

Wild West Goons - by [PaMar](#)

A Western-themed ruleset based on [Tunnel Goons](#) by Nate Treme

v:1.06

Character Creation

Name your character.

Health Points = 10

Inventory Score = 8

Attributes

Distribute 4 points between these attributes (to a maximum of 3):

- **Brawn** Good at physical feats such as melee combat, brawling, lifting heavy objects, and climbing. Also useful for endurance in tough physical situations.
- **Agility** Good at sneaking, aiming, shooting, balancing, and quick reflexes. Ideal for tasks requiring precision and dexterity in dynamic scenarios.
- **Wits** Good at perception, negotiation, survival knowledge, and quick thinking. Useful for reading situations, making smart decisions, and solving problems.
- **Resolve** Good at maintaining composure under pressure, resisting intimidation, and staying focused in stressful situations. Essential for keeping a cool head in dangerous or high-stakes environments.

Choose 4 skills.

One must come from the Profession you choose, and will have a rank of 2. The remaining three you can pick from the list below, these will have a rank of 1.

Select a Knack

Knacks

Quick Draw: No Bust Die when drawing and firing a revolver or pistol in combat.

Sharpshooter: Gain Ace Die if you spend 1 full round aiming a rifle effectively (at the discretion of the Gamemaster, this can work with pistols or even bows). This Knack replaces the normal +1 for aiming for 1

round, but not the subsequent +1s. To recap:

If you have **Sharpshooter**: 0 rounds aiming: nothing 1 round aiming: Ace Die on attack 2 round aiming: Ace Die and +1 on attack 3 round aiming: Ace Die and +2 on attack

If you do not have **Sharpshooter**: 0 rounds aiming: nothing 1 round aiming: +1 on attack 2 round aiming: +2 on attack 3 round aiming: +3 on attack

Tough as Nails: Increase your HP total by 2.

Rough Rider: Gain +1 *damage only* when using a shotgun or bladed weapon.

Survivalist: Ace Die on any Survival or Tracking.

Lasso Expert: Ace Die when using a lasso to capture or entangle targets.

Tracker: Ace Die when following tracks or signs in the wilderness or a crime scene.

Sharpened Senses: Ace Die when using Perception-related skills to notice hidden details or detect danger.

Select 3 Items

Each item has an Inventory value. For each point that exceeds your Inventory Score, subtract 1 from any *Brawn* or *Agility* rolls.

DIFFICULTY SCORE GUIDELINES

Easy: 8 | Moderate: 10 | Challenging: 12 | Hard: 14 | Formidable: 16 | Extreme: 18 | Impossible: 20

THE ACTION ROLL

When an action's success is uncertain, a player rolls 2d6 and adds points from the relevant stat and a point for each relevant item used (referee's decision). If the total is equal to or greater than the action's Difficulty Score (DS), it is successful.

DANGEROUS ACTION ROLL

If an Action Roll has a risk of physical danger, such as in combat, the difference between the dice roll and Difficulty Score (DS) is the amount of damage the endangered participant takes.

Bust and Ace Dice

These are extra dice added to the Action Roll by the referee, depending on the circumstances during the game. Only the referee can determine if and when a player needs to roll the Bust or Ace dice.

Bust Die is a third d6 rolled during an Action Roll, requested by the referee when they feel the character is

at a disadvantage. From the three dice rolled, keep the two worst scores for the Action Roll result. For example, a character may have a faulty or damaged weapon, or has sustained a wound that may affect the chances of their action's success.

Ace Die is a third d6 which the referee will ask the player to roll when performing an action, when they think the character has gained a solid advantage. From the three dice rolled, keep the best two scores as the result of your Action Roll. For example, a character may have prepared well, set a solid ambush, done in-depth research, or brought the most suitable gear for the job, increasing their chances of success. Ace dice can cancel out Bust dice, and vice versa.

Here's a more integrated and concise version of the combat rules, blending the previously discussed changes with the full combat system. I've made sure to preserve the core mechanics, but also streamlined the interactions between weapon levels, combat actions, and special cases like fast draws and NPC ambushes.

Combat Rules

Combatants take turns attacking, moving, or performing other actions. Every attack is a **Dangerous Action Roll**, which may result in damage to either party. **Bludgeoning damage** is non-lethal unless specified otherwise. Hand-to-hand attacks use **Brawn**, while long-range attacks use **Agility**.

Weapon Hierarchy

Weapons are categorized into three levels:

- **Level 0: Unarmed or Improvised Weapon**

Fists, kicks, or items like chairs, rocks, or bottles. +1 bonus for improvised weapons. Uses the Brawling skill, if applicable.

- **Level 1: Melee Weapon**

Knives, clubs, hatchets, and other hand-held weapons. +1 advantage over Level 0 opponents.

- **Level 2: Loaded Firearm**

Revolvers, rifles, shotguns, or any firearm with ammunition. +2 advantage over Level 0 opponents and +1 over Level 1 opponents.

Combat Actions

- **Full Auto & Burst Fire**

- *Full Auto*: +4 bonus, but empties the weapon's magazine.
- *Burst Fire*: +2 bonus, up to 3 shots before the magazine is spent.

- **Aiming**

- ## NPC Combatants

- ## Combat with Different Weapon Levels

1. Unarmed Guy vs. Melee Weapon

- The unarmed defender rolls against the attacker's DS (base DS +1 for weapon advantage).
- **Improvised weapons** give a +1 bonus to unarmed attacks.

2. Unarmed Guy vs. Gun

- The unarmed attacker rolls against the gun-wielding opponent's DS (base DS +2 for firearm advantage).
- If the gun holder is unaware (e.g., ambushed), the defender rolls with the **Bust Die**.

3. Melee Weapon vs. Gun

- The attacker rolls against the gun-wielding defender's DS (base DS +1 for firearm advantage).
- If the melee attacker succeeds, they close the distance and deal damage. If they fail, the gun holder fires before the melee combatant closes the gap, and the melee combatant takes damage.

