

# GUNSMOKE & GOBLINS

Well looky here! We got ourselves another rattle-brain come out West way aiming fer treasure n' spooking up trouble. Likely you'll git plenty o the latter and scarce the former.

I reckon there ain't no use trying to set you straight, so listen close to what Ah'm telling or you won't live long enough to regret yer daftness.

## ☆ LINEAMENTS ☆

There are three telltale qualities that measure the calibre of a person in these parts. Best hope you measure up or else you may be leaving with yer boots higher than yer hat.

- **Grit:** You gotta be strong and steady.
- **Tact:** You need to be quick and nimble.
- **Wits:** You gotta be level headed and resolute.

## ☆ EXPERTISE ☆

Here are the skills that'll keep you alive. If they ain't in yer repertoire, go back wherein ya came from.

**Amity:** Folks don't much care for grim looks n' fighting words. A bit of neighborliness and a tip o the hat goes a long way to keeping tempers even and information flowing.

**Athleticism:** Can't much make anything useful of you if you can't roll up yer sleeves and git to work, or ifin ya can't git out of yer own way fer that matter. The borderlands ain't no place fer a dandy.

**Learning:** Now academicians aren't all too common to the Frontier. That's probably cause the smart ones don't come out here. I reckon though educated folk will find getting along a smidgen easier.

**Wile:** Sometimes you'll find it prudent to keep yer whereabouts and yer business to yerself, specially when yer getting into other folk's business.

**Wilderness:** If there's one thing everybody got to be able to do, its stay alive in the wilds. The borderlands an unforgiving place, best stay on its good side.

For example, Climbing would use Athleticism + GRIT bonus. Dodging a falling rock is Athleticism + TACT bonus. Finding a trap is Wile + WITS bonus. Disabling a trap is Wile + TACT bonus.

## ☆ VOCATIONS ☆

Though getting by may be tough out West here, employment comes easy to folks of the following persuasions:

**Frontiersman** make their homestead wherever they may roam. They gain +3 bonus to Wilderness and a +1 bonus to hit with Far range firearms. At fourth level a frontiersman may find himself a wild animal to tame and be a loyal companion provided he is rough enough to tame it. Frontiersmen use Light and Medium melee weapons, bows and crossbows. They can use all firearms. You've got to have a 12 in GRIT to be a Frontiersman

**Gadeteers** actually believe their wacky contraptions will tame the West. They gain +3 bonus to Learning. Gadgetry produces effects like those found in a wizard's spellbook, but just can't seem to do all the same things a Prestidigitator can. Gadeteers use Light melee weapons, Crossbows and Whips. They can use one firearm of their liking. You've got to have a 12 in WITS and 10 in TACT to be a Gadeteer.

**Gunslingers** solve most disputes with bullets. They gain +3 bonus to Athleticism and a +1 bonus to all damage rolls with guns. Damage bonus increases by +1 at 5th level and every five levels. Gunslingers are able to tote a gun in each hand without any hindrance. Gunslingers use Light and Medium melee weapons and any gun that still got a bullet left. You've got to have a 12 in TACT to be a Gunslinger.

**Preachers** tote the word of the all-mighty the way others tote their shooters. They gain +3 bonus to Amity. Their prayers have a miraculous and clerical effect. Preachers use Light melee weapons and whips. They can use Pistols. You've got to have a 12 in WITS to be a Preacher.

**Prestidigitators** employ magics of a bewildering nature. They gain +3 bonus to Wile. A Prestidigitator's magic is of the enchanting, illusionary, and mind affecting type. They use Light and Medium melee and can use Short range pistols. You've got to have a 12 in WITS to be a Prestidigitator.

**Ruffians** can fight with pretty much anything they

can git their hands on. They gain +3 bonus to Athletics. A Ruffian's Dirty Fighting does 1d6+GRIT damage, increasing by one die type at 5th level and every five levels. They can fight with anything (kicks, punches, chairs, etc). A Ruffian can be enraged once per day which doubles GRIT but halves WITS, lasting 1 round/level. Ruffians use all melee weapons and can use revolvers. You've got to have a 12 in GRIT to be a Ruffian.

