

Six-Shooters & Wagons



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**Six-Shooters & Wagons
Western Roleplaying**

Based on

Swords & Wizardry by Matt Finch

Swords & Wizardry Continual Light by Zach Glazer, James M. Spahn, and Erik “Tenkar” Stiene

Writing and Layout by

Justin R. Isaac

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Part 1: Creating Your Character

Character creation is done in three easy steps: roll your attributes, select your class, and pick your gear.

Step One: Roll Attributes

Roll 3 six-sided dice for the following attributes. If the score is 15 or higher, you gain a +1 bonus from that attribute.

Strength: Physical prowess. Soldiers add this bonus on all attack and damage rolls in melee.

Intelligence: Intellectual might.

Wisdom: Strength of Will. All characters gain this as a bonus against fear and mind influencing saving throws.

Constitution: Physical fortitude. All characters add this bonus to their starting hit points and each time they roll for new hit points.

Dexterity: Agility and grace. All characters add this bonus to their “to-hit” rolls in ranged combat and as an AC bonus.

Charisma: Charm and magnetism. All characters with a bonus begin play with a **wonder horse** (see *Part 3: Critters and Folk*) instead of normal mount.

Step Two: Choose Your Class

Gunslinger

While they might not be as tough as a professional blue coat, nobody wields the irons quite like an honest to god, bonafide gunslinger.

Level	HD	BHB	Save
1	1	+1	15
2	1+1	+2	14
3	2	+3	13
4	2+1	+4	12
5	3	+5	11
6	3+1	+6	10
7	4	+7	9

Gunslingers know how to use hold outs and pistols.

Quick Draw: Gunslingers are faster than lighting on the draw. When determining initiative, the gunslinger’s party gains a +1 bonus. This bonus increases by one at 3rd and 6th level.

Back up: Eventually gunslingers learn that sometimes it takes more than your trusty iron to save your life. At 2nd and 4th level they can choose another weapon to use without penalty.

Two Gun Kid: At 3rd the gunslinger learns to fire two pistols a turn. They have a –5 penalty on the second attack.

Starting Gear: Two pistols or hold outs



Scout

Whether they native hunters, mountain men, or folks from the East looking to start a new life, these hardy folk can mean the difference between life and death for a party in the wilds of the west.



Level	HD	BHB	Save
1	1	+0	15
2	2	+0	14
3	2+1	+1	13
4	3	+1	12
5	4	+2	11
6	4+1	+2	10
7	5	+3	9

Scouts can use pistols, rifles, shotguns, bows, knives, lassos/whips, axes, and spears with no penalty. They are also proficient in shields.

- Scouts can track foes in wilderness environments with a 1-3 on a 1d6 chance of success.
- Scouts can find food by hunting/foraging in wilderness environments with a 1-4 chance on a 1d6 chance of success. In addition they gain a +1 bonus to hit when attacking animals.
- Scouts have a 1-3 chance on a 1d6 chance to hear noises in the wilderness on a 1d6.
- Scouts have a 1-3 chance on a 1d6 chance to climb walls and cliffs without tools and ropes.
- Scouts have a 1-2 chance on a 1d6 chance to Hide in Shadows or Move Silently, or Find and Remove Traps in nature.
- All abilities rolled on 1d6 are increased by +1 at 3rd level and another +1 at 5th level, to a max of 1-5 chance of success.

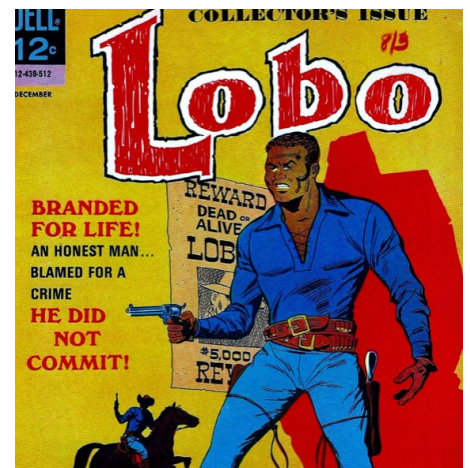
Starting Gear #1: Bow, 2 knives, 1 axe or spear, shield

Starting Gear #2: Pistol, knife, axe, lasso, whip

Soldier

Whether they were grey or blue, these folks are good at fighting and stayin' alive.