4. Knife-Wielding vs. Gun-Wielding Combatant

- The attacker rolls against the defender's DS (base DS +1 for firearm advantage).
- If the knife-wielding attacker beats the DS, they close the distance and deal damage. If the defender beats the attacker's roll, they fire their gun before the melee combatant can strike.

Special Combat Scenarios

• Ambush/Quick-Draw

- If the **attacker is a PC** and catches the defender unaware (ambush or quick-draw), add the **Ace Die** to the attacker's roll.
- If the **attacker is an NPC**, the defender rolls with the **Bust Die**.

• Fast Draws

- Fast-drawing a weapon (gun or melee) applies the **Bust Die** penalty to the first roll only. Subsequent rolls for that round are normal.

• Non-Lethal Damage Recovery

- Non-lethal damage from unarmed, blunt, or non-lethal weapons reduces the PC's HP. If reduced to 0 or below, the PC is KO'd but not dead.
- After a few hours of rest or a full night's sleep, the PC recovers all but 1 point of non-lethal damage. If reduced to negative HP, they start with 1 HP upon recovery.

• Outnumbered

Combat Situation	TN Adjustment
1 PC vs 3 NPCs	+2
2 PCs vs 3 NPCs	+1
3 PCs vs 3 NPCs	+0
2 PCs vs 1 NPC	-1
3 PCs vs 1 NPC	-2
1 PC vs 4 NPCs	+3 (capped)

 **Cap modifiers at ±3** to avoid extremes.

- Situational Modifiers**

Modify TN based on tactical circumstances:

Condition	TN Modifier
Ambush / Surprise	-1 or Roll with Advantage
Target in cover (barrel, crate)	+1
PC behind cover	-1
Elevated position (e.g., rooftop)	-1
Flanked / under fire	+1
Firing at extreme range	+1
Point-blank range	-1

Optional Rule: Damage Overflow

If the attacker kills a target and has leftover damage, the excess may hit another nearby enemy (GM's discretion).



Example Combat

1. **PC vs. Rough Rider (Melee)**

Tanner, a PC, engages a Rough Rider gang member with a DS of 10. Tanner rolls 2d6 + 2 (Brawn) + 1 (revolver used as a club). He rolls 9 (+3), dealing 2 damage to the Rough Rider, reducing their DS to 8.

2. PC vs. Cattle Rustler (Ranged)

Katya, a PC, fires her Winchester rifle at a Cattle Rustler (DS 8). She rolls $2d6 + 1$ (Agility) + 1 (rifle). She rolls a 10, adding the 2 bonus to get a total of 12. The Rustler takes 4 damage, lowering their DS to 4.

Bringing a Knife to a Gunfight

When a melee weapon-armed PC wants to attack someone with a firearm:

- The **melee attacker** rolls their Dangerous Action Roll as a standard attack.
- If the **target is unaware**, the attacker adds the **Ace Die** to their roll.
- If the attacker does not beat the target's DS, the gun wielder fires before they close the distance, dealing damage to the melee attacker.
- If the attacker beats the DS, they close the gap and successfully strike the target.
- The **PC being attacked with a melee weapon** rolls a Reaction vs. the NPC's DS. If caught unaware, add the **Bust Die** to the roll.

Experience

Earning XP

Players can earn XP in the following ways:

During the Session: Exceptional roleplaying or clever problem-solving may earn 1 XP on the spot. Particularly heroic or innovative actions might also earn 1 XP immediately. This dynamic approach allows players to spend XP in the moment, adding flexibility to their gameplay decisions. At the End of an Adventure: Completing major objectives or resolving significant challenges grants larger rewards of 1–4 XP per player.

Spending Experience

XP can be spent in the following ways:

1. Modify Rolls

- Spend 1 XP to either:
 - Gain Ace (advantage) on a roll, or
 - Negate a Bust (disadvantage) on a roll.
- You may only spend 1 XP per roll.

2. Improving Skills

- To increase a skill, spend XP equal to **10 × (current skill rank + 1)**.
 - Example: Raising a skill from 0 to 1 costs 10 XP, from 1 to 2 costs 20 XP, and from 4 to 5 costs 50 XP.
- Skill ranks cannot exceed 5.

3. Improving Characteristics

- To increase a characteristic, spend XP equal to **20 × (current characteristic value + 1)**.
 - Example: Raising a characteristic from 0 to 1 costs 20 XP, from 1 to 2 costs 40 XP.
- Characteristics cannot exceed 5.

4. Gaining a New Knack

- Purchase a second Knack for **50 XP**.
- A character may only have one additional Knack (maximum of 2 total).

Notes on Balance

- The escalating cost of improving skills and characteristics ensures gradual character growth while maintaining balance.
- Allowing XP to influence rolls adds a layer of strategic resource management.
- Limiting characters to a maximum of two Knacks keeps their abilities focused and thematic.

Example of Use

- A player with a skill in "Tracking & Navigation" at rank 2 wishes to raise it to rank 3. The cost would be **10 × (2 + 1) = 30 XP**.
- A player with a characteristic in "Resolve" at 1 wants to raise it to 2. The cost would be **20 × (1 + 1) = 40 XP**.
- During a high-stakes roll, a player spends 1 XP to negate a disadvantage, ensuring they roll a single die normally.

Wild West RPG Skills

- **Athletics** - The ability to scale rock faces, climb trees, or navigate difficult terrain. Useful in ambushes or escaping pursuit. Includes Swimming.
- **Barter** - The art of negotiation and trading, whether at a general store or in backroom deals. Covers haggling, evaluating goods, and making shrewd trades.
- **Blend In** - The ability to move unnoticed in different settings, whether in a bustling town or blending in with a group of outlaws. Includes disguise and stealth.

