TALL TALES

WILD WEST B/X FANTASY ADVENTURE GAME

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BASIC RULEBOOK

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Special thanks to E. Gary Gygax & Dave Arneson.

Common Abbreviations

Below are some of the most common abbreviations that will be found in this book or Tall Tales supplemental books.

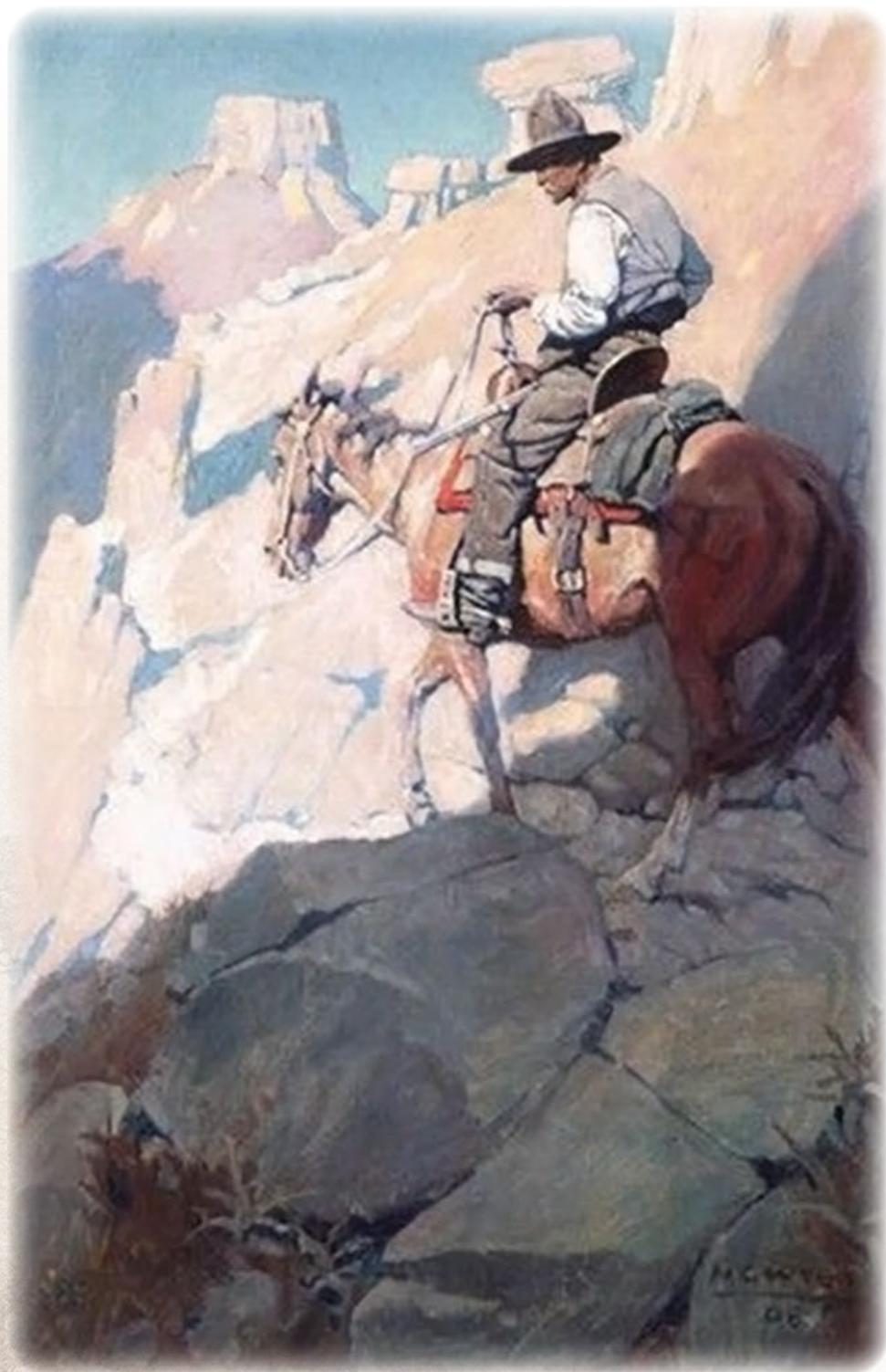| Abbreviation	Meaning
Abilities	
STR	Strength
DEX	Dexterity
CON	Constitution
INT	Intelligence
WIS	Wisdom
CHA	Charisma
Other	
hp	Hit points
HD	Hit dice (or hit die)
AC	Armor class
XP	Experience points
PC	Player character
NPC	Non-player character
cp	Copper pieces
sp	Silver pieces
ep	Electrum pieces
gp	Gold pieces
pp	Platinum pieces

