction.
- ☛ Your ranch wasn’t always as large as it is now. One of your neighbors feels that this expansion has infringed upon their land rights. Who? Are they right to think so? Remove 1 Favor from their Faction.

SECO CREEK VIGILANCE COMMITTEE



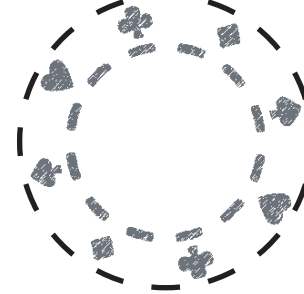
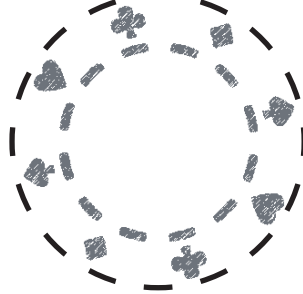
Favor [affects NPC actions and reactions]

Townfolk *Desire: To be safe from harm* **Politicians** *Desire: To remain in power*



Merchants *Desire: To grow & prosper*

Outlaws *Desire: To be free*



0 hostile • 1 neutral • 2 positive regard • 3 part of group
4 esteemed member • 5 de facto leader • 6+ bolster position

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CONSEQUENCES [from and affecting Negotiation]

tired, hungry, wounded, dazed, drunken, liar, goody two-shoes, ignored, shunned, angry, lost, trapped, hunted, weak, emasculated, bleeding out, at death’s door _____, _____, _____

KEYS [actions that earn XP]

Key of Survival: Turn this Key when you act to preserve yourself and your interests. BUYOFF: Put yourself in danger for selfless reasons.

Key of Tradition: Turn this Key when you do something the way it’s always been done out West. BUYOFF: Do things like they do back East.

Key of the Iconoclast: Turn this Key when you take an action despite (or perhaps because of) others’ disapproval. BUYOFF: Go with the group and against your own desires.

XP □ □ □ □ ↗

When you mark your fourth XP, take an Advance and describe how it happens in the fiction. Then erase all four boxes.

- ☛ Gain a new Privilege
- ☛ Gain 1 Favor in any Faction

When you Buy Off a Key, take an Advance as above. Do not replace the Key.

BURDEN [narrative weakness]

Burden of the Deal: You have gotten a damn good deal buying some of the stock the outlaws have previously rustled. Many suspect this, but few know for sure.

PRIVILEGES [exceptions to the rules]

- ☛ Because you’re tough as old leather, you can ignore one wounded Consequence.
- ☛
- ☛

JOHN GAMMON FORMER OUTLAW

“Some folks won’t ever let you forget. And there’s truth to the fact that maybe some things shouldn’t be forgotten. That doesn’t mean they can’t be forgiven, though. I guess lots of folks around here don’t agree with that way of thinking. Hell, maybe I’m even one of them. I don’t know if what I’ve done is forgive myself so much as move on. Of course, moving on is harder when your only living blood is still right where you were before. And there’s about as much chance of Billy moving on from the Cahill Gang as there is of folks forgetting what he and I and the rest of the gang did out there in the sagebrush. Something just shy of zero.”

HISTORY [determines starting Favor with NPCs]

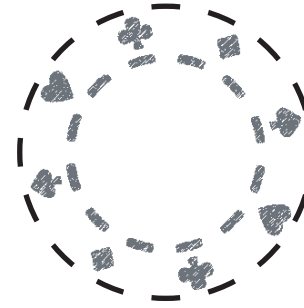
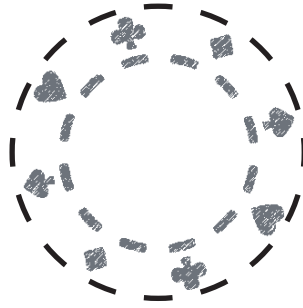
- ☛ You spared someone from being slaughtered by the Cahill gang. Who? How had they crossed the gang? Why did you save them? Add 2 Favor to their Faction.
- ☛ Someone in town knew you since boyhood, since before you fell in with the wrong crowd. Who? How do you feel about them? Add 1 Favor to their Faction.
- ☛ One of the people in town has employed you doing odd jobs. Who? Why do they trust you? Add 1 Favor to their Faction.
- ☛ One of the outlaws currently in jail was never as vile as the other members of the gang. Who? What made him stand apart? Add 1 Favor to the Outlaw Faction.
- ☛ Someone in town refuses to believe you have changed your ways. Who? Why do they doubt you? Remove 1 Favor from their Faction.