- **Brawling** - Unarmed combat in a rough-and-tumble style. Includes fistfighting, wrestling, and using improvised weapons in a saloon brawl.
- **Charm** - Persuading, seducing, or impressing others with your personality. Useful in social situations, from sweet-talking someone to getting the crowd on your side.
- **Expert(...)** - Be an expert on any specialized knowledge or skill, such as Native American lore, local geography, card tricks, or gunsmithing. Can also apply to foreign languages or specific fields.
- **Explosives** - Setting and disarming dynamite charges or other explosive devices, from blowing open a safe to setting traps.
- **Forgery** - The creation of counterfeit documents, such as wanted posters, land deeds, or forged signatures.
- **Gambling** - Mastery of games of chance, whether poker, dice, or betting on a horse race. Knowing the odds and reading opponents.
- **Gunplay** - Proficiency with firearms, including revolvers, rifles, and shotguns. This covers quick draw, marksmanship, and care for your weapons. Applies to any kind of gun (Pistols, Rifles, Shotguns...)
- **Infiltration** - Sneaking into places, picking locks, bypassing simple traps, and avoiding detection. Useful for robbing banks or breaking out of jail.
- **Lawman** - Knowledge of the legal system, tracking bounties, and dealing with outlaws. Represents experience as a sheriff, marshal, or bounty hunter.
- **Medicine** - Administering first aid, treating wounds, and knowing basic herbal remedies. Includes field surgery and stabilizing injuries. *Heal 1d6 Health Points on successful Wits roll; can be used once a day for each patient.* (For a "cinematic" campaign I would suggest a DS 8 for wounds caused by guns, arrows, blades - a more realistic one would probably use DS 10 or 12. Lack of proper equipment can result in Bust Die or even prevent the use of the skill. Having a fully equipped infirmary can grant an Ace Die)
- **Ranch Hand** - Handling livestock, riding horses, and other ranching skills. Also includes basic animal care and wrangling.
- **Repair** - Fixing and maintaining equipment, from wagons and firearms to windmills and water pumps. Also includes jury-rigging simple solutions in a pinch. *"Heal" 1d6 Points on successful Wits roll with DS 8; can be used once a day for each inanimate object that you want to repair. - see also notes on tools under Medicine skill*
- **Riding & Driving** - Mastery of horseback riding and wagon driving, including controlling animals in combat, rough terrain, and high-speed chases. Includes basic care for your mount and vehicle.
- **Safecracking** - The art of opening safes and locks without keys. Includes listening for tumbler clicks, feeling for combinations, and bypassing primitive security measures.
- **Specialized Weapons (...)** - Mastery of non-firearm weapons such as the lasso, bolas, spear, staff, whip, or bow and arrow. Choose one weapon specialization when selecting this skill.
- **Survival** - Knowledge of wilderness survival, including finding food, shelter, and water. Covers navigation, starting fires, and dealing with natural hazards.
- **Tactics** - The ability to plan and execute strategic moves in combat or other situations, such as coordinating an ambush or planning a defense.
- **Tracking & Navigation** - The skill of following tracks and signs, identifying animal and human trails,

and reading the environment to predict movement. Includes general land navigation.

- **Watercraft** - Skills related to navigating rivers and lakes, whether by canoe, raft, or small boat. Includes swimming and fishing techniques and basic orienteering/navigation skills.

Weapons

The system defines **five ranges**: Melee (0–2 m), Close (2–5 m), Short (5–15 m), Medium (15–50 m), and Long (50+ m).

Using firearms/thrown weapons when out of range. In desperate situations, you can try to use a projectile weapon at a further distance, e.g. fire your derringer at a target 10 m away from you. In these cases you can still try it but you will take a Bust roll (Gamemaster can obviously veto this and declare that the shot is impossible/ineffective).

Weapon	Range	Effects/Bonuses	Cost (\$)	Description
Derringer	Close (2–5 m)	+1 if trying to hide it -1 to combat rolls	8	A small, discreet pistol for last-resort situations.
Six-Shooter	Short (5–15 m)	Can fire up to 6 shots without reloading. +1 to rolls in duels.	17	Standard revolver with quick draw and reloading ability.
Sharps Rifle	Long (50+ m)	+2 to rolls for long-range shots.	35	A highly accurate, long-range rifle.
Spencer Repeating Rifle	Medium (15–50 m)	Fires up to 7 shots before reloading. +1 to damage on rolls of 11–12.	60	A reliable, tube-fed repeater popular in the Civil War and frontier.
Winchester Rifle	Medium (15–50 m)	+1 to rolls for rapid fire.	35	Lever-action rifle with quick follow-up shots.
Double-Barrel Shotgun	Short (5–15 m)	+3 damage point-blank, +2 close proximity, hits up to 3 bunched targets	25	Devastating short-range weapon with a wide spread but limited shots before reloading.
Bowie Knife	Melee (0–2 m)	+1 to rolls in close-quarters or grappling situations.	2	A versatile large knife useful for both combat and survival.
				A tool used for roping

Lasso	Close (2–5 m)	Can attempt to entangle or disarm opponents instead of dealing damage.	0.5	cattle or capturing enemies from a distance.
Tomahawk	Melee/Short (0–15 m)	Can be thrown. +1 to damage if you roll a 12.	2.5	A small throwing axe effective in close combat or at short range.
Dynamite Stick	Short (5–15 m)	Area damage. Deals +5 damage within blast radius, affects all nearby targets.	5 per stick	A highly destructive but dangerous tool.
Whip	Close (2–5 m)	+1 to disarm or trip attempts. Can attack from short range.	1.75	A long, flexible weapon used for controlling animals or disarming opponents.
Repeating Rifle	Medium (15–50 m)	Can fire up to 3 shots per round. Risk of jamming after 3 consecutive rounds.	100	A fast-firing rifle with decent range but prone to malfunction.
Gatling Gun	Medium (15–50 m)	Hits multiple targets (up to 4). +5 to rolls Requires setup and can't move after being placed.	1750	A powerful, stationary gun capable of rapid, devastating fire.
Cavalry Sabre	Melee (0–2 m)	+1 to rolls while mounted.	10	A curved sword ideal for cavalry charges and horseback combat.

