

# BLUE SHADOWS & BOGIE

## MEN

### GAME MASTER'S GUIDE & PLANNER

#### GAME PLAY

A referee controls and describes the world to players who then describe how their characters act in the world.

#### ACTION CHECK

When an action's success is uncertain, a player rolls 2d6 and adds the value of the relevant attribute, and any bonuses granted by skills. If the action falls *narrowly* within the purview of your profession, the GM may let you add 1 or 2 points. If the total is equal or greater than the action's Difficulty Rating (DR, usually 8, but set by the GameMaster) it is successful. A natural roll of 2 is always a failure, no matter what an attribute adds.

#### DIFFICULTY RATING (DR) GUIDELINES

**Easy:** DR-5 **Standard:** DR-8 **Hard:** DR-10 **Real Hard:** DR-12

**Extreme:** DR-14 & up

To figure the DR of anything versus a Beasts, Monster, or PC, use their relevant stat (e.g.: AG for a ranged attack, ST for a melee attack, PRE if you're trying to intimidate them, etc.) and add 7 to it. Shooting at a cowboy who has an AG of 1 would be DR-8.

#### OPPOSED CHECK

If two characters are directly opposing one another in action, both roll an action check, adding the appropriate modifiers, and compare the outcomes. The highest total wins. The difference between the rolls may be taken as an indication of how close the outcome was, how dire the loss, or massive the win.

#### DANGEROUS ACTIONS

If an action has a risk of injury, the difference between the roll and Difficulty Score is the amount of damage the endangered participant takes.

#### COMBAT & OTHER AGGRESSIVE ACTIONS

Combatants take turns attacking. They may move and attack, or move and take a different action. Every attack is an Action Check, strength for melee and Agility for ranged attacks. Add any skill modifiers. The difference between the successful roll and the DR is the damage inflicted on the target (minimum 1). Bludgeoning damage is non-lethal unless specified as intended to kill. When piercing or slashing damage is taken, and it is deemed appropriate, a d6d6 roll is made on the Location and Effect table (right), adding your Agility to either die. Results are role-played, and are in addition to normal Dangerous Action damage. Your DR, when being attacked, is your relevant attribute +7 (e.g. - Strength for melee, Agility for ranged, Brains for mental attacks, Presence for charm and intimidation) + any applicable skill.

#### Example:

*As an action, a Player Character attacks an enemy with a DR of 10. The player rolls 2d6 and adds 2 for their Strength Score. The total is 12. The difference between 12 and 10 is 2, so the creature takes 2 damage. A non player character's DR is also their Health Points, so now the enemy's Difficulty Score is 8.*

#### INVENTORY

Your Inventory Score is how many items you can carry comfortably. Big items may use two points. For each item that exceeds your Inventory Score subtract 1 from any Strength or Agility Rolls.

#### DEATH

When a character's Health Points reach zero, they die.

#### ADVANCEMENT

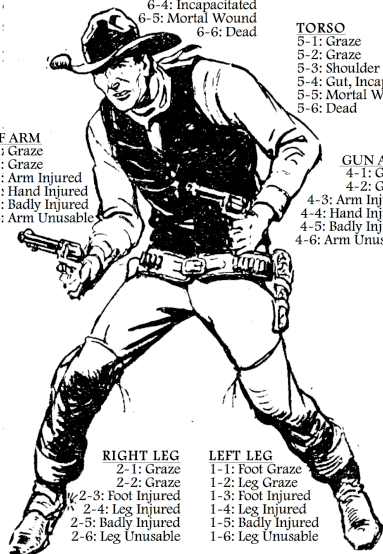
Level up at the end of a game session. Each level, raise an attribute score by 1 and raise either Health or Inventory Score by 1.

OFF ARM  
3-1: Graze  
3-2: Graze  
2-3: Arm Injured  
2-4: Hand Injured  
3-5: Badly Injured  
3-6: Arm Unusable

RIGHT LEG  
2-1: Graze  
2-2: Graze  
1-2-3: Foot Injured  
2-4: Leg Injured  
2-5: Badly Injured  
2-6: Leg Unusable

LEFT LEG  
1-1: Foot Graze  
1-2: Leg Graze  
1-3: Foot Injured  
1-4: Leg Injured  
1-5: Badly Injured  
1-6: Leg Unusable

GUN ARM  
4-1: Graze  
4-2: Graze  
4-3: Arm Injured  
4-4: Hand Injured  
4-5: Badly Injured  
4-6: Arm Unusable



HEAD  
6-1: Graze  
6-2: Graze  
6-3: Ear Shot Up  
6-4: Incapacitated  
6-5: Mortal Wound  
6-6: Dead

TORSO  
5-1: Graze  
5-2: Graze  
5-3: Shoulder Wound  
5-4: Gut, Incapacitated  
5-5: Mortal Wound  
5-6: Dead

#### HEALING

Regain lost Health Points by spending the night in a safe spot. Doesn't necessarily heal damage from the location chart.

