NATIONALITY

Pick a nationality or ethnicity and then choose either a +2 to one stat or a +2 to any type of skill rolls that are a point of national pride. If you have absolutely no opinion on your nationality, call yourself an American, praise the melting pot, and give yourself the +2 bonus anyway.

SKILLS

There are five skills: Communication, Knowledge, Physical, Subterfuge and Survival.

Each character must choose 1 skill they are best at (also called your "favored skill"). Your rank in that skill will be at your level+3. All other skills will be at your level.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll higher than the given Difficulty Class to succeed.

CONTESTS

- · One character is the Hunter, one is the Prey.
- There are 10 points of Lead. If the Lead increases to 10 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type.

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a+5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences.

COMBAT

Hit Points = STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.

Roll d20 + DEX bonus for initiative order.

Melee attack bonus = STR bonus + Level
Ranged attack bonus = DEX bonus + Level

Armor Class (AC) = 10 + one-half your level, rounded down + DEX bonus.

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical, doing maximum damage.

Characters can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10, and a fourth at -15 if the total bonus is +16 or more. No more than four attacks can be made in a round, regardless of bonus (five if two weapons are used).

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Ranged Combat. Shooting a gun into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is. Note that ranges are relative to the weapon used.

MANEUVERS

Aim. Taking a full round to aim with a ranged weapon will add +2 to hit, but while doing so your AC will be at 10 because you can't move around. Gunslingers get an extra +2 to hit while aiming with their preferred type of firearm. You can not dual wield or Fan The Hammer while Aiming. You can Aim while taking a Trick Shot.

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll d20 + DEX + Phys. The total is your effective AC until your next attack comes up. The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Fan the hammer. This requires two hands and a single revolver. In exchange for expending 2 more rounds than usual and a -4 penalty on all attack rolls that round, you gain one extra attack at your highest attack bonus. Gunslingers take only a -2 penalty.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed STR + Phys rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC. If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple. Every time the attacker's action comes up, he can do something to his victim.

Sneak attack. If you successfully sneak up on someone, or otherwise catch them unawares, the first hit adds your ranks in Subterfuge as bonus damage.

Take Cover. If you duck behind an object, you can gain +2 to +10 to your AC depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Throw an explosive. These weapons require the attacker to make a missile attack targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius can make a Dexterity Check and only take half damage.

Trick Shots. Declare what your shot is going to do. Make a to-hit roll at -8 (-4 for a Gunslinger using their preferred type of firearm). If it's against a live opponent, then he makes a save (usually DEX or STR + Phys) against a DC equal to your attack roll (with the to hit penalty) and either drops the weapon or is intimidated, which could have effects ranging from a -2 to hit on his next action to flat-out surrender, depending on how much he failed by and what, exactly, you did. If he makes the save, then the attack applies against his AC (again with the -8 penalty)—he still might be shot by accident. Against an inanimate object, use a flat DC, higher for smaller objects or more difficult shots. Aim, range and cover all apply to Trick Shots.

Two weapons. You can wield two light weapons and attack one extra time with the off hand at your highest attack bonus, if you take a -2 penalty on all attack rolls that round. Gunslingers only take a -1 penalty when dual-wielding their preferred type of firearm.

SECOND WIND

Twice per day, a character can catch their Second Wind, restoring half their lost hit points. This takes up a single action. If you are at 0 hp and losing strength, a Second Wind will put you back at 1 hp.

OTHER HAZARDS

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

Preschers get a+1 to Communications rolls at 1st level. This increases by +1 at 5th level and every 5 levels afterwards. Preachers can also use Bibles (see the equipment section).

Mavericks can choose two favored skills at first level instead of just one.

levels thereafter.

Law Men can use a Tin Star to face down criminals (see the equipment section). They also gain a +1 to hit and damage with either six shooters or rifles, their choice. This bonus increases by +1 at 5th level and every 5

Gunalingers gain a + 2 initiative bonus when using firearms. They are also better at certain firearms maneuvers than other classes: see the maneuvers section for more information. A Gunalinger will always have a preference for either pistols or rifles, never both—they can only use their special abilities (including their initiative bonus) with that type of weapon.

Griffers get a +t to Communications rolls at 1st level. This increases by +t at 5th level and every 5 levels afterwards. In addition, once per how implausible, as long as the Griffer acceeded in a MIND +Comm roll vs the copponent's skill roll (usually MIND+5ub or Know).

Desperadoes gain a +1 to all aftack and damage rolls. This increases by +1 at 5th level and every 5 levels afterwards.