Key Adjustments:

1. **Range Names:** Introduced **five ranges** for better specificity:
 - **Melee:** 0–2 m
 - **Close:** 2–5 m
 - **Short:** 5–15 m
 - **Medium:** 15–50 m
 - **Long:** 50+ m

Armor

Armor is not really "a thing" in Western stories, but there are some examples (spaghetti western, comics) so a player might be interested in getting some.

Example: *Rare and custom-made, **chainmail vests** are the hallmark of paranoid adventurers or showy desperados who blend protection with intimidation.*

Chain mail vest, covers the torso only (basically a leather waistcoat covered with iron rings). Cost: 40 (this is considered a very rare item and basically custom made).

Effects:

- Reduces damage from direct attacks by 2 points.
- While wearing the vest, an individual suffers a -1 Agility penalty [remember that long-ranged attacks are Agility based, too].
- Swimming or climbing rolls will always be rolled with Bust die.

Wild West RPG Professions

- **Sheriff/Deputy**

Law enforcers responsible for maintaining order, apprehending outlaws, and upholding justice in the town.

Skills: Lawman, Gunplay, Tactics, Infiltration

Possessions:

- Revolver with bullets [I:1]
- Badge of office [I:0]
- Handcuffs or rope [I:1]
- Notebook and pencil [I:0] *Initial Cash:* 3D6 dollars

- **Outlaw**

A criminal living outside the law, involved in robbery, cattle rustling, and other illegal activities.

Skills: Gunplay, Infiltration, Safecracking, Brawling

Possessions:

- Revolver with bullets [I:1]
- Mask or bandana [I:0]
- Bag for loot [I:0]
- Basic lockpicks [I:1]

Initial Cash: 2D6 dollars

- **Bounty Hunter**

A hired gun who tracks down criminals for the reward money, skilled in hunting and combat.

Skills: Tracking & Navigation, Gunplay, Lawman, Survival

Possessions:

- Rifle with bullets [I:2]

- Wanted posters (3) [I:0]
- Handcuffs or rope [I:1]
- Trail rations (3 days) [I:1]

Initial Cash: 3D6 dollars

- **Gambler**

A professional gambler who makes a living playing cards, betting, and hustling in saloons.

Skills: Gambling, Charm, Barter, Expert(Cards)

Possessions:

- Deck of cards [I:0]
- Fine clothes [I:2]
- Flask of whiskey [I:0]
- Lucky charm [I:0]

Initial Cash: 4D6 dollars

- **Rancher**

A cattle owner or ranch worker skilled in managing livestock and working the land.

Skills: Ranch Hand, Riding & Driving, Barter, Repair

Possessions:

- Lasso [I:1]
- Riding horse [I:N/A]
- Branding iron [I:1]
- Hoe/Spade [I:1]

Initial Cash: 3D6 dollars

- **Doctor/Healer**

A medical professional providing care to the sick and injured, often with limited resources.

Skills: Medicine, Expert(Herbal Remedies), Charm, Barter

Possessions:

- Medical bag with basic supplies [I:2]
- Bottle of laudanum [I:0]
- Herbal remedies [I:0]
- Bandages and sutures [I:1]

Initial Cash: 2D6 dollars

- **Explorer/Prospector**

An adventurer or treasure seeker exploring uncharted territories in search of gold or other riches.

Skills: Survival, Tracking & Navigation, Repair, Watercraft

Possessions:

- Pickaxe and pan

- Map of the area
- Compass
- Bedroll

Initial Cash: 2D6 dollars

- **Saloon Keeper/Bartender**

The owner or operator of a saloon, managing business and dealing with a wide variety of customers.

Skills: Barter, Charm, Gambling, Expert(Local Gossip)

Possessions:

- Shotgun (behind the bar) [I:2]
- Stock of whiskey and beer [I:8]
- Ledger and cash box [I:1]
- Cleaning rag [I:0] *Initial Cash: 5D6 dollars*

- **Bank Robber**

A criminal specializing in robbing banks and getting away with the loot.

Skills: Infiltration, Explosives, Safecracking, Gunplay

Possessions:

- Revolver with bullets [I:1]
- Dynamite sticks (2) [I:1]
- Bandana or mask [I:0]
- Basic lockpicks [I:1] *Initial Cash: 2D6 dollars*

- **Scout/Guide**

A skilled navigator and tracker, often hired to lead settlers or military through dangerous territories.

Skills: Tracking & Navigation, Survival, Tactics, Riding & Driving

Possessions:

- Bow with Arrows (if native guide) [I:2] or Rifle with bullets [I:2]
- Map and compass [I:0]
- Trail rations (5 days) [I:2]
- Bedroll [I:2] *Initial Cash: 2D6 dollars*

- **Blacksmith**

A skilled craftsman who forges weapons, tools, and horseshoes, essential in any frontier town.

Skills: Repair, Expert(Metalworking), Barter, Ranch Hand

Possessions:

- Hammer and tongs [I:2]
- Anvil (at the forge) [I:6]
- Bag of iron nails [I:1]
- Apron and gloves [I:0] *Initial Cash: 4D6 dollars*

- **Preacher**

A religious leader providing spiritual guidance and often moral authority in a town or community.

Skills: Charm, Expert(Theology), Medicine, Barter

Possessions:

- Bible or religious text [I:0]
- Simple clothing [I:0]
- Flask of holy water [I:0]
- Small wooden cross [I:0]

Initial Cash: 1D6 dollars

- **Soldier**

A former or current military member skilled in combat and tactics, often found in border skirmishes.

