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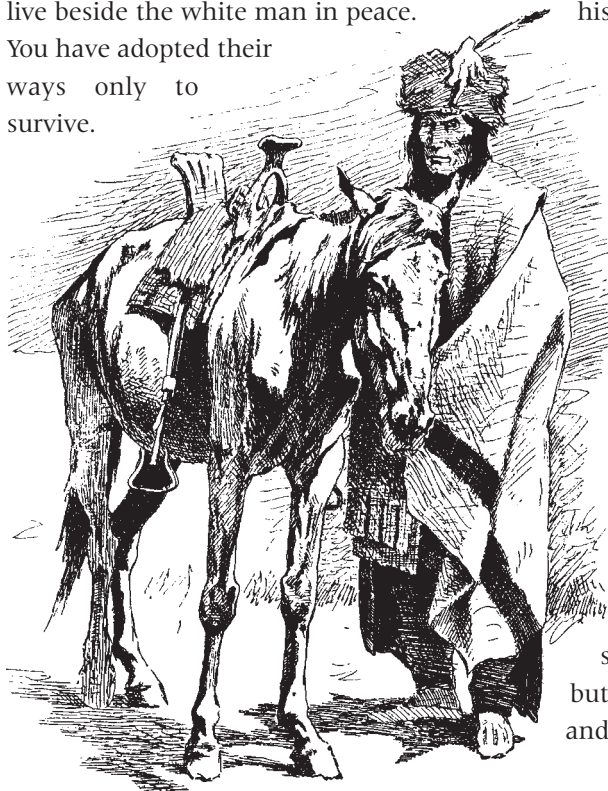
This document is intended to be used as a player character
vocation and should be placed after page 26 of the original
rules.

Natives

*"I will follow the white man's trail. I will make him
my friend, but I will not bend my back to his burdens..."*

MANY HORSES

You were once part of a mighty
nation. That's all over now, though.
The Cavalry decimated most of
your tribe's population when they refused
to give up their land. You were one of the
lucky few who survived. Well, sort of
lucky—you are still alive, but take very
little comfort in that fact. You are alone,
save for a few friends and family, and try to
live beside the white man in peace.
You have adopted their
ways only to
survive.



You live just outside of town, making a
new home in the local wilds. You
occasionally enter town for supplies, but
never remain there for long. While the
townsfolk are cold and frightened of you,
they wouldn't dream of harming you.
Whether out of pity or compassion, a local
of both prestige and authority has taken an
interest in your well being. He has offered
his friendship and protection as well as
title to the land on which you dwell.
You were hesitant to accept his
generosity at first and feared that
ulterior motives were behind it. You
soon came to realize that he is
genuinely kind and has proved his
loyalty. You now call him a friend
and even consider him a brother.

There is always a nagging thought
in the back of your mind, however—I
*am betraying my people by living beside
those who have destroyed them.* No
matter how hard you try to forget
what they did and live among them,
that thought always surfaces when
they are around. You realize that you
shouldn't hold all of them responsible,
but tell that to those who have suffered
and died by their hands.

NEW VICE

Hatred

The character has an
extreme hatred towards an
individual, group, event, or
topic. Whenever the subject
of his hatred is present or
comes up in conversation,
the character will become
angered. If provoked, he will
resort to violence. All deals
involving the subject of his
hatred will be refused unless
the outcome has the poten-
tial to eliminate it.

VIRTUES

Loyal or Pious

VICES

Hatred

SKILLS

*Athletics
Archery
Brawling
Horsemanship
Knife Fighting
Stealth
Tracking
Speak (English)*

EQUIPMENT

*bow and arrow
knife or tomahawk
horse
ancestral beads & skins*