#### CALLED SHOTS

If you'd like to call a shot, like "I'm shooting for his gun hand," you must first roll a hit, then roll at or above that location's number on the location table. Rolling below means a miss.

#### RANGE

If a player is attacking from a range that's too far for the weapon, they should make the roll at -2. If they're close enough that it's easier, add +2 to their roll.

## EXTRAS : OPTIONAL RULES

### POKER

Once per day, players may play poker at the saloon. The GM will decide how many players are available in the saloon. There will almost always be at least one. A player specifies how much money they have brought with them (their **Stake**). Each player at the table determines their hand (GM rolls for each NPC) as follows:

- Player Rolls 5 dice
- Player may re-roll up to 2 dice
- Highest poker hand wins their evening's **Stake** times the number of Players at the table.
- All other players lose their evening's **Stake**.

PCs may play against one another, or be at different tables.



### SHOWDOWN

A showdown happens in three stages.

#### 1. STAREDOWN

All gunfighters secretly note their intended target. Everyone rolls 2d6 and adds their Presence score. Note which gunfighter won the Staredown (had the highest total).

#### 2. DRAW

All gunfighters make a regular 2d6 roll and add their Agility. The gunfighter who won the Staredown adds DOUBLE their agility to the roll. Anyone who totals less than 9 flubs the draw (see next step).

#### 3. FIRE

All gunfighters roll 2d6. Anyone who flubbed their Draw subtracts 2 points from their roll. Everyone else adds their Agility. A total of 9 means you've hit your intended target. Targets secretly noted are revealed. All hits are simultaneous. Damage is calculated and the hit Location is rolled for on the Location Table.

### PSYCHIC ABILITIES

Roll 1d6. On a 5 or 6, you have a psychic ability. In a standard game, psychic abilities are purposefully weak and limited. Successfully test D6 adding Presence to use (or higher for more difficult usage). Failed check costs 1d6 HP.

Roll for your ability:

#### 1 - CLAIRVOYANCE

See distant people, objects, locations, or events.

#### 2 - PSYCHOMETRY

Obtain information about a person or an object by touch.

#### 3 - TELEKINESIS

Move small objects with mind - lift, bend, break.

#### 4 - PYROKINESIS

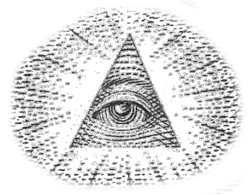
Start, snuff, & manipulate small fires with the mind.

#### 5 - EMPATHY

Sense what another person is feeling, detect when a person is lying.

#### 6 - TELEPATHY

Psychically transfer thoughts into another mind.



### WEAPON TYPES

Light Weapons - Derringers, Daggers, Saps, etc.: -2 to hit  
Medium Weapons - Swords, Pistols, Bows, Clubs, etc.: No Modifier  
Heavy Weapons -  
Shotgun - Close Range: +2, Medium Range: +0, Long Range: -2  
Stick of Dynamite: +10, 20' blast radius



# GOOD GUYS, BAD GUYS, & GOONS

## A bestiary

Entries are listed with attributes in order: STR, AGT, BRN, PRE. HP = health points.

Other detail are listed.

When an NPC acts against a PC, use the NPC's appropriate attribute vs. the PC's appropriate attribute +7. When a PC acts against an NPC, add 7 to the appropriate attribute to get the DR.

## PEOPLE

**Normal Townsfolk:** 0, 0, 0, 0 HP:2

**Bandits & Banditos, City Thugs, Malevolent Ranch Hands:** 0, 0, -1, -1 HP: 3.

**Native American Braves, Professional Soldiers & Lawmen:** 1, 1, 1, 1 HP:8

**Malevolent Foreman, Brutal Right-Hand Man, Baddie #2:** 3, 3, 3, 3 HP: 10

**Evil Rich Guy, Deranged Mastermind, Baddie #1:** 5, 5, 5, 5, HP:12



## BEASTS

For most beasts, Brains and Presence are not applicable in an encounter.