Skills: Tactics, Gunplay, Survival, Brawling

Possessions:

- Rifle with bullets [I:2]
- Uniform (worn or stored) [I:1]
- Bayonet or combat knife [I:1]
- Canteen [I:1] *Initial Cash:* 2D6 dollars

- **Trapper**

A frontiersman who traps animals for their furs and lives off the land, often in isolation.

Skills: Survival, Tracking & Navigation, Watercraft, Specialized Weapons(Traps)

Possessions:

- Rifle with bullets [I:2]
- Set of traps [I:3]
- Fur-lined clothing [I:1]
- Skinning knife [I:1]
- Trail rations (3 days) [I:1]

Initial Cash: 2D6 dollars

- **Stagecoach Driver**

A driver responsible for transporting passengers and goods across the frontier, often facing bandits and rough terrain.

Skills: Riding & Driving, Gunplay, Tactics, Repair

Possessions:

- Revolver with bullets [I:1]
- Sturdy whip [I:1]
- Wagon and team of horses [I:N/A]
- Heavy coat [I:1] *Initial Cash:* 3D6 dollars

- **Native Warrior**

A warrior from one of the Native American tribes, skilled in traditional weapons, tracking, and survival.

Skills: Tracking & Navigation, Specialized Weapons(Bow/Spear), Survival, Tactics

Possessions:

- Bow with arrows or spear [I:2]
- Traditional clothing and gear [I:1]
- Flint and steel [I:0]
- Tribal talisman [I:0] *Initial Cash:* 1D6 dollars

- **Snake Oil Salesman**

A traveling conman selling dubious medicines and potions, relying on charm and deception.

Skills: Barter, Charm, Forgery, Expert(Potions/Herbs)

Possessions:

- Collection of "miracle" elixirs [I:2]
- Fancy clothing [I:2]
- Cart or wagon for goods [I:N/A]
- Ledger of customers [I:0] *Initial Cash:* 4D6 dollars

- **Homesteader**

A settler working to establish a farm or ranch on the frontier, dealing with harsh conditions and isolation.

Skills: Survival, Repair, Ranch Hand, Barter

Possessions:

- Basic farming tools (shovel, hoe) [I:3]
- Sturdy clothing [I:1]
- Small cabin or tent [I:N/A]
- Sack of seeds [I:1] *Initial Cash:* 2D6 dollars

- **Miner**

A laborer working in mines, often searching for gold or silver, and skilled in using explosives.

Skills: Explosives, Repair, Survival, Medicine

Possessions:

- Pickaxe [I:2]
- Dynamite sticks (2) [I:1]
- Lantern and oil [I:1]
- Shovel [I:2] *Initial Cash:* 3D6 dollars

Alligator: DS 8

Large reptile found in swamps and rivers, known for its powerful bite and stealthy ambush tactics.

• Special Effects Table:

Roll	Special Effect
2	Death Roll: The alligator grabs its opponent and performs a death roll, gaining additional +2 to its DS for the remainder of the fight.
4	Bite and Hold: The alligator bites and holds onto its opponent. The opponent must succeed in a Challenging: 12 Brawn check to break free. As long as the Hold is in place, the victim applies a Bust Die to any roll (except the Brawn check, which can be repeated at the start of each subsequent turn).
6	Drag Under: The alligator attempts to drag its opponent underwater. Hard: 14 Brawn check - if failed, you are underwater and fight at -2 for the rest of the fight
8	Ambush Lunge: The alligator lunges suddenly from hiding, gaining +2 DS for this turn only.
10	Snap and Retreat: The alligator bites and then attempts to retreat into the water or cover. Opponents get an Ace Die while the Alligator is retreating.
12	Flee: The alligator tries to escape into water or vegetation. The opponent must succeed in a Moderate: 10 Agility check to prevent losing track of it.



Cougar: DS 8

Also known as a mountain lion or puma, this stealthy predator is skilled at ambush and climbing.

• Special Effects Table:

Roll	Special Effect
2	Pounce: The cougar leaps onto its opponent from above or behind, gaining +2 DS for this attack.
4	Stalk and Slash: The cougar circles its prey and strikes with a powerful slash, gaining an additional +2 DS for the next turn.
6	Rear Up: The cougar rears on its hind legs to strike, causing -2 DS to itself for the next turn but getting +3 DS for this attack.
8	Frighten: The cougar lets out a terrifying growl, causing the opponent to make a Challenging: 12 Resolve check or apply a Bust Die on any action for the next two turns.
10	Berserk Rage: The cougar goes into a frenzy, gaining +2 DS for this turn and the next.
12	Retreat: The cougar retreats into the wilderness, blending into its surroundings. The opponent must make a Challenging: 12 Wits+Survival check to continue the fight.

Bear, Grizzly: DS 12

Massive and powerful bear found in forests and mountains, highly aggressive and territorial.

- **Special Effects Table:**

Roll	Special Effect
2	Charge: The grizzly charges its opponent with full force, gaining +3 DS for this attack.
4	Crushing Swipe: The bear swipes with its powerful claws, gaining +2 DS for this turn and the next.
6	Roar of Fury: The bear lets out a terrifying growl, causing the opponent to make a Hard: 14 Resolve check or or apply a Bust Die on any action for the next two turns.
8	Overexert: The bear overexerts itself in a brutal attack, gaining +2 DS for this turn but suffering -1 DS for the next turn.
10	Berserk Rampage: The bear goes into a rage, gaining +3 DS for the rest of the fight, attacking anything in its path.
12	Retreat: The bear, sensing danger or injury, attempts to retreat. The opponent must make a Challenging: 12 Wits+Survival check to keep up.

Bear, Black: DS 10

Smaller than the grizzly but still formidable, these bears are more common in wooded areas.