Experience points (XP) are used to measure the progress of characters. These points are assigned based on how powerful adversaries that have been defeated are, and on how much treasure is found. As more experience points are gained, characters go up in level. As characters go up in level, one thing that changes are their number of hit points (hp). Characters gain more hp as they advance in levels, and this allows them to suffer greater damage and survive. Characters most often take damage from adversaries while engaged in an encounter. An encounter is a situation in which the PCs and adversaries or NPCs are interacting. Time and movement are measured differently during encounters, and this will be covered in depth later.

If you are confused about what some of the terms used so far mean, many terms are explained as they are presented in later sections of this book.

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Getting Started

Saddle Up

Have you ever wished to ride in the old west? To be part of the thrilling days of yesteryear? Well, this is your chance. Well, not you but a pretend you, a character you portray while you play the game. Just as an Actor would play a part in a Western Movie, you play a character set in the Old west. Your character is in a game world that is both a historical setting and a fantasy setting at the same time, with its legends and tall tales mixed with the finest traditional Spaghetti Westerns. As a Character in this world you can perform deeds of valor, riches, ruin and redemption. You as the player may find the game world is both familiar and foreign at the same time, raw, savage and waiting to be tamed.

Dice

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%: Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Optional Rules

As you read through the rules you will note "**Optional Rules**" these are presented to add flavor to the game. You are free to add, change or not use any of them. But, the use of them will add a definite wild west spin to your games.

How Do I Play?

As a player in Tall Tales, you describe how your character acts and reacts, what your character says and does. A character controlled by a player is called a **Player Character** or **PC**. Most of the play is a verbal exchange in the form of a group conversation with many twists and turns and fun on the way. The other players, typically anywhere between two and six, take on the roles of other characters in the game.

If you are the one who is going to oversee the game, you are the game **Judge, Game master, the Referee, the Trail Boss.** As the Judge you set the scene and the situation at hand, describing the environment and the **Non-player characters** or **NPCs** present before giving an indication of what they are doing. In response, each of the players will tell the Judge what their player character intends to do. The Judge then have the Animals, NPC's and the world around the players react to the players actions.

Over the course of the game, you the player will choose what your hero does and says and use the dice and game rules to determine whether your character succeeds or fails. This might include talking with a potential witness, chase down a wanted killer, search for clues, attempt to break in a secure bank vault, punch out a Tinhorn, and so on. The possibilities are endless, but once a player has decided upon his character's actions, the Judge then tells them whether they can do it and, if not, what happens next.

Instead of the Judge just guessing who succeeds, and who fails and who can do what, the guidelines presented in this book will help them make informed ruling to keep their game fun and engaging for all. Typically, a character can do anything a normal human can achieve with no special training or extreme effort. A character's class may provide them with the ability to do things others cannot perform. Beyond that the characters must risk failure and uncertainty. This is where the dice come into play.

Creating a Character

To create a character, start with a fresh character sheet. You can copy the one provided in the back of this book or reproduce it by hand on a piece of paper.

1. Roll Ability Scores

Character ability scores are determined by rolling randomly. Roll 3d6 for your character's Charisma, Constitution, Dexterity, Intelligence, Strength, and Wisdom. See *Ability Scores.*

Sub-Par Characters

If you roll a character with very poor ability scores—for example an 8 or less in every score or an extremely low rating in one ability—the referee may sometimes allow you to discard the character and start again.

2. Choose a Class

Select one of the classes available (see *Character Classes*), bearing in mind the minimum ability score requirements of some classes.

3. Adjust Ability Scores

Optionally, the prime requisite(s) of your character (determined by the chosen class) may be raised by lowering other (non-prime requisite) ability scores. For every two points by which an ability score is reduced, one point may be added to your prime requisite. The following restrictions apply:

- Only Intelligence, Strength, and Wisdom may be lowered in this way.
- No score may be lowered below 9.
- Some classes may have extra constraints.

4. Note Ability Score Modifiers

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties, consulting the charts in *Ability Scores*.

5. Note Saving Throws and Class Abilities

Record any special abilities possessed by your character as a result of his or her class, as well as your character's saving throws. If your character can make Potions, ask your referee which one. The referee may allow you to choose.

6. Roll Hit Points

Determine your character's hit points by rolling the die type appropriate to the chosen class. Modifiers for high or low Constitution apply (see **Ability Scores**). Your character always starts with at least 1 hit point, regardless of CON modifier.