Level	HD	BHB	Save
1	1+1	+0	16
2	2	+1	15
3	3	+2	14
4	4	+3	13
5	5	+4	12
6	6	+5	11
7	7	+6	10



Soldiers can use any weapons (including artillery), shields, and armor (though it's extremely rare in the old west). Soldiers gain a number of attacks each round equal to their level against foes of 1 HD or less. They get a +1 on saves vs. death and poisons. They suffer no penalty for fighting from horseback.

Starting Gear: Pistol, rifle or shotgun, saber or axe

Swindler

You know that it's easier to cheat, lie, and steal to get by in life.

Level	HD	BHB	Save
1	1	+0	15
2	2	+0	14
3	2+1	+1	13
4	3	+1	12
5	4	+2	11
6	4+1	+2	10
7	5	+3	9



Swindlers can use pistols, hold outs, knives, lassos/whips and clubs with no penalty. Swindlers can backstab a surprised foe to get a +4 to hit and inflict double damage.

- Swindlers have a 1-3 chance on a 1d6 chance to climb walls and cliffs without tools and ropes.
- Swindlers have a 1-3 chance on a 1d6 chance on hear noises behind closed doors.
- Swindlers have a 1-3 chance on a 1d6 to forge documents.
- Swindlers have a 1-2 chance on a 1d6 chance to Feign Injury/Play Possum, Open Locks, Hide in Shadows or Move Silently, or Pick Pocket.
- All abilities rolled on 1d6 are increased by +1 at 3rd level and another +1 at 5th level, to a max of 1-5 chance of success.

Starting Gear: Hold out, knife, lasso/whip, marked deck of cards, lock picks

Starting Gear

In addition to Starting Gear, choose one of the following Adventuring Packs.

- **Pack #1:** Mule/donkey, pick axe, prospectors gear, bedroll, backpack, flint and steel, lantern, small jug of oil, 50' rope, crowbar, canteen, 7 day rations \$5
- **Pack #2:** Horse, backpack, bedroll, flint and steel, lantern, 50' rope, crowbar, canteen, bottle of cheap hooch, mess kit, 7 day rations, \$5

Gaining Levels

Character gain levels by completing adventures. After completing a total number of adventures as shown in the following chart, the character progresses to the appropriate level. Optional classes must complete the total adventures listed in parenthesis to increase levels. All characters begin play at 1st level.

Level	Total Adventures
2	2 (3)
3	5 (7)
4	9 (12)
5	14 (18)
6	20 (25)
7	27 (33)



Optional Classes

The classes below may be used with referee permission. Each optional class functions very similar to the standard classes.

Deadeyes are the deadliest shooters in the west. Once per day if they are in a duel or ambushing their opponents, they may perform a deadeye shot. They roll to attack the target and if successful the target must make a saving throw or die. Otherwise they function as gunslingers.

Moonshiners are (sometimes) unhinged wilderness folk that brew their own corn liquor. They gain a +2 bonus on saving throws versus poison and suffer no penalties to attacks while drunk. They otherwise function as scouts.

Scrappers are tough cusses that prefer to fight with their bare hands. They gain a -1[+1] bonus at first level and an additional bonus at 3rd and 6th level. Their unarmed attacks deal 1d6 damage and deal an additional point of damage at 2nd, 4th, and 6th level. They otherwise function as soldiers.

Vigilantes are masked swashbucklers that fight for the common man. They function exactly like swindlers, but they can use the BHB of soldiers and can wield sabers and other swords with no penalty.

Other Rules

- Start all characters out at maximum Hit Points for their class at 1st level.
- Any character can try to use any weapon. However if it's not a weapon associated with their class they take a -5 penalty on attack rolls with it.
- All characters can make unarmed and improvised attacks (such as using a broken beer bottle). These attacks do 1 point of damage and characters suffer no penalty on attack rolls.
- All characters can ride mounts. However (unless otherwise noted) they take a -2 on attack penalties while attacking from the saddle.
- All characters can attempt to track foes in wilderness environments with a 1 on a 1d6 chance of success.
- All characters can attempt to hunt/forage for food in wilderness environments with a 1-2 on a 1d6 chance of success.
- All characters gain 1-2 chance on a 1d6 chance to apply first aid (see *Healing* in **Part Two**)

