

TUMBLWEED

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.

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

Gunslingers 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 Gunslinger 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.

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).

COMBAT

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

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

Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

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.

One character is the Hunter, one is the Prey.

CONTESTS

Roll higher than the given Difficulty Class to succeed.

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

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.

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

SKILLS

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.

NATIONALITY

person in the group.

Tomahawk. 1d8 damage.

ANIMALS

Type Bear

HD 6d8+24 (51 HP)

HP 15 (Claw +11 (d8+8), Bite +6 (2d8+4))

AC 2d8+4 (13 HP)

Notes Dog / Coyote

Damage 2d8+2

HP 13 (Bite +1 (1d2))

AC 13 (Bite +3 (1d6+3))

Notes Donkey

Damage 3d8+9 (22 HP)

HP 13 (Bite +3 (1d8+6), Trample +3 (1d12))

AC 13 (Hoof +2 (1d4+1))

Notes Horse

Damage 3d8+6 (19 HP)

HP 14 (Bite +4 (1d3-4))

AC 13 (Bite +3 (1d4))

Notes Rat, Texas

Damage 1d8 (3 HP)

HP 14 (Bite +3 (1d6+1))

AC 14 (3 HP)

Notes Wolf

Damage 2d8+4

HP 17 (Bite +4 (1d2-2) + Poison (3d6 damage, DC 15 for half))

AC 17 (Rattlesnake)

Notes Rat, Texas

Damage 1d8 (3 HP)

HP 13 (Bite +3 (1d4))

AC 13 (Bite +4 (1d3-4))

Notes Rat

Damage 1d2

HP 14 (Bite +4 (1d3-4))

AC 13 (Hoof +2 (1d4+1))

Notes Deer Animal

Damage 3d8+9 (22 HP)

HP 13 (Bite +3 (1d8+6), Trample +3 (1d12))

AC 13 (Hoof +2 (1d4+1))

Notes Horse

Damage 3d8+6 (19 HP)

HP 14 (Bite +4 (1d3-4))

AC 13 (Bite +3 (1d4))

Notes Rat, Texas

Damage 1d8 (3 HP)

HP 14 (Bite +3 (1d6+1))

AC 14 (3 HP)

Notes Wolf

Damage 2d8+4

HP 17 (Bite +4 (1d2-2) + Poison (3d6 damage, DC 15 for half))

AC 17 (Rattlesnake)

Notes Rat, Texas

Damage 1d8 (3 HP)

HP 13 (Bite +3 (1d4))

AC 13 (Bite +4 (1d3-4))

Notes Rat

Damage 1d2

HP 14 (Bite +4 (1d3-4))

AC 13 (Hoof +2 (1d4+1))

Notes Deer Animal

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

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Bowie Knife. 1d6 damage.

Brawling. 1d4 damage.

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

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