

JAMES MAYE

TRAITS

Charming

Charisma, Presence, Negotiate, Command, Farmers, Townies, [Strangers], [Gangsters]

Protect

Awareness, Threats, Defend, Disarm, Restrain, Carry, Delay, [Healer]

Athletic

Run, Ass-Whipping, Boxing, Endurance, Shooting, [Pistol], [Acrobatics]

Handy

Insightful, Aware, Practical, Assess, Repair, Drive, Vehicles, Jury-rig, Patch up, [Danger], [Explosives]

Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary below, under Keys.

KEYS & SECRETS

The Key of Hidden Longing (Gert Rawson)

You adore Gert Rawson, but she has no idea. Hit your key when you make a decision based on this secret affection or when you somehow show it indirectly. Buyoff: Give up or make it public.

Key of the Commander

You are accustomed to giving orders and having them obeyed. Hit your trait when you come up with a plan and give orders to make it happen. Buyoff: Acknowledge someone else as the leader.

Key of Conscience

You don't like to see anyone suffer, even enemies. Hit your key when you help someone who is in trouble or when you change someone's life for the better. Buyoff: Ignore a request for help.

Secret of Leadership

Once per session, you can give someone else a chance to re-roll a failed roll, by giving them orders, advice, or setting a good example.

Secret of Reflexes

Once per session, you can re-roll a failure when doing anything involving grace, dexterity, or quick reflexes.

CONDITIONS

Injured

Tired

Angry

Lost

Hunted

Trapped

Dead

YOUR BACKGROUND

You are the 40-year-old leader of The Booneville Co-Op.

How will you confess your feelings to Gert? How will you negotiate with Trap Hill to get the hostages back? How will you keep Davis Rawson in his place?

PEOPLE YOU KNOW

Gert Rawson, your assistant as leader of the Booneville Co-Op. Davis Rawson, her brother.

Clegg, the big gangster up on Trap Hill. who has your people. Preacher Loudermilk, leader of Booneville's Baptist congregation and a low-down moonshiner. Statesville Mike, a refugee and parasite and maybe agent of the Trap Hill people.

XP

DAVIS RAWSON

TRAITS	KEYS & SECRETS	CONDITIONS
<p>Veteran Combat Tested, Brutal, Patrol, Rifle, Fast, Hard, [Strong], [Bone-breaking], [Scary Look], [First Aid]</p> <p>Sly Crafty, Sneaky, Distractions, Bluff, Deception, Wheeling & Dealing, [Sharp], [Disguise]</p> <p>Redneck Curious, Aware, Nimble, Hardy, Backwoods, Trapping, Birds and Beasts, Hunting, [Rifle]</p> <p>Scout Quiet, Sneak, Hide, Dextrous, Climb, Perceptive, Traps, Darkness, [Maps], [Distractions]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary below, under Keys.</p>	<p>Key of the Competitor (James Maye) You hate the upstart James Maye. Hit your key when you outperform or outfox him in any arena. Buyoff - Decline to compete against him.</p> <p>Key of Vengeance (Trap Hill Clegg) The Trap Hill gangs murdered your parents before your eyes. Hit your key when you strike a blow against them. Buyoff: Forgive Clegg.</p> <p>Key of the Guardian (Gert Rawson) You are Gert's older brother and loyal defender. Hit your key when you make a decision influenced by her or protect Gert from harm. Buyoff: Sever your relationship with your sister.</p> <p>Secret of the Bodyguard Once per session, you can re-roll a failure when protecting someone.</p> <p>Secret of Throwing Anything is a dangerous missile in Davis' hands.</p>	<p>Injured</p> <p>Tired</p> <p>Angry</p> <p>Lost</p> <p>Hunted</p> <p>Trapped</p> <p>Dead</p>
<p>YOUR BACKGROUND</p> <p>You are the 30-year-old ex-cop who runs the Booneville grist mill. while keeping an eye on your sister.</p> <p>Can you work with this parade of fools to get the hostages back - and get revenge?</p>	<p>PEOPLE YOU KNOW</p> <p>Your little sister Gert. James Maye, "leader" of the Booneville Co-Op.</p> <p>Clegg, the big gangster up on trap Hill. who killed your folks and is holding your people hostage. Skeet Mangum, the richest man in Booneville who owes you one. Or two. You know where the bodies are buried. Statesville Mike, a refugee and parasite.</p>	<p>XP</p>