- **Special Effects Table:**

Roll	Special Effect
2	Bluff Charge: The black bear charges but pulls back at the last moment, causing the opponent to lose focus and suffer a Bust Die on attacks for the next turn.
4	Swipe and Snarl: The bear swipes at its opponent and snarls, causing the opponent to make a Moderate: 10 Wits+Survival or suffer -2 DS for the next turn.
6	Stand Ground: The bear stands its ground, increasing its DS by +2 for the next turn only.
8	Retreat to Safety: The bear attempts to retreat to a safe location. The opponent must succeed in a Challenging: 12 Wits+Survival to keep up.
10	Overexert: The bear overexerts itself in an attack, gaining +2 DS for this turn only, but suffering -1 DS for the next turn.
12	Berserk Rage: The bear enters a rage, gaining +2 DS for the rest of the fight, attacking with reckless abandon.

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Wolf: DS 6

Pack animal known for its hunting skills and teamwork, found in forests and prairies.

- **Special Effects Table:**

Roll	Special Effect
2	Howl for the Pack: The wolf howls to call for reinforcements. If there are other wolves nearby, their DS increases by +1.
4	Feint Attack: The wolf fakes an attack to distract the opponent, causing opponents to suffer a Bust Die on attacks for the next turn.
6	Pack Coordination: The wolf attacks in coordination with its pack, gaining +2 DS for this attack.
8	Snap and Retreat: The wolf bites and then backs away, avoiding retaliation but suffering -1 DS for the next turn.
10	Berserk Pack Leader: The wolf takes on a leadership role, gaining +2 DS for this turn and inspiring other wolves to attack more aggressively.
12	Flee: The wolf attempts to escape, and the opponent must make a successful Challenging: 12 Wits+Survival to pursue.

Rattlesnake: DS 8, Poisonous, killed by one hit

Venomous snake with a distinctive rattle, often found in arid and rocky regions.

• Special Effects Table:

Roll	Special Effect
2	Rattle Warning: The rattlesnake rattles its tail, causing the opponent to hesitate. The opponent suffers 2 DS malus for the next turn.
4	Quick Strike: The snake strikes quickly, causing the opponent to suffer 1 DS penalty from the venom if hit, plus an additional 1 DS if the poison spreads.
6	Double Bite: The rattlesnake bites twice in quick succession, giving a Bust Die to the victim for the rest of the fight.
8	Coiled Defense: The rattlesnake coils defensively, increasing its DS by +2 for the next turn.
10	Venomous Overload: The rattlesnake injects a large amount of venom, causing the opponent to suffer -3 DS if hit.
12	Retreat: The rattlesnake attempts to escape into the underbrush. The opponent must succeed in a Formidable:16 Wits check to locate it.

Mountain Lion: DS 8

Similar to the cougar, adapted to rugged mountainous terrain, known for its stealth and strength.

• Special Effects Table:

Roll	Special Effect
2	Ambush Attack: The mountain lion attacks from a hidden position, gaining +2 DS for this attack.
4	Slash and Leap: The mountain lion slashes at its opponent and leaps away, avoiding retaliation but suffering -1 DS for the next turn.
6	Territorial Roar: The mountain lion roars, causing the opponent to make a Challenging: 12 Resolve check or apply a Bust Die on any action for the next turn.
8	Overexert: The mountain lion overexerts itself in an attack, gaining +2 DS for this turn only, but suffering -1 DS for the next turn.
10	Berserk Prowess: The mountain lion enters a berserk state, gaining +2 DS for the rest of the fight.
12	Flee: The mountain lion retreats to higher ground or dense cover. The opponent must make a successful Challenging: 12 Wits+Survival check to pursue.

Bobcat: DS 7

Smaller feline predator with a short tail, found in various habitats including forests and deserts.

• Special Effects Table:

Roll	Special Effect
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|| 2 | **Pounce:** The bobcat pounces on its opponent, gaining +2 DS for this attack. || 4 | **Slash and Dash:** The bobcat slashes and dashes away, suffering -1 DS for the next turn but avoiding retaliation. || 6 | **Ambush Attack:** The bobcat uses its surroundings to launch a surprise attack, gaining +2 DS for this turn. || 8 | **Overexert:** The bobcat overexerts itself in an attack, gaining +2 DS for this turn only, but suffering -1 DS for the next turn. || 10 | **Berserk Claws:** The bobcat becomes more aggressive, gaining +2 DS for the rest of the fight. || 12 | **Flee:** The bobcat retreats to safety, and the opponent must make a successful Challenging: 12 Wits+Survival check to keep up. |

Coyote: DS 6

Highly adaptable and cunning canid, often found in deserts and prairies.

- Special Effects Table:

Roll	Special Effect
2	Howl: The coyote howls to call for reinforcements. Nearby coyotes gain +1 DS.
4	Feign Attack: The coyote pretends to attack, causing the opponent to hesitate and apply a Bust Die on attacks for the next turn.
6	Pack Tactics: The coyote coordinates with its pack, gaining +2 DS for this attack.
8	Snap and Retreat: The coyote bites and then backs away, avoiding retaliation but suffering -1 DS for the next turn.
10	Berserk Pack Leader: The coyote becomes more aggressive, gaining +2 DS for the rest of the fight.
12	Flee: The coyote retreats, and the opponent must make a Challenging: 12 Wits+Survival check to follow.

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American Bison: DS 10

Large and powerful herbivore found in plains, known for its size and strength, which can make it dangerous if provoked.

- Special Effects Table:

Roll	Special Effect
2	Charge: The bison charges its opponent with full force, gaining +3 DS for this attack.
4	Gore and Toss: The bison gores its opponent with its horns, gaining an additional 2 DS for the next two turns.
6	Stampede: The bison stomps and charges, causing the opponent to make Challenging: 12 Agility check or use a Bust Die on any action for the next turn.
8	Overexert: The bison overexerts itself in an attack, gaining +2 DS for this turn only, but suffering -1 DS for the next turn.
10	Berserk Strength: The bison gains +2 DS for the rest of the fight, using its immense strength.
12	Flee: The bison attempts to flee. The opponent must succeed in a Moderate: 10 Wits+Survival check to keep up.