Perks

After attaining 7th level, PC's can still accumulate game session/adventure "credit" (1 credit per adventure/session - GM's choice) for playing and can spend this "credit" as follows:

- 1 Credit - Add 1 HP to their HP total. This perk can be bought a maximum of 10 times. Note, these are not HD and a Constitution bonus does not apply. Also, see below.
- 2 Credits - Lower Saving Throw by 1 point. This perk can be bought a maximum of 5 times.
- 3 Credits - Soldier and Gunslingers Only - +1 to BHB. This perk can be taken a maximum of 5 times.
- 4 Credits - Scout and Swindler Only - +1 to BHB. This perk can be taken a maximum of 2 times.
- 5 Credits - Scout and Swindler Only - Add 1 in 6 chance to Scout or Swindler Skills. This perk can only be bought once.
- 5 Credits - Add 1 HP to their HP total. Note, these are not HD and a Constitution bonus does not apply. This perk can be bought any number of times.

Equipment

Posse members can purchase or acquire all kinds of weapons and equipment during their travels. Listen below are the commonly and easily purchased pieces of equipment.

Ranged Weapons

Weapon	Damage	Range	Cost	All ranged weapons are considered to come with the necessary ammunition. Ammunition isn't tracked in Six-Shooters & Wagons. However, firearms do have to be reloaded in combat. A round must be taken to reload pistols, hold outs, and rifles after six shots. Shotguns must be reloaded after every shot.		
Bow	1d6 damage	100 ft	\$15			
Hand axe	1d6 damage	10 ft	\$3			
Holdout	1d6 damage	15 ft	\$30			
Lasso/Whip	1d6 damage	20 ft	\$1			
Pistol	1d6 damage	60 ft	\$25			
Rifle	1d6 damage	120 ft	\$35	Armor Type	AC Modifier	Cost
Shotgun	1d6+2 damage	25 ft	\$35	Shield	-1[+1]	\$5
Spear	1d6 damage	20 ft	\$1			

Melee Weapons

Weapon	Damage	Cost
Axe/Pickaxe	1d6 damage	\$5
Staff (2-H)	1d6 damage	Free
Club	1d6 damage	Free
Hand axe	1d6 damage	\$3
Knife	1d6-1 damage	\$3
Saber	1d6 damage	\$20
Spear	1d6 damage	\$5



Adventuring Gear

Listed below are several commonly available items in the old west useful to adventures. The referee is encouraged to expand this list to suit their needs, using listed prices as a guide.

Item	Cost	Item	Cost
Backpack	\$3	Horse, Normal	\$15
Bear Trap	\$25	Horse, Wonder	\$25
Bedroll	\$1	Mask	\$1
Canteen	\$1	Mess Kit	\$5
Crowbar	\$2	Oil, Small Jug	\$1
Doctor's Bag	\$20	Pack Mule	\$10
Dynamite, Stick of	\$50	Prospector's Gear	\$10
Flint & Steel	\$0.50	Rations (7 Days)	\$15
Guitar	\$10	Stage Coach	\$100
Hooch, Shot of Cheap	\$.5	Tent	\$5
Hooch, Cheap Bottle	\$2	Tonics	\$5-\$25
Hooch, Shot of Good	\$2	Wagon	\$40
Hooch, Good Bottle	\$10		

Equipment Notes

Bear Trap

Anyone stepping on a bear trap takes 1d6 damage and is immobilized until they can pry the trap open.

Dynamite

Dynamite can be used as a weapon. Those within 5' of the blast range take 3d6, 2d6 past that up to 10', and 1d6 between that and 20'. A successful saving throw reduces this damage by half.

Hooch

Intoxicated characters gain 5 temporary hit points. When injured, subtract damage from these hit points first. They disappear when the character sobers up. While drunk the character takes a -2 penalty to all attack, skill checks, and non-fear related saving throws.

Mask

Anyone wearing a mask is initially assumed to be a desperado. Why would law abiding folks hide their face?

Tonics

These vials of snake oil are hawked by traveling vendors, hucksters, and legit men of science. Depending on the whims of the GM these could heal 1d6 damage, poison the imbiber, or do nothing at all. Buyer beware.