GERT RAWSON

TRAITS	KEYS & SECRETS	CONDITIONS
<p>Country Girl Daring, Clever, Proud, Intimidating, Tough, Run, Lucky, Impulsive, Rifle, Loud, [Ruthless], [Hero], [Bow]</p> <p>Farmer My Land, My Family, Scrounge, Endure, Repair, Lay of the Land, Hidey Hole, Barter, [Moonshine], [Trader]</p> <p>Keen Observant, Aware, Distrustful, Liars, Traps, [Danger], [Sense Motives]</p> <p>Tricky Quick, Dirty Fighting, Scrambling, Escape, Wriggling, [Acrobatics], [Martial arts]</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary below, under Keys.</p>	<p>The Key of Doom You are doomed to a terrible fate. Hit your key every time you act without regard to your safety, especially when you enter battle against superior enemies. Buyoff: Retreat from an overwhelming battle or fight.</p> <p>Key of Loyalty You are sworn to James Maye in a bond of affection and commitment. Hit your key when you are influenced by Maye or when you show how deep your bond is. Buyoff: Sever the relationship.</p> <p>Key of Bloodlust You have a passionate disposition and love a good scrap. Buyoff: Avoid a fight.</p> <p>Secret of Reflexes Once per session, you can re-roll a failure when doing anything involving grace, dexterity, or quick reflexes.</p> <p>Secret of Concealment No matter how thoroughly you're searched, you always have a few key items with you. You can produce any common, simple item at a moment's notice.</p>	<p>Injured</p> <p>Tired</p> <p>Angry</p> <p>Lost</p> <p>Hunted</p> <p>Trapped</p> <p>Dead</p>
<p>YOUR BACKGROUND</p> <p>You are a 25-year-old farm girl. and James Maye's right-hand man, as it were.</p> <p>How will you keep Booneville and the family farm safe? How will you get the hostages released? Why does your brother hate Clegg so damn much?</p>	<p>PEOPLE YOU KNOW</p> <p>Your big brother, Davis. James Maye, leader of the Booneville Co-Op and your "boss".</p> <p>Clegg, the big gangster up on trap Hill who your brother hates. Peggy Fowler, Booneville's best mechanic, all-around fix-it gal, and gun runner. Statesville Mike, a refugee and parasite.</p>	<p>XP</p>

OBSTACLES & DIFFICULTIES

AMBUSH AT STAR'S PEAK

Clegg's thugs have you right where they want you, on the slopes of Star's Peak.

OBSTACLES: Maintain discipline and prevent panic: 3. Maneuver around the rhododendron hells: 3. Effectively return fire: 3. Notice the ambush and quietly prepare: 4. Turn the tables: 4. Ambush the ambushers and slaughter them: 5.

ESCALATION: Someone gets separated from the group (Lost and/or Hunted conditions). Thugs arrive to reinforce the ambush. Pinned (Trapped condition). Deadly fire rains down (Injured or Dead conditions).

ASSAULT ON TRAP HILL

Nothing but a frontal assault will do.

OBSTACLES: Approaching undetected: 3. Beating back a patrol: 3. Damaging a tower: 4. Breaching the wall: 4. Hand to hand fighting: 4. Destroying Clegg's fort: 5. Sneaking into Clegg's fort: 5.

ESCALATION: Thugs in hiding! Whithering crossfire, (Trapped or Injured conditions). Impregnable defenses. Unexpected road gang reinforcements. Deadly delay (Angry, Trapped).

NEGOTIATING WITH CLEGG

Clegg is a mean bastard. Talking is not his strong suit, but there are languages he understands...

OBSTACLES: Giving appropriate gifts: 3. Avoiding missteps: 3. Neutralizing Clegg's woman's advice: 4. Impressing Clegg: 4. Winning the road gang over: 5.

ESCALATION: An enemy rides in under flag of truce (Perhaps the Trapped condition comes into effect). An old wound is re-opened. A betrayal is set in motion. A simple mistake arouses bloody passions. Elaborate festivities drag on (Tired condition).

GETTING THE GEAR TOGETHER

The Booneville Co-Op doesn't have much, but this montage will show us what we've got.

OBSTACLES: Get a truck running: 3. Assemble some rifles: 3. Gather intelligence: 4. Get the old plane in the air: 5.

ESCALATION: Damn thing is flat busted! (Angry or Tired conditions). Working all night (Tired condition). Smashed my hand with an impact wrench! (Injured condition)

COOL STUFF IN YADKIN COUNTY

The Booneville Co-Op, where 67 and 601 meet. Union Grove. Nebo. Crutchfield, two miles north across the Yadkin river. The old country club.

The grist mill on Tanyard creek. The Lineberry creek bridge heading toward Arlington and Trap Hill. The I-77 overpass and the Trap Hill roadblock.

Winston Road up to Trap Hill. The fort atop Trap Hill. Elkin, across the Yadkin, with two blown bridges and a strong militia. Star's Peak.