Elk: DS 8

Large deer species found in forests and meadows, known for its impressive antlers and strength.

• Special Effects Table:

Roll	Special Effect
2	Charge: The elk charges its opponent, gaining +2 DS for this attack.
4	Antler Strike: The elk strikes with its antlers, causing the opponent to suffer 1 DS penalty for the next two turns.
6	Territorial Display: The elk makes a display of dominance, causing the opponent to make a Moderate:10 Resolve check or apply a Bust Die on any action for the next turn.
8	Overexert: The elk overexerts itself in an attack, gaining +2 DS for this turn only, but suffering -1 DS for the next turn.
10	Berserk Strength: The elk gains +2 DS for the rest of the fight, becoming more aggressive.
12	Retreat: The elk attempts to flee. The opponent must make a successful Challenging: 12 Agility check to pursue.

Wild Boar: DS 8

Aggressive and resilient, found in wooded areas; known for its sharp tusks and toughness.

- Special Effects Table:

Roll	Special Effect
2	Tusk Gore: The wild boar charges with its tusks, gaining +2 DS for this attack.
4	Ferocious Charge: The boar charges with incredible force, causing the opponent to apply a Bust Die on any action for the next two turns.
6	Berserk Fury: The boar enters a berserk state, gaining +2 DS for the rest of the fight.
8	Overexert: The boar overexerts itself in an attack, gaining +2 DS for this turn only, but suffering -1 DS for the next turn.
10	Defensive Position: The boar takes a defensive stance, increasing its DS by +2 for the next turn.
12	Flee: The boar attempts to escape into dense underbrush. The opponent must succeed in a Challenging: 12 Wits+Survival check to follow.

Pronghorn Antelope: DS 7

Fast and agile herbivore found in open plains, known for its incredible speed and stamina.

- Special Effects Table:

Roll	Special Effect
2	Sprint: The pronghorn sprints, increasing its DS by +2 for the next turn only.
4	Agile Dodge: The pronghorn dodges an attack, causing the opponent to apply a Bust Die on any attack for the next turn.
6	Charge and Evade: The pronghorn charges and quickly evades, gaining +1 DS for the next turn.
8	Overexert: The pronghorn overexerts itself in a sprint, gaining +2 DS for this turn only, but suffering -1 DS for the next turn.
10	Berserk Dash: The pronghorn gains +2 DS for the rest of the fight, moving with incredible speed.
12	Flee: The pronghorn attempts to escape at full speed. The opponent must succeed in an Challenging: 12 Agility check to keep up.

Black Widow Spider: DS 6, Poisonous

Venomous spider found in dark, sheltered places, known for its potentially deadly bite.

- **Special Effects Table:**

Roll	Special Effect
2 and 4	Venomous Bite: The spider bites, causing the opponent to apply a Bust Die on any action for the next turn from the venom.
6	Double Bite: The spider bites twice in quick succession, causing an additional 2 DS malus for the rest of the fight.
8	Defensive Retreat: The spider retreats to a hidden spot, increasing its DS by +2 for the next turn only.
10	Venomous Overload: The spider injects a large amount of venom, causing the opponent to suffer a 3 DS penalty if hit.
12	Escape: The spider attempts to escape into a dark crevice. The opponent must make a successful Formidable: 16 Wits check to locate it.

Gila Monster: DS 7, Poisonous

Venomous lizard found in the desert, known for its slow movement but potent venom.

• **Special Effects Table:**

Roll	Special Effect
2	Venomous Bite: The Gila monster bites, causing the opponent to apply a Bust Die on any action for the next turn from the venom.
4	Clamp and Hold: The lizard bites and holds on, causing the opponent to suffer a 1 DS penalty for the next turn.
6	Venom Surge: The Gila monster releases a large amount of venom, causing the opponent to suffer an extra point damage if hit.
8	Defensive Posture: The Gila monster takes a defensive stance, increasing its DS by +2 for the next turn.
10	Overexert: The Gila monster overexerts itself in an attack, gaining +2 DS for this turn only, but suffering -1 DS for the next turn.
12	Retreat: The Gila monster attempts to escape into the underbrush. The opponent must succeed in a Challenging: 12 Wits+Survival check to follow.



Copperhead Snake: DS 8, Poisonous

*Venomous snake found in wooded and rocky areas, known for its copper

-colored head and potentially dangerous bite.*

• **Special Effects Table:**

Roll	Special Effect
2	Venomous Bite: The snake bites, causing the opponent to suffer a 1 DS increase from the venom.
4	Camouflage Strike: The snake strikes from a hidden position, gaining +2 DS for this attack.
6	Double Strike: The snake strikes twice in quick succession, causing the opponent to suffer 2 extra points of damage.
8	Defensive Coils: The snake coils defensively, increasing its DS by +2 for the next turn.
10	Venom Surge: The snake injects a large amount of venom, causing the opponent to suffer 3 extra points of damage.
12	Escape: The snake attempts to escape into the underbrush. The opponent must make a successful Challenging: 12 Wits check to locate it.

Great Horned Owl: DS 5

Large, powerful bird of prey known for its silent flight and keen hunting skills, often preying on smaller animals.

• Special Effects Table:

Roll	Special Effect
2	Silent Strike: The owl strikes silently from above, gaining +2 DS for this attack.
4	Talon Grip: The owl grips its opponent with its talons, causing the opponent to suffer 1 DS increase for the next two turns.
6	Aerial Dive: The owl dives at its opponent, gaining +2 DS for this attack.
8	Defensive Flight: The owl takes to the air, increasing its DS by +2 for the next turn only.
10	Berserk Predator: The owl becomes more aggressive, gaining +2 DS for the rest of the fight.
12	Flee: The owl attempts to escape into the sky. The opponent must make a Formidable: 16 Wits check to keep track of it.