Part 2: Combat and Adventure

Combat

When the posse encounters hostile enemies, the order of events is as follows.

1. Determine Initiative
2. Party with Initiative acts and results take effect.
3. Party that lost Initiative acts, and their results take effect.
4. The round is complete; keep turn order of the next round if the conflict isn't resolved.

Determine Initiative

At the beginning of the first combat round, each side rolls Initiative on a 1d6. The side which rolled highest acts first. Each character may attack and move. Other options may be possible with the referees permission. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may tie. When this happens, both sides are considered to be acting simultaneously.

Melee Attack

A melee attack with hand-held weapons such as a spear or saber. Two combatants within 10 feet of one another are considered to be "in combat."

Missile Attack

Ranged attacks are attacks with ranged weapons such as a pistol or bow. Characters can move behind objects to gain cover, making them harder to hit. When using missiles to attack into melee combat, randomly determine friend or foe as the target.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal or higher than the target's Armor Class shown on the table below. Non player characters add their HD to attack rolls, but those with less than 1 HD simply get +1.

Armor Class	0[19]	1[18]	2[17]	3[16]	4[15]	5[14]	6[13]	7[12]	8[11]	9[10]
Attack Roll	19	18	17	16	15	14	13	12	11	10

Armor Class

Armor Class rates how difficult a target is to hit. It is shown as X[X]. The first number shows the AC - a lower AC is more difficult to hit. The number in brackets is what is required to hit an opponent on a d20, after any applicable modifiers. For example, a normal man would have an AC 9[10], but if he wielded a shield he'd have an AC of 8[11]. The first number is referred to as "descending AC" and the second is referred to as "ascending AC."

Hiding behind objects gives a character cover, which grants a bonus to AC vs missile attacks. One fourth cover grants a bonus of -1[+1], half cover grants -2[+2], three fourths cover grants -3[+3], and you cannot target someone with full cover.

Damage and Death

When a target is hit, damage is rolled on the weapon used in the attack. The resulting damage is deducted from the opponent's HP. When HP reach zero, the target dies.

Healing

Characters recover 1 HP plus Con bonus per day of uninterrupted rest. All characters gain 1-2 on a 1d6 chance of success to perform first aid. Training, proper tools, medicine, and such can increase the chance. On a successful check the recipient regains 1d3+ their Con bonus hit points (1d6 + their Con bonus if they are on bed rest). However, on a failed check the recipient takes 1 point of damage. Characters can only gain the benefits of this sort of healing once a day.

