

PLAYER HANDBOOK

SETTING

It's the 1880's. You're in the American Southwest.

CHARACTER CREATION

1. NAME YOUR CHARACTER & GIVE THEM A PROFESSION.

2. HEALTH POINTS = 10

3. INVENTORY SCORE = 8

4. ATTRIBUTES

Distribute 4 points between these attributes (to a maximum of 3), **Or** roll 3d6 for each, the number of 5s & 6s rolled as the attribute score.

Strength: Good for melee fighting, feats of strength

Agility: Good for sneaking, shooting, balancing

Brains: Good for reading, perception, knowing stuff

Presence: Good for charming, talking, intimidation, disguise, convincing, willpower, resisting

5. SKILLS

Choose two skills for yourself.

Horsemanship: + 2 on rolls with horses.

Charming: +2 when being silver-tongued.

Deadeye: Every shot at +2.

Fan the Hammer: may take 3 shots in a turn, each at -2

Fast Talker: Used Presence +3 to persuade. When successful, effects are short-lived.

Gambler: Roll 6 dice instead of five when dealt a poker hand.

Doc: Heal 1d6 Health Points on successful Brains roll. May use twice per day.

Brawler: +2 to hand to hand combat

Intimidate: +2 on Presence to strong-arm.

Disguise: +2 to Presence roll for disguise.

Tracking: Brains +2 to track 'em.

Stealthy: Use Agility +2 to hide or sneak.

Pick Pocket: Use Agility +2 to pick a pocket.

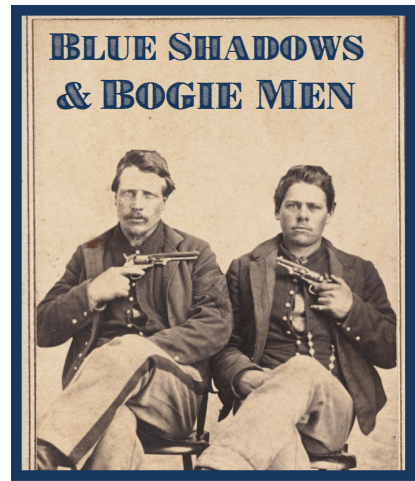
Lock Picker: Use Agility +2. May require tools.

Quick-draw: +2 to draw phase of showdown

Two Gun: Use either hand to shoot, may shoot two pistols per turn.

Survival: Brains roll at +2 to find a day's food for 3 people.

Guitar & Singin': You're a meadow lark. +2 on related rolls.



RPG of Life in the Weird West
By David Johnston

6. LANGUAGES

Choose your native language. You may choose one extra language for every point of **Brains**.

7. KIT

You have **Basic Kit** and you may **Choose 3 More Items** from the lists below.

BASIC KIT: Boots, Jacket, Hat, Shirt, Trousers, Bedroll, Rucksack, Horse, Saddle, \$10

WEAPONS

Bowie Knife

Sword Cane

Cavalry Sabre

Six Gun: medium range

Derringer: short range, concealable

Repeater Rifle: long range

Bow: medium range, silent

Shot gun: short range, 2 points extra damage

MISCELLANEOUS

Cloak (specify color)

Guitar

Lantern

Net

Bear Trap

Hammer

Mirror

50' Rope

Handcuffs

Flask

Marbles

Climbing Pitons

Scissors

Flint Steel

Axe

Shovel

Notebook & Pen

Book (Specify Title)

Leather Gloves

Canteen

1 Stick of Dynamite

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) set by the Game Master, it is successful. A natural roll of 2 is always a failure, no matter what attributes and skills add.

DIFFICULTY RATING (DR) GUIDELINES

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

Extreme: DR-14

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.



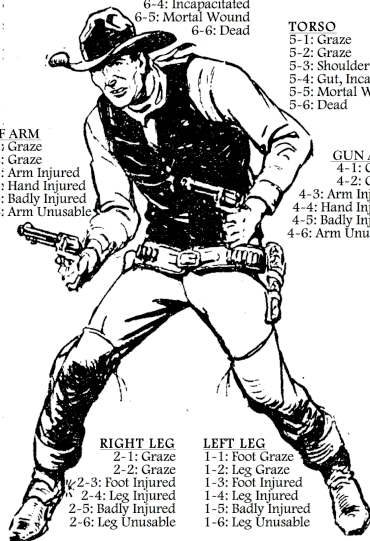
HEAD

- 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: Cut, Incapacitated
- 5-5: Mortal Wound
- 5-6: Dead

- ### 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
- 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

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

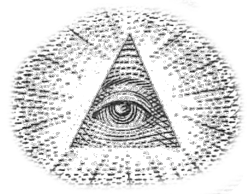
Start, snuff, & manipulate small fires with the mind.

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



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%**



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.

CHARACTER RECORD

NAME:

PROFESSION:

STRENGTH

AGILITY

HEALTH/10

BRAINS

PRESENCE

CASH \$

HEALTH/10:

SKILLS:

1.

2.

LANGUAGES:

PSYCHIC ABILITY:

KIT & ETC.:

Inspiration from

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

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