**Shaman** use their mystics to protect the frontier. They gain +3 bonus to Wilderness. Shamans have some powerful Medicine Magics you may call nature spells. They use Light and Medium melee weapons. They also use Bows and Crossbows and one firearm of choice. You've got to have a 12 in WITS and a 10 in GRIT to be a Shaman.

### Wearing Two Hats

Some adventures may see fit wear more than one hat. Ifin you live long enough to be of fourth level you may find yer head big enough to wear a second hat.

### ☆ KIN-FOLK ☆

Living on the borderland is a dangerous thing and there ain't many folk daft enough to give it a go, so it takes people of all creeds working together to git it done.

**Humans** were among the first to venture out beyond the safe havens of the East. It's that pioneer-

ing spirit that drives them on. Humans gain +1 to all skill rolls.

**Gnomes** follow their curiosity wherever it may lead. The borderland's about as curious a place as can be found in the world. Gnomes gain +1 to TACT and +1 to WITS.

**Half-elves** have an unquenchable yearning to run free in the wilds. Wide open reaches of the West give them all the room they need. Half-elves gain +1 to TACT and +1 to two skills of their choice.

**Half-orcs** are no stranger to hardships, in fact I reckon they thrive on it. I'd hate to think of the condition of things without them. Half orcs gain +2 to GRIT.

### ☆ DISPOSITION ☆

**Law-abiding:** Most folk understand survival on the borderlands depends on community. So long kindness and decency are the Law o the West, we all have a fighting chance.

**Renegade:** Some out there ain't too keen on being told how to make their way in the frontier. Now don't git me wrong, most of em are right friendly. Just don't go treading on their claim forcing civil obedience. That's when they ain't so civil.

**Dag Nasty:** Sometimes, when you roam too long in the borderlands, the borderlands git inside you, twist yer mind till it ain't yer own anymore. You become one of the wicked, wandering the West spreading yer chaos til you're six feet under.

### ☆ WEAPONS & ARMOR ☆

Used mainly by the military for a time, swords have made a bit of a comeback these days along with axes, long knives, bows, crossbows and some spears. What with all the close up fighting, the more distance you can keep between yerself and a nasty the better. Bullets don't last forever you know.

#### Melee Weapons

- **Light Weapons:** Damage 1d6
- **Medium Weapons:** Damage 1d8
- **Heavy Weapons:** Damage 1d10

#### Ranged Weapons

- **Bows:** Medium and Long range, Damage 1d6.
- **Crossbows:** Short and Medium range, Damage 1d10.
- **Whips:** Short range, Damage 1d6.

#### Armor

Borderlands are so dangerous, folk been acting like knights of old. Adventurers have taken to wearing protective leathers and hides. Helps the claws and bites hurt less.

Armor has an Armor Value (AV). It increases AC by its value and reduces damage by the same number.

- **Padded Hide:** AV-1
- **Padded Leather:** AV-2

• *Leather Plate*: AV-3

### ☆ FIREARMS ☆

Everybody, and I mean *EVERYBODY* gets to have a gun. Because if you don't got one, that's why you need one.

- *Pistol*: Short range, Single shot, Holds 2, Damage 1d8.
- *Revolver*: Medium range, Single shot, Holds 6 or 8, Damage 2d6.
- *Lever-action rifle*: Long range, Single shot, Holds 15, Damage 2d8.
- *Sharpshooter rifle*: Far range, Single shot, Holds 1, Damage 2d10.
- *Shotgun*: Long range, Single shot, Holds 1 or 2, Damage 2d12.
- *Drake Tamer*: Long range, Single shot, Holds 1, Damage 2d20.