Save

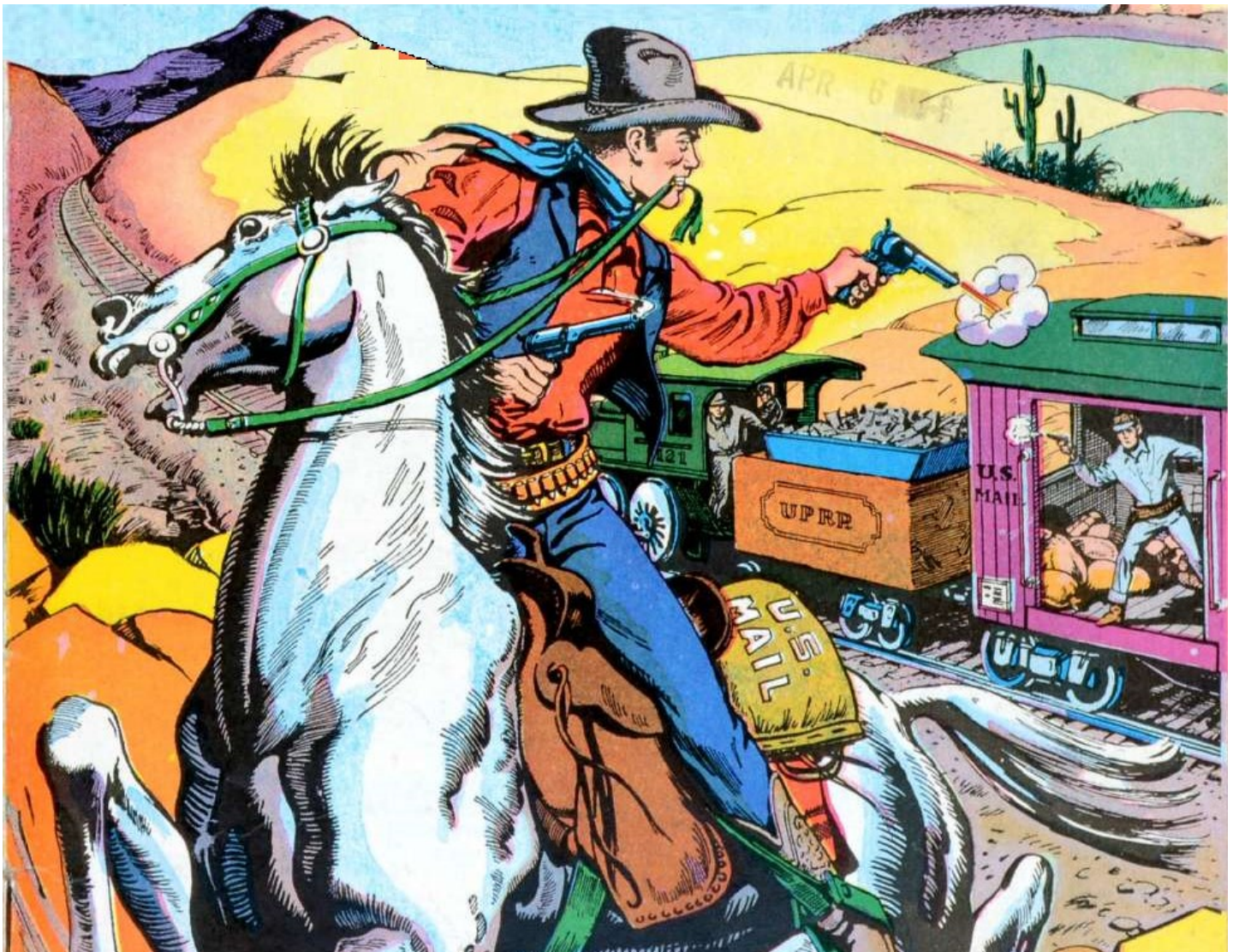
A trap, hazard, or strong hooch may require characters to make a Save. Each class has a Save target number based on it's level. Roll that number or higher to succeed on a Save. Success means the character avoids or lessens the intended effect of the hazard. Non player characters Save is calculated by subtracting their HD from 19.

Time

A turn represents ten minutes and a round is one minute.

Movement Rate

Base movement rate for all characters is measured in feet per combat round. This is 120 feet for most folks. Careful movement, such as stealth, halves this rate and running doubles it.



Part 3: Adventuring, Critters, and Folk

Exploration

While riding the trails the posse may investigation and come across many locations, whether they be caves, virgin forest, harsh deserts, or bandit hideouts. When traveling at night or in dark caves, a torch or lantern is often needed to see. Blind characters suffer a -4 penalty on all “to-hit” rolls and saving throws.

Traps

Traps are mechanical hazards such as pit traps or dead drops that are concealed or attached to objects the posse may come across. When a character triggers a trap they must making a saving throw or suffer the damage listed below. A successful save means the character suffers half damage. Scouts can use their Find and Remove Traps special ability to detect and disarm traps. The referee must decide whether a trap is Common, Dangerous, Lethal, or Deadly.

- Common Trap - The character suffers 1d6 points of damage, save for half.
- Dangerous - The character suffers 3d6 points of damage, save for half.
- Lethal Trap - The character suffers 5d6 points of damage, save for half.
- Deadly Trap - If the character fails their saving throw, they die. Otherwise, no damage.

Critters and Folk

These are adversaries characters may face in their travels.

Coyote/Dog

AC 7 [12] HD: 1 Attacks: Bite (1d3) **Move:** 15

These critters can be dangerous in packs.

Bad Hombre

AC 7 [12] HD: 2+1 Attacks: Pistol (1d6, range 60') **Move:** 12

Unless you're itchin' for a fight, you don't want to mess with these folks.

Bandit

AC 9 [10] HD: 1 Attacks: Pistol (1d6, range 60') **Move:** 12

Some folks have never done an honest bit of work in their life. These folks tend to be cowardly and found in gangs of 1d6+1.

