

Archetypes and Classes



Drifter Archetype

"It's more important to master the cards you're holding than to complain about the ones your opponents were dealt."

Drifters don't really fit in with society for one reason or another; these types only stay in any one place as long as their welcome allows. Some are subject to the whims of fate, while others find themselves on the wrong side of the law. Mechanically, Drifters have the ability to talk their way out of danger as long as they have a quick tongue.

Gambler Class

Gamblers just seem to get lucky. Mechanically they have an advantage when cheating at games of chance, and always seem to have a credit in their pocket. To top it off, they also have an uncanny knack for keeping out of danger.

Outlaw Class

Outlaws always Shoot First and Ask Questions Later. Some are highwaymen who'll rob the unlucky at gunpoint, and others might've just ended up on the wrong side of the law, but all are known by their fearsome reputations, which they'll often leverage to keep away unwanted attention.

Performer Archetype

*“Reality is merely an illusion,
Albeit a very persistent one.”*

Talented individuals who can spin a tale or sing a song are always welcome on the frontier. Mechanically, once a Performer begins their act, it becomes difficult for others to look away. Players who choose the Performer Archetype should prepare at least one act, be it a song, stage magic or even a patter routine that they can bust out at the right moment.

Charlatan Class

Charlatan is really a fancy word for magician. Their acts involve daring escapes and making objects disappear. Charlatans use misdirection and sleight of hand to confound their foes, and if the going gets tough they can always disappear in a Puff of Smoke.

Troubadour Class

Troubadours are the tellers of tall tales and musicians of the frontier. Their performances can inspire their friends in battle and console them after a defeat, but woe befall you if you should interrupt their show.

Physician Archetype

*“To cure sometimes, to treat often, and to console always.
This is the task of the physician.”*

Physicians have studied human anatomy and have a better understanding of healing than regular people. They have experience using medical tools and can perform medical procedures on themselves in a pinch.

Doctor Class

A competent Doctor is vital for any frontier town, for they have a comprehensive knowledge of medical procedures. In fact they alone have the ability to treat wounds that would otherwise be lethal. In addition they have the option of establishing their own medical practice, and even undertaking medical research.

Field Medic Class

Field Medics use quick-and-dirty medical procedures to repair injuries in the thick of combat, sorting out any complications after the fight. Experienced Field Medics are even able to undertake procedures on the battlefield without risk of injury to either Medic or patient.

Pioneer Archetype

“It is not easy to be a pioneer - but oh, it is fascinating! I would not trade one moment, even the worst moment, for all the riches in the world.”

Pioneers are your hardy settler-types, the kind who disappear into the woods for days on end to return with a haul of gold or furs. A friendly Pioneer would welcome you for refreshments and ghost stories around their Campfire.

Prospector Class

Prospectors have secured a claim on a plot of land that they can use to uncover all manner of mineral wealth. They are handy with a pickaxe or shovel, and the most experienced have perfected the use of Dynamite for “blast-mining”.

Ranger Class

Rangers have experience dealing with the creatures found on the frontier. They are skilled at hunting and tracking, and have deadly aim with a Rifle. They have excellent reflexes and an uncanny sense of imminent danger.

Researcher Archetype

“All wish to possess knowledge, but few, comparatively speaking, are willing to pay the price.”

Researchers have the skills both to uncover knowledge and to disseminate it through publication. Most have a specialist field that gives them unique insight into certain situations.

Scholar Class

Scholars are the Voice of Reason on the frontier. They have studied in a scientific field and look at the world through the lens of logic. They have an excellent memory, and the determination to stay up late and burn the Midnight Oil when they encounter a problem that vexes them.

Journalist Class

Journalists have an ear for the best scoop, easily picking up the choicest gossip going around town. They often have access to a Camera which they can use to take photographs for their publication. Journalists who have made a name for themselves may be granted exclusive interviews and even influence their loyal readers through the articles they publish.

Soldier Archetype

“The tree of liberty must be refreshed from time to time with the blood of patriots and tyrants.”

Soldiers are battle-hardened, making themselves more resilient in combat than others. They report to a superior officer whose orders they must follow to the letter.

Enforcer Class

Enforcers are who you send when you don't care about discretion. They aren't afraid of busting down doors or even people with a Shotgun or a Two-Handed Weapon. If you try to get them to deviate from their orders you will likely be disappointed.

Gunslinger Class

Gunslingers are the best shot around with a Pistol. They are deadly in a duel; some who go up against them end up with a hole in their hand before they can even draw.

Tinker Archetype

“Invention, it must be humbly admitted, does not consist in creating out of void, but out of chaos.”

Tinkers have an approximate knowledge of applied science, able to perform rudimentary repairs and repack ammunition in a pinch.

Engineer Class

Engineers can be categorised into two types; Gunsmiths and Inventors. Gunsmiths are at the forefront of military technology, able to manufacture more advanced firearms the more experience they amass. Inventors are no less cutting-edge, but their patented inventions tend to be more useful to everyday citizens.

Apothecary Class

A good Apothecary can be your best friend, supplying loyal customers with refreshing beverages, tonics and their unique and fabled Patent Medicine, which has the potential to cure anything that ails you!