### ☆ TRUSTED STEED ☆

Only one thing rates as important as yer gun, and that's yer horse. You ain't got a thing if you ain't got a horse. Sometimes you can find a good steed fer sale, or you can acquire a mount who's rider is...no longer needing its services, but most often you need to wrangle one yerself.

Wrangling and breaking a wild stallion is a difficult thing. In fact, all horses have a DC to break. You can use whatever skills you think you got to break the horse, the DC is always the same. When you break them, the DC becomes a special linea-

ment for horses called SPIRIT. This is treated just like yer own GRIT, TACT and WITS. You apply the horse's SPIRIT bonus to all skill checks for riding. Fer example, a horse with a 15 SPIRIT gives its rider a +2 bonus to ride checks.

If you can bond with a horse it'll treat you real good. To do this, you must check yer Amity vs the horse's DC. Try once a week. After four successes, you alone gain an additional +1 bonus to riding yer horse and you add yer Amity to the DC for anybody else to ride it.

### ☆ THE JUDGE ☆

The Judge is the person to tell you what's what and who's who and how yer gonna die. You might just say the Judge's word is the *Laaaaaaaaw* of the Game.

### ☆ GADGETRY ☆

Them thar Gadgeteers are always inventing some crazy new gizmo supposed to make life easier fer all us. But between you and me, I wouldn't bet the ranch on it.

Gadgeteers know how to build a number of gadgets equal to their learning score. Each gadget weighs 11b per level. Gadgets run on batteries and drain one battery point per level of gadget for each use. When a battery is out of points a new one must be made. New batteries cost \$10 per point to make, and more to purchase.

### ☆ BULLSEYE ☆

Remarkable fighting gets remarkable results. On a natural to hit roll of 20, damage dealt is automatically maximum weapon damage plus ability modifier plus a bonus weapon damage roll.

### ☆ WILD CARD ☆

When the deck seems to be stacked against you or you just can't bare to fail, consider playing a Wild Card. Everybody has 4 Wild Cards to start with and Judges may award further Wild Cards for outstanding play. Play a Wild Card to gain special treatment from the Judge. Examples:

- *Shoot through wall*: Ignore cover when shooting at target.
- *Shot in the belt buckle*: Turn a gunshot wound into a miraculous miss.
- *I ain't dead yet!*: Don't die when you die (recommend once per character).

You can pretty much try any stunt you think of. Judges may require spending more than one Wild Card if the use warrants.

### ☆ ACES & EIGHTS ☆

Beware the *Dead Man's Hand*. Whenever you roll a 1 or an 8 on a d20, roll again. If a 1 is followed by an 8 or an 8 followed by a 1, something of woeful consequence about to happen to ya. The Judge will inform you of yer sentence. Examples:

- Trip and fall

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- Drop weapon
- Gun jams
- Shoot yourself in the foot
- Ambushed by goblins
- Eaten by a drake

## ☆ **DAG NASTIES** ☆

It seems that there just ain't no end to the kinds of twistedest, creepigest, gnarliest, dag nastiest critters to come crawling form beyond the shimmering dark. Buggers like the tumble weird, cacktapus, owlbul, prairie worgs. Makes me quiver in my boots, an I ain't afraid of *nuthin*!

There are two particular varmints that have been terrorizing the frontier like all the fires of Blazes; drakes and goblins.

Drakes are them giant reptiles of all shapes and colors, most biting or spitting poison, some acid, lurking in caves, slithering under the sands. Many a rancher has lost their livelihood, not to mention their lives to them critters.

And the goblins, oh the goblins! Swarms of them, like locusts! Gnawing and clawing and eating anything they can sink their teeth into. Almost more goblins than there are bullets.

What kind of nasties gonna make a meal outa you? Only the Judge can tell you that!

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So what do you say? You think yer the roughest, toughest, meanest gun toting whipper snapper to come yonder yet? 'Heh-he' Well you better hope so, cause its a loooooong way home!

'HAAAAAAAA-HAH-HAH-HAH- heh-hulf-killlllll...'

a-HEM

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