**Alligator:** 2, 1, n/a, n/a HP: 8

**Cougar:** 1, 3, n/a, n/a HP: 5

**Bear, grizzly:** 4, 0, n/a, n/a HP:12

**Bear, black:** 3, 0, n/a, n/a HP:10

**Wolf:** -1, 2, -5, n/a HP: 3, Come in packs.

**Rattler:** -5, 3, n/a, n/a, HP: 1, Poisonous, killed by one hit.

**Spider, Giant:** 3, 3, n/a, n/a HP: 12, Shoots webbing.

**Ant, Giant:** 5, 0, n/a, n/a HP: 12, One story tall, powerful mandibles.

**Snake, Giant:** 5, 1, n/a, n/a HP: 12, Constrictor, can swallow a man alive



## CRYPTIDS & GHOULS

**Chupacabra:** 2, 2, n/a, n/a HP: 7, scary blood-sucking barracuda-dog.

**Mole Man:** 2, 0, -1, -3 HP: 6, Come in large numbers, troglodytes.

**Mole Man King:** 4, 3, 3, 4 HP: 12, A big, mean mole man. Commands many mole men.

**Mummy:** 5, 0, 3, 4 HP: 12, Assimilates 1 organ per victim until become human again. Regenerates all HP by eating flesh.

**Quetzcoatl:** 5, 2, 2, 4 HP: 12, Big flying snake. Bites & constricts.

**Sasquatch:** 4, 2, -2, n/a HP: 10, Attacks twice per turn, punch and bite. Brown and hairy.

**Skunk Ape:** 3, 2, -3, n/a HP: 9, Frenzied, carnivorous, long-haired hominid. Pale, ugly. Very bad-smelling.

**Swamp Demon:** 3, 3, n/a, n/a HP: 8, Can disappear into or appear from any still water, even a bathtub.

**Vampire:** 3, 3, 2, 4 HP: 12, All vampire stuff applies.

**Werewolf:** 4, 1, 0, 4 HP: 10, Bite makes victim a werewolf unless succeed on DR-10 Presence check

**Zombie, Viral:** 2, -2, n/a, n/a HP: 1, Destroyed with a single blow to the brain, but to hit brain is DR-10.

**Zombie, Voodoo:** 3, 0, n/a, n/a HP: 6, Commanded by voodoo witch, death of witch returns zombie to normal.

## PLOT IDEAS

Author and screenwriter Frank Gruber described seven plots for Westerns:

**Union Pacific story:** The plot concerns construction of a railroad, a telegraph line, or some other type of modern technology or transportation. Wagon train stories fall into this category.

**Ranch story:** The plot concerns threats to the ranch from rustlers or large landowners attempting to force out the proper owners.

**Empire story:** The plot involves building a ranch empire or an oil empire from scratch, a classic rags-to-riches plot.

**Revenge story:** The plot often involves an elaborate chase and pursuit by a wronged individual, but it may also include elements of the classic mystery story.

**Cavalry and Indian story:** The plot revolves around "taming" the wilderness for white settlers.

**Outlaw story:** The outlaw gangs dominate the action.

**Marshal story:** The lawman and his challenges drive the plot.



**MAIN MAP & NOTES**  
**NAME/LOCATION**













## ODDS WITH 2D6

Chance of rolling  
number or better

**2: 100.00%**

**3: 97.22%**

**4: 91.67%**

**5: 83.33%**

**6: 72.22%**

**7: 58.33%**

**8: 41.67%**

**9: 27.78%**

**10: 16.67%**

**11: 8.33%**

**12: 2.78%**

## CHARACTER RECORD

**NAME:**

**PROFESSION:**

**STRENGTH**

**AGILITY**

**HEALTH/10**

**BRAINS**

**PRESENCE**

**CASH \$**

**HEALTH/10:**

**SKILLS:**

**1.**

**2.**

**LANGUAGES:**

**PSYCHIC ABILITY:**

**KIT & ETC.:**



## DAVID JOHNSTON'S

# CONTEXT-SENSITIVE COWBOY CODE OF ETHICS

- Do the right thing and don't do the wrong thing. Disregard all other rules where they come into conflict with this.
- Be honest with yourself and other people, and keep your word.
- Be aware of other people and your surroundings. Be aware of the injury and inconvenience your actions cause. Minimize it.
- Be honest and fair in your dealings. Don't take unfair advantage.
- Express sympathy and gratitude when you can. Acknowledge your mistakes, and apologize when you should.
- Examine your anger and guilt carefully before you react to them.
- Help other people when you can, and do not always expect something in return.
- Preserve yourself and the environment.
- Obey the law until you cannot, in good conscience, do so. If you must break the law, don't do it in secret.