Bear

AC 6 [13] HD: 4+1 Attacks: Claws (1d6 + special) **Move:** 9

Be careful travel in mountains regions or those with caves. On a natural 20, the bear can hug its opponent doing an additional 1d6 damage.

Buffalo

AC 5 [14] HD: 4 Attacks: Charge (1d6 + 1) **Move:** 12

These massive herbivores are not as prevalent as they once were.

Horse, Normal

AC 7 [12] HD: 2 Attacks: 1d3 **Move:** 18

Normal horses only attack when cornered.



Horse, Wonder

AC 7 [12] HD: 3 Attacks: Hooves (1d6) **Move:** 18

There's something about this horse that makes it smarter and more loyal than your average steed.

Legendary Outlaw

AC 6 [13] HD: 5 Attacks: Pistol X2 (1d6, range 60') **Move:** 12

These are truly bad dudes. Legendary outlaws are rarely found without a gang of 1d6 bad hombres and 2 bandits. There's a 50/50 chance that they'll be carrying a stick of dynamite.

Lynch Mob Member

AC 9 [10] HD: 1 Attacks: Improvised Weapon (1d3) **Move:** 12

Never underestimate the power of folks in large groups. Lynch mob members will flee when their group total is reduced by 1/2.

Marshal

AC 7 [12] HD: 3 Attacks: Rifle (1d6, range 120') **Move:** 12

Marshals have jurisdiction over large areas and have to be tough.

Mountain Lion

AC 6 [13] HD: 3+1 Attacks: Bite/Claws (1d6) **Move:** 18

These deadly cats can be quite stealthy, having a 1-4 on 1d6 chance to Move Silently/Hide in Shadows.



Mule/Donkey

AC 7 [12] HD: 2 Attacks: Back kick (1d3) **Move:** 10

They may not be pretty and they're definitely stubborn, but they're dependable and invaluable to frontier life.

Native Warrior

AC 8 [11] HD: 1+1 Attacks: Bow (1d6, range 100') **Move:** 12

Masters of guerrilla tactics, Native American warriors have a 1-3 on 1d6 chance to Move Silently/Hide in Shadows.

Snake, Rattle

AC 5 [14] HD: 1 Attacks: Bite (1 + Poison) **Move:** 15

These serpents are quite dangerous. Anyone bitten by a rattler must make a successful saving throw (with a +3 bonus) or die in 1d6 rounds.

Wandering Martial Artist

AC 5 [14] HD: 3 Attacks: Martial Arts (1d6) **Move:** 15

These travelers from the east can be found all across the west. Once per day the martial artist may make a ki strike. The target of this attack must make a successful saving throw or be stunned for 1d3 rounds.

Wolf

AC 7 [12] HD: 2 Attacks: Bite (1d6) **Move:** 18

Wolves tend to travel in packs of 2d6. They prefer to pick off lone stragglers.

Glossary of Terms

AC: Armor Class. Represents how difficult a character is to hit. The bracketed number is the total of an attack roll, after all modifiers, necessary for a target to be struck by an attack.

Attack Roll: The total of a d20, plus any applicable modifiers. Used to determine whether an attack is successful. Also called a to-hit roll.

BHB: Basic Hit Bonus. Added to all attack or to-hit rolls.

Level: Typically this is a measure of a character's experience and general prowess.

d20 or d6: Refers to what type of die to roll. d20 is a twenty-sided die. d6 is a six-sided die. A d20+2 would be the result of a twenty-sided die plus 2. d6-1 would be the result of a six sided minus 1.

Damage: The amount to be subtracted from a character's current health. When reduced to 0, that character or non player character is dead.

HD: Hit Dice. Always a d6. HD1+1 means a d6 plus 1. Total of all rolled HD determines a character or non player character's Hit Points.

Melee: Any hand-to-hand attack, whether armed or not. Target must be adjacent to or within 10' of the attacker.

Missile: Any projectile weapon, whether shot or thrown. Target must be within listed range of missile weapon.

Move: How quickly a character can travel. Sometimes called movement or movement rate.

Round: 1 minute. Combat is measured in rounds.

Save: A character's ability to avoid damage. Roll a d20, plus any applicable modifiers. Equal to or above Save is a success. Sometimes called a Saving Throw.

Total Adventures: The number of adventures a character needs to complete to gain a level.

Turn. 10 minutes.



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