RULES SUMMARY

ROLLING THE DICE

When you try to overcome an obstacle, you roll dice. Start with one die. Add a die if you have a **trait** that can help you. If that trait has any **tags** that apply, add another die for each tag. Finally, add any number of dice from your personal **pool** of dice (your pool starts with 7 dice).

Roll all the dice you've gathered. Each die that shows **4 or higher** is a hit. You need hits equal to the **difficulty level** (usually 3) to pass the obstacle.

2 EASY—3 DIFFICULT—4 CHALLENGING—5 EXTREME

If you **pass**, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back. If you **don't pass**, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and **add another die to your pool**. The GM will escalate the situation in some way and you might be able to try again.

CONDITIONS

When events warrant or especially when you fail a roll, the GM may impose a condition on your character: **Injured, Dead, Tired, Angry, Lost, Hunted, or Trapped**. When you take a condition, mark its box and say how it comes about. [Note: The "dead" condition just means "presumed dead" unless you say otherwise.]

HELPING

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

KEYS

When you hit a Key, you can do one of two things:

- + Take an **experience point** (XP)
- + Add a die to your pool (up to a max of 10)

If you go into danger because of your key, you get 2 XP or 2 pool dice (or 1 XP and 1 pool die). When you have accumulated 5 XP, you earn an **advance**. You can spend an advance on one of the following:

- + Add a new **Trait** (based on something you learned during play or on some past experience that has come to light)
- + Add a **Tag** to an existing trait
- + Add a new **Key** (you can never have the same key twice)
- + Learn a **Secret** (if you have the means to)

You can hold on to advances if you want, and spend them at any time, even in the middle of a battle! Each Key also has a **buyoff**. If the buyoff condition occurs, you have the option of removing the Key and earning two advances.

REFRESH

You can refresh your pool back to 7 dice by having a **refreshment scene** with another character. You may also remove a condition or regain the use of a Secret, depending on the details of the scene. A refreshment scene is a good time to ask questions (in character) so the other player can show off aspects of his or her PC—"Why did you choose this life?"—"What do you think of Washington?"—"Why did you take this job?" etc. Refreshment scenes can be flashbacks, too.

STATESVILLE MIKE

TRAITS	KEYS & SECRETS	CONDITIONS
<p>Trash Inconspicuous, Endurance, Low Blow, Mean, Escape, Sucker Punch, [Intimidation], [Hard Man], [Gunplay]</p> <p>Redneck Curious, Aware, Nimble, Family, Hardy, Backwoods, Trapping, Birds and Beasts, Shooting, Hunting, [Lay of the Land], [Moonshine]</p> <p>Cunning Deception, Honest Face, Misdirection, Can't Fool a Fool, Disguise, Seduction, Lies, [Sneak], [Hide]</p> <p>Good Times Charisma, Reassurance, Diplomacy, Presence, Partying, Drinking, Persuasion, Bargaining, [Locals],</p> <p>Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary below, under Keys.</p>	<p>The Key of Hidden Longing (Gert Rawson) You adore Gert but she thinks you are a loser and a goof. Hit your key when you make a decision based on this secret affection or when you somehow show it indirectly. Buyoff: Give up or make it public.</p> <p>Key of the Manipulator You work behind the scenes, manipulating others in order to be a shadow leader. Hit your key whenever you exert your will over the Co-Op leadership, even over minor matters - especially over minor matters. Buyoff: Accept the mantle of power yourself.</p> <p>Key of the Coward Despite your dreadful reputation, fighting secretly terrifies you. Hit your key when you avoid a potentially dangerous situation, or when you stop a combat using other means besides violence. Buyoff: Leap into combat.</p> <p>Secret of the Lucky Break Once per session, you can keep your pool dice when you succeed.</p> <p>Secret of Taking a Beating You have innate toughness thanks to years of hard living. You can replace the "Injured" or "Dead" condition with "Angry" if it comes up.</p>	<p>Injured</p> <p>Tired</p> <p>Angry</p> <p>Lost</p> <p>Hunted</p> <p>Trapped</p> <p>Dead</p>
<p>YOUR BACKGROUND</p> <p>You are a scrappy refugee from the city, barely 20 years old.</p> <p>How will you win Gert's heart? What will it take to be accepted in Booneville? How can you get what Big Jim Maye already has? What kind of deal can you strike with Clegg?</p>	<p>PEOPLE YOU KNOW</p> <p>Gert and Davis Rawson, brother and sister.</p> <p>Big Jim Maye, the unofficial boss of the Booneville Co-Op.</p> <p>Clegg, the big gangster up on Trap Hill. a stone cold badass who has a bunch of Booneville Co-Op hostages.</p>	<p>XP</p>