*And a few personal thoughts:*

- Examine and question your beliefs. Don't rationalize them.
- Be willing and progressive in your attitude.
- Learn from your experiences.
- Be straightforward in your communication.
- Every situation is different. Consider things.
- Sometimes it's harder to be good than it is to be bad. Be good.
- The universe is interesting. Be interested in it.

Inspiration from

- Cepheus Light
- Tunnel Goons: Nate Treme
- Minimal d6ringer: Bruno Bord

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# NARRATIVE ELEMENTS FOR THE GM

## PEOPLE IN TOWN

Bank Robber	Blacksmith
Banker	Brothel
Barkeep	Church
Blacksmith	Courthouse
Butcher	Doctor's Office
Card Shark	Feed Store
Deputy	General Store
Doctor	Gunsmith
Drover	Hotel
Escaped Convict	Jail
Ex-con	Land Office
Farmer	Laundry
Gunsmith	Law Office
Hired Gun	Municipal Well
Judge	Newspaper Office
Lawyer	Post Office
Mayor	Saloon
Medicine Man	School
Monks/Nuns	Sheriff's Office
Piano Player	Slaughterhouse
Pickpocket	Stable
Preacher	Telegraph Station
Prostitute	Train Station
Ranch Hand	Water Tower
Rancher	Wells Fargo Office

## PLACES & THINGS

### NEAR TOWN

School Teacher	Army Fort
Sheriff	Bandit Hideout
Shop Keeper	Big City
Soldier	Border
Swindler	Burial Mounds
Tailor	Camp, Drover
Telegraph Operator	Canyon
Traveling Salesman	Caves
Undertaker	Cemetery
Wanderer	Farm
Wanted Man	Farm

## PLACES IN TOWN

Abandoned House	Forest
Bank	Ghost Town
Barber Shop	Hot Springs
	Mine

Monastery/Convent	Hijacking
Mountains	Horse Theft
Oracle Fumes Vent	Illegal Postal Pick Up
Prison	Impersonating a Law Officer
Quicksand	Incest
Ranch	Kidnapping
Reservation	Larceny
Reservoir	Manslaughter
Rio X	Murder/ Homicide
Salt Flat	Organized Crime
Slaughter House	Passing Counterfeit Money
Swamp	Perjury
Train Trestle	Petty Theft <\$500

## CRIMES

Aggravated Assault	Piracy
Armed Robbery	Prostitution
Arson	Prostitution, Promoting
Assault	Prostitution, Soliciting
Assault And Battery	Rape
Attempted Murder	Receiving Stolen Goods
Bigamy	Robbery >\$500
Breaking Out Of Prison	Rustling, .
Bribery	Sedition
Burglary	Carrying A Concealed Weapon
Carrying A Concealed Weapon	Cattle Rustling
Cattle Rustling	Cheating At Cards or Dice
Cheating At Cards or Dice	Child Abuse
Child Abuse	Counterfeiting
Counterfeiting	Derailing A Train
Derailing A Train	Desertion of Family
Desertion of Family	Desertion from Military
Desertion from Military	Disorderly Conduct
Disorderly Conduct	Drunkenness
Drunkenness	Embezzlement
Embezzlement	Extortion
Extortion	Fleeing Justice
Fleeing Justice	Forgery
Forgery	Fraud
Fraud	Highway Robbery
Highway Robbery	