CLASSES

·umop

Tumbleweed uses three stats: Strength, Dexterity, and Mind. Roll 4d6, dropping the lowest die for each. Repeat for the remaining stats, arranging as desired. Your stat bonuses are (STAT-10)/2, rounded arranging as desired.

BIATB

I AMETE MEED

Minor WPC's don't typically get special abilities or Second Winds, which is why it doesn't really matter what you call their profession. More important WPC's can be created using one of the classes given earlier in this document. These WPC's usually get class abilities and the ability to use Second Wind.

Whenever you need APC's, simply choose their profession—chalst their dass. Either Ghoose their beet if it is impossion—chals their only do comes up 4, roll d8. If that roll comes up 8, then roll d20 for level. Either choose states or just give them a 14 in whatever stat they're good at and 10 in any other states. Give them 4 th q (+ STR homus) per level and favored stall in whatever skill is they need to do what they do.

LOES

All creatures have a bonus to all skills equal to their number of Hit Dice, if appropriate. For skill areas a creature is well-known for being good at, give them +3 skill ranks for that task.

NoW	248+4	(4H £1)	ħī	damage, DC 15 for half) Bite +3 (1d6+1)
Kattlesnake	8bt	(4HP)	Δī	Bite +4 (1d2-2) + Poison (3d6
Rat, Texas	8bī	(3 HP)	13	Bite +3 (1d4)
Rat	195	(4H 1)	Þī	Bite +4 (1d3-4)
Horse	9+8b£	(4H 61)	13	(1+4b1) 2+ 100H
IsminA br9H	6+8b£	(22 HP)	13	Butt +3 (1d8+6), Trample +3 (1d12)
Donkey	248+2	11	13	Bite +1 (1d2)
Dog / Coyote	248+4	(13 HP)	13	Bite +3 (1d6+3)
Bear	6d8+24	(51 HP)	91	Claw +11 (1d8+8), Bite +6 (2d8+4)
Type	αн	dН	ЭV	Damage, Notes

RITAMINA

Tomahawk. 1d8 damage.

person in the group.

Tin Star. Only a Law Man can use these. As an action, the character can present the badge, and make a Comm + MIND roll vs the opponent's Know + MIND (or STR, if higher). If successful, the criminal hesitates for one action. If successful, the criminal hesitates for one action. If successful by 5 points or more, the opponent surrenders. The Character of the Law Man trice to use his Tin Star on more than one opponent irices to use his Tin Star on more many hesitate or retreat. If the Law Man trice to use his Tin Star on more than one opponent, give them a bonus to their save equal to +1 for every

Six-shooter. 2d6 damage. 6 round capacity.

Shotgun. 2D10 damage, short range. 2 round capacity it double-barreled, otherwise only 1.

ange.

KILIC. 2d8 damage. 18 round capacity defore reloading. Impressive

Machete. 1d8 damage.

The Holy Bible. Works like a Tin Star (see below) in that a character can use it to get an opponent to repent of his sins, possibly resulting in hesitation, surrender or retreat. Only a Preacher may wield the Holy Bible. The opponent gets a +5 bonus to their save (if not more) if they are not religious or are from another, non-Christian, religion. If a Preacher is ruying to use the Bible on more than once target at a time, there is a -1 penalty to his targets' saves for every 2 poople that could be classified as faithful to the Preacher's religion in that group.

Hatchet. 1d8 damage.

DV 15 to save for half damage.

DC 15 to save for half damage.

range.

Derringer. 1d6 damage. 2 round capacity. Highly concealable, short

Brawling. 144 damage.

Bowie Knife. 1d6 damage.

Bow and Arrow. 1d6 damage. The character's strength bonus applies to damage rolls if the bow was made for that character.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX,

Axe. 1d10 damage, two handed.

OT MIND.

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+1 to your primary skill(s) +1/2 to all other skills +1/2 to AC

+1d6 to Hit Points +1 to all attack rolls

Each level adds:

Add up the total = 10 x your current level, you've advanced to the next level.

Reset the total to 0 after advancing.

Loot. \$200 gives you one EL. Every doubling of that gives you another only applies to Loot gained per adventure, total, per character.

Encounter Level = Hit Dice of defeated monaters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g., 1 Goon = EL2, 2 Goons = EL2, 4 Goons = EL3, etc.

гелег Филуисеменд

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type, but a good generic deadly poison will do 5d6 damage over the course of a few minutes.

Extreme Heat & Cold: If not wearing suitable protection, Phys-STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.