SECO CREEK VIGILANCE COMMITTEE



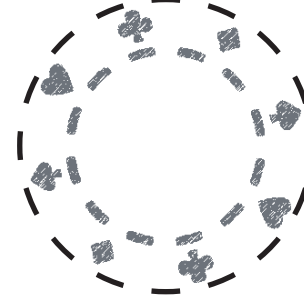
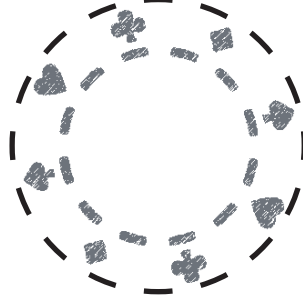
Favor [affects NPC actions and reactions]

Townfolk *Desire: To be safe from harm* **Politicians** *Desire: To remain in power*



Merchants *Desire: To grow & prosper*

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*0 hostile • 1 neutral • 2 positive regard • 3 part of group
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CONSEQUENCES [from and affecting Negotiation]

*tired, hungry, wounded, dazed, drunken, liar, goody two-shoes, ignored, shunned, angry, lost, trapped, hunted, weak, emasculated, bleeding out, at death’s door _____,
_____, _____*

KEYS [actions that earn XP]

Key of Redemption: Turn this Key when you take action to show that you have reformed from your previous ways. BUYOFF: Backslide, just this one time, just ever so little.

Key of Grit: Turn this Key when you take an action that a lesser man would flinch at. BUYOFF: Back down from a task.

Key of the Fair Shot: Turn this Key when you aid the underdog or champion a hopeless cause. BUYOFF: Side with the front-runner.

XP ↗

When you mark your fourth XP, take an Advance and describe how it happens in the fiction. Then erase all four boxes.

- ☛ Gain a new Privilege
- ☛ Gain 1 Favor in any Faction

When you Buy Off a Key, take an Advance as above. Do not replace the Key.

BURDEN [narrative weakness]

Burden of the Brother: Your brother is one of the outlaws the posse brought in. Many in town think you still sympathize with him and your old gang.

PRIVILEGES [exceptions to the rules]

- ☛ Because you are a former bad man, when you attempt to inflict violence, you succeed without Negotiation.
- ☛ Because of your relationship with your brother, when you interact solely with him you may choose not to gain or lose Favor with the outlaw Faction.

- ☛
- ☛

SECO CREEK VIGILANCE COMMITTEE

GM ORGANIZER

Players start with 8 Favor total

SHERIFF DAMIEN WALTER

- ☛ _____ relies on him to maintain their position. *+2 Favor*
- ☛ _____ has romantic intentions towards him. *+1 Favor*
- ☛ He let _____ off with just a warning even though he had them dead to rights. *+1 Favor*
- ☛ _____ gave him a surprising sign that he respects the Sheriff's authority. *+1 Favor*
- ☛ _____ resents his power and would see him laid low. *-1 Favor*

LEE OWENS, PROPRIETOR OF OWENS FEED

- ☛ _____ owes him a significant debt of gratitude and, more importantly, currency. *+2 Favor*
- ☛ _____ has thrown their weight behind his civic vision. *+1 Favor*
- ☛ _____ depends upon his store for their success. *+1 Favor*
- ☛ _____ managed to aid his business, whether intentionally or inadvertently. *+1 Favor*
- ☛ _____ begrudges his debt to them. *-1 Favor*

JOHN GAMMON, FORMER OUTLAW

- ☛ He spared _____ from being slaughtered by the Cahill gang. *+2 Favor*
- ☛ _____ knew him since boyhood, since before he fell in with the wrong crowd. *+1 Favor*
- ☛ _____ has employed him doing odd jobs. *+1 Favor*
- ☛ _____ was never as vile as the other members of the gang. *+1 Favor*
- ☛ _____ refuses to believe he has changed his ways. *-1 Favor*

DEPUTY ALONZO MARQUEZ

- ☛ _____ thinks Seco Creek would be better served with him as sheriff. *+2 Favor*
- ☛ _____ looks out for him like their little brother. *+1 Favor*
- ☛ He helped _____ out of a jam, even though it was beyond his duty as an officer of the law. *+1 Favor*
- ☛ _____ knew the man he shot and forgave him for it. *+1 Favor*
- ☛ _____ did not and will not forgive him. *-1 Favor*

THOMAS DUVAL, RANCHER

- ☛ _____ has prospered thanks to his ranch's success. *+2 Favor*
- ☛ _____ has lived on this land almost as long as he has. *+1 Favor*
- ☛ _____ knows about his cattle deal but hasn't said anything... yet. *+1 Favor*
- ☛ _____ showed himself as a true son of the west. *+1 Favor*
- ☛ _____ feels that his ranch's expansion has infringed upon their land rights. *-1 Favor*

MAEBELLE WESCOTT

TREVOR KREIG

BILLY GAMMON

Favor Gauge: *0 hostile • 1 neutral • 2 positive regard • 3 part of group • 4 esteemed member • 5 de facto leader • 6+ bolster position*