## ADVENTURE HOOKS – HERE'S THE WHAT, YOU SUPPLY THE WHY

**Find:** Person (missing, fugitive, unaware), a location (lost, rumored, hidden), thing (treasure, object, information)

**Fight:** Person (villain, possessed, organization), Place (haunted, labyrinthian), Thing (Beast, Supernatural Force)

**Save:** Person (kidnapped, sick, trapped, injured, victim), Place (town, business, residence), Thing (relic, etc)

**Make:** Person, Place, Thing (Structure, Object)

**Destroy:** Person, Place, Thing

**Take/Steal:** Person, Place, Thing

**Deliver:** Person (Prisoner, Target, Politician, Witness), Place (To Dangerous Location), Thing (Letter, Object, etc.)

**Solve:** Person (Reveal Identity), Place (?), Thing (Crime, Mystery, Puzzle, Problem)

**Perform (do):** Person (Impersonate), Place (Fake Front), Thing (Ritual, Music, Theater, Crime)

**Stop (prevent):** Person (Rich Guy, Politician, Bandits), Place, Thing (Plot, Natural Disaster, Occult Power)

**Defend:** Person, Place, Thing

# PRICES IN 1880

## Income Per Month

Train Engineer	\$100
Carpenter	\$37
Teacher	\$40
House Servant	\$8
Ranch Foreman	\$115
Ranch Hand	\$30 + Room & Board
Sales Girl	\$12
Factory Worker	\$35
Child Factory Worker	\$8
Laundress	\$12
Soldier	\$13
Street Car Driver	\$43

## Cost Of Living Per Month

Food & Clothing/Person	\$5
Rent	\$4.5

## Food Prices

Wheat Per Bushel	\$1.02
Flour Per Barrel	\$3.00
Corn Per Bushel	40 cents
Molasses, Gallon	15 cents
Mess Beef Per Barrel	\$8
Lard Per Pound	6 cents
Butter Per Pound	15 cents
Sugar Per Pound	7 cents
Cheese Per Pound	5 cents
Rice Per Pound	5 cents
Oranges	\$50/dozen
Dried Apricots	\$15/pound
Fresh Peaches	3 for \$1.10
Fresh Apples	2 for \$0.05
Sugar	\$0.10/pound
Flour	\$0.04/pound
Coffee	\$0.12/pound

## Horses, Cattle & Gear

Horse, Average Work Horse	\$150
Horse, Good Saddle Horse	\$200
Saddle	\$30
Cowboy Saddle	\$60
Harness	\$50
Yoke Of Two Oxen	\$150
Heifer	\$18.75
Cow	\$26
Bull	\$90
3 Year Old Steer	\$62
2 Year Old Steer	\$22.50
Yearlings	\$12.50
Calves	\$2.50
Buggy	\$75
Wagon	\$65

## Weapons And Ammunition

Pearl-Handled Matched Set	\$100
Of Colt .45 Peacemakers With Holsters	
Classic Peacemaker	\$17.00
Cartridges	\$5.50 cents/box
Breach Loading Shot Gun	\$60
Rifle, Single Shot Muzzle Loader, Used	\$8
Rifle, Seven-Shot Repeater	\$50

## Home And Farm Costs

Land /Acre	\$5
Homestead Filing Fee	\$14
House -- 32'x40' (4 Rooms)	\$700
House -- 16'x22' (2 Rooms)	\$300
Shanty -- 8'x10' (1 Room/Dirt Floor)	\$25
Stable And Well	\$150
Plows, Cultivators, Field Equip.	\$325
Chairs	\$1.25 each
Blankets	\$3.00 each
Bed, Bureau And Commode	\$15
Cookstove	\$25
Lantern	\$1.00
Coal	about \$80/year
Kerosene	\$15/gallon

## Montgomery Ward's Catalogue, 1872

Gentleman's Toilet Set,	\$1.00
Toothbrush, Nail Brush,	
Razor, Strop, Lather Brush,	
Comb, Hair Brush	
2 Undershirts	\$1.25
2 Pair Drawers	\$1.25
3 New York Mills White Shirts	\$2.50
6 Pairs Men's Cotton Socks	\$1.00
6 Pairs Army Wool Socks	\$1.00
7 Yards Blue Denim	\$1.00
1 Hoop Skirt, 1 Bustle, & 1 Hair Braid	\$1.00
1 Ladies Gold Locket, Plain Enameled	\$1.50
1 Pair Ladies Earrings & Pin Set, Imported	\$4.50
1 Pair Ladies Solid Gold Ear Drops	\$3.00
1 Plain Gold Ring (All Sizes)	\$2.00
1 Silver Plated Hunting Case	\$6.00
Watch	
1 Silk Parasol	\$1.00
1 Heavy Plaid Shawl	\$3.00