Expanded List of NPC Types with Combat Behavior

Regular Settlers, Townsfolk: DS 6

Ordinary townspeople who might lack combat experience but can still be involved in a scuffle.

- **Behavior Table:**

Roll	Behavior
2	Attempts to disengage and flee, avoiding confrontation. Any attack on the subsequent turn is rolled with Ace Die
4	Tries to surrender or negotiate if confronted.
6	Will attack if provoked, showing average aggression.
8	Calls for assistance or tries to distract the opponent. Any attack on the subsequent turn is rolled with Bust Die
10	Overexert: DS +2 for this turn only, but DS -1 from the next turn onward.
12	Panicked Frenzy: DS +2 for the rest of the fight, acting erratically.

Outlaws, Thugs, Banditos, and Hostile Ranch Hands: DS 7, 3 Health Points

Criminals and unsavory characters who are more dangerous but have lower health.

- **Behavior Table:**

Roll	Behavior
2	Attempts to disengage and escape, especially if outnumbered. Any attack on the subsequent turn is rolled with Ace Die
4	Tries to negotiate or surrender if cornered.
6	Will attack aggressively, using any available weapons.
8	Attempts to flank or use the environment to their advantage. Roll Moderate:10 Wits+Tactics or your attack on the subsequent turn is rolled with Bust Die
10	Berserker Rage: DS +2 for this turn and the next, increasing attack ferocity.
12	Frenzied Assault: DS +3 for the rest of the fight, launching relentless attacks.

Experienced Bandits: DS 7

Criminal groups with some level of experience, making them more formidable in confrontations.

• **Behavior Table:**

Roll	Behavior
2	Tries to outmaneuver and escape, using tactical retreats. +1DS for the next turn
4	Attempts to set up a diversion or use cover effectively. Any attack on the subsequent turn is rolled with Bust Die
6	Engages with coordinated attacks, covering each other. Roll Moderate:10 Wits+Tactics or your attack on the subsequent turn is rolled with Bust Die
8	Uses smoke or other tactics to obscure vision and gain advantage. Increase DS by 1 for the rest of the encounter
10	Overextend: DS +2 for this turn only, but DS -1 from the next turn onward.
12	Highly Organized Assault: DS +2 for the rest of the fight, enhancing coordination and attack power.

Native American Braves: DS 9

Members of indigenous tribes skilled in combat and survival, known for their prowess in battle.

• **Behavior Table:**

Roll	Behavior
2	Uses terrain and stealth to attempt an ambush or retreat. Attacks against them gain Ace Die for the next round
4	Sets traps or uses guerrilla tactics to weaken the opponent. Roll Moderate:10 Wits+Tactics or your attack is rolled with Bust Die until the end of the encounter
6	Engages with precise and calculated attacks, using traditional weapons. DS+2 until the end of the encounter
8	Demonstrates strategic movements, such as flanking or feinting. Roll Moderate:10 Wits+Tactics or your attack on the subsequent turn is rolled with Bust Die
10	Focused Assault: DS +2 for this turn only, enhancing attack precision.
12	Berserker Spirit: DS +3 for the rest of the fight, exhibiting unmatched bravery and aggression.

Veteran Soldiers and Law Enforcement: DS 9

Trained professionals such as soldiers and sheriffs, adept at handling conflicts and maintaining order.

- **Behavior Table:**

Roll	Behavior
2	Takes a tactical retreat to reposition or call for reinforcements. Use Ace Die for the next round
4	Orders a temporary ceasefire or attempts to de-escalate the situation.
6	Engages with disciplined and strategic attacks, making use of military training. Roll Moderate:10 Wits+Tactics or your attacks apply Bust Die until the end of the encounter
8	Utilizes cover and coordinated team maneuvers to gain advantage. +1 DS till the end of the encounter
10	Tactical Overexertion: DS +2 for this turn only, but DS -1 from the next turn onward.
12	Full Assault: DS +3 for the rest of the fight, employing advanced tactics and overwhelming force.

Ruthless Foreman or Intimidating Enforcer: DS 10

Dominating figures in authority, known for their cruelty and ability to instill fear.

- **Behavior Table:**

Roll	Behavior
2	Attempts to intimidate or use brute force to control the fight.
4	Employs psychological tactics to unsettle the opponent, such as taunting or threats. Roll Moderate:10 Resolve or suffer a Bust Die for any action in the next round
6	Engages aggressively, using strength and intimidation to dominate. +1DS to the end of the encounter
8	Utilizes weapons or tools of authority to gain an upper hand. Roll Moderate:10 Wits or suffer a Bust Die for any action in the next round
10	Overextend: DS +2 for this turn only, increasing attack power but reducing defense next turn.
12	Furious Rampage: DS +3 for the rest of the fight, attacking with relentless fury and enhanced strength.

Wealthy Villain or Mad Genius: DS 12

Powerful and dangerous individuals with significant resources or a twisted mind, posing a serious threat.

- **Behavior Table:**

Roll	Behavior
2	Attempts to negotiate or use cunning to avoid direct confrontation. Roll Moderate:10 Wits or suffer a Bust Die for any action in the next round
4	Sets up traps or uses gadgets to manipulate the battlefield. +2DS for the rest of the fight
6	Engages with calculated and ruthless attacks, using any means necessary. Roll Moderate:10 Resolve or suffer a Bust Die for any action in the next round
8	Employs deceptive tactics, such as feints or strategic retreats to confuse the opponent. Roll Moderate:10 Wits+Tactic or suffer a Bust Die for any action in the next round
10	Schemer's Overexertion: DS +2 for this turn only, increasing attack effectiveness but causing slight vulnerability next turn.
12	Deranged Aggression: DS +3 for the rest of the fight, unleashing chaotic and unpredictable attacks.