

TUMBLEWEED

STATS

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 down.**

CLASSES

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

Grippers get a +1 to Communications rolls at 1st level. This increases by +1 at 5th level and every 5 levels afterwards.

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 levels thereafter.

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

Preachers 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).

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.

ANIMALS

Tomahawk. 1d8 damage.

person in the group.

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.

LEVEL ADVANCEMENT

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes.

e.g.: 1 Goon = EL1. 2 Goons = EL2. 4 Goons = EL3, etc.

Loot. \$200 gives you one EL. Every doubling of that gives you another EL. e.g.: \$200 = EL1. \$400 = EL2. \$800 = EL3. \$1600 = EL4. This only applies to Loot gained per adventure, total, per character.

Add up the Encounter Level (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to all attack rolls

+1 to your primary skill(s)

+1/2 to all other skills

or MIND.

EQUIPMENT

Axe. 1d10 damage, two handed.

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

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

Shotgun. 2D10 damage, short range. 2 round capacity if double-bartled, otherwise only 1.

Rifle. 2d8 damage. 18 round capacity before reloading. Impressive range.

Machine. 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 religions or are from another, non-Christian, religion. If a Preacher is trying to use the Bible on more than one target at a time, there is a -1 penalty to his targets' saves for every 2 people that could be classified as faithful to the Preacher's religion in that group.

Dynamic. 3d6 for one stick, thrown. Every additional stick adds +1d6.

Brawling. 1d4 damage.

Bowie Knife. 1d6 damage.

Derrieger. 1d6 damage. 2 round capacity. Highly concealable, short range.

Bear. 6d8+24 (51 HP)

Dog / Coyote. 2d8+4 (13 HP)

Donkey. 2d8+2 (22 HP)

Horse. 3d8+6 (19 HP)

Rat. 1d2 (1 HP)

Rat, Texas. 1d8 (3 HP)

Wolf. 2d8+4 (13 HP)

The 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 by 5 points or more, the opponent surrenders. The GM can rule that some opponents will never surrender, only run away, hesitate or retreat. If the Law Man tries to use his Tin Star on every than one opponent, give them a bonus to their save equal to +1 for every

TOOLS

Whenever you need NPC's, simply choose their profession—that's their class. Either **choose** their level if it's important, or roll 1d4. If the roll choose stats or just give them a 1d in whatever stat they're good at and 10 in any other stats. Give them 4 hp + STR bonus) per level and favored skill in whatever skills they need to do what they do.

Minor NPC'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 NPC's can be created using one of the classes given earlier in this document. These NPC's usually get class abilities and the ability to use Second Wind.

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