7. Choose Alignment

Decide whether your character is Law abiding, Neutral, or Deceitful (see **Alignment**) and note this on your character sheet.

8. Note Known Languages

Every character begins play knowing one or more languages, determined by the character's class. Characters with high Intelligence may also choose additional languages. See Languages for a list of possibilities.

9. Buy Equipment

Your character starts play with 3d6 × 10 gold pieces (see **Money and Wealth**). You may spend as much of this money as you wish to equip your character.

10. Note Armor Class

Your character's Armor Class is determined by two factors:

- The armor worn (see **Armor** in **Equipment**). If your character has no armor, his or her base AC is 9.

- Modifiers for high or low Dexterity (see **Ability Scores**).

Finally, choose a name for your character. You are now ready for adventure!

Ability Scores

Characters are just like people, some people are faster, smarter or wiser than others. These characteristics help you and the Judge determine if your character will have an edge in certain situations.

Prime Requisite

Each character class has one or more prime requisites, that is, an ability score or scores that are of especial importance to characters of that class. A character's score in his or her class' prime requisite(s) affects how quickly the character is able to gain experience points.

XP Adjustment is applied to all experience points awarded to the character, unless otherwise noted in the description of the class.

Ability Score	Standard Adjustment	XP Adjustment
3	-3	-20%
4-5	-2	-20%
6-8	-1	-10%
9-12	0	None
13-15	+1	+5%
16-17	+2	+10%
18	+3	+10%

Strength

Strength (STR) rates a character's brawn, muscle, and physical power. This ability is especially important for characters who focus on melee combat.

- Standard adjustment is applied to attack and damage rolls with melee weapons and to attempts to force open a stuck door (see **Doors**).

Intelligence

Intelligence (INT) determines how well a character learns, remembers, and reasons.

- Language ability denotes the character's ability to speak, read, and write in his or her native tongue and other languages.

- Bonus languages determines the number of additional languages the character can choose during character creation.

Int Score	Language Ability	Bonus language
3	Unable to read or write, broken speech	0
4-5	Unable to read or write	0
6-8	Can write basic words	0
9-12	Can read and write slowly	0
13-15	Can read and write	1
16-17	Can read and write eloquently	2
18	Mastery of the spoken and written word	3

Wisdom

Wisdom (WIS) encompasses a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings.

- Standard adjustment is applied to saving throws versus seduction or Swindle effects.

Dexterity

Dexterity (DEX) measures hand-eye coordination, agility, reflexes, and balance. This ability is important for combat-oriented classes, as it affects Armor Class, and for characters who focus on missile combat.

- Standard adjustment is applied to attack rolls (but not damage rolls) made with a ranged weapon and modifies the character's Armor Class (a bonus lowers AC, a penalty raises it).

Initiative adjustment modifies the character's initiative roll, if the optional rule for individual initiative is being used (see *Basic Combat Procedure*).

DEX Score	Initiative Adjustment
3	-2
4-5	-1
6-8	-1
9-12	None
13-15	+1
16-17	+1
18	+2

Constitution

Constitution (CON) represents a character's health and stamina. A Constitution bonus increases a character's hit points, making this ability important for all classes.

- Standard adjustment applies when rolling a character's hit points (i.e. at 1st level and every time a level is gained thereafter). A character always gains at least 1 hit point per Hit Die, regardless of CON modifier.

Charisma

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, physical attractiveness, and ability to lead. This ability is important for how NPCs or adversaries will respond to a character in an encounter. Charisma also determines the number of retainers a character may have and their morale.

- Reaction adjustment applies when hiring Retainers and when interacting with adversaries (see *Encounters*).

- Max # of retainers and retainer morale determine the number of Retainers a character may have in his or her pay at any one time and their loyalty to the character.

CHA Score	Reaction Adjustment	Max # of Retainers	Retainer Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	0	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

Choosing a Class

Once abilities have been determined, each player must choose a class. A character's class provide the player with various options and special abilities to use in play. The character's class will also help the referee to decide what a character can and can not do. Its good to have a group with a wide variety of skills and abilities as it provides the group the best chance of success on their many adventures.

Character Class Tables

The tables below give the official name of each level in each character class or profession and the experience points necessary for a character to rise to the next level of experience. The charts also give the type (and number) of dice used to determine the hit points for each class. The number of points gained at each level is listed as + 1 or + 2. This number is not adjusted by high or low constitution scores and is merely added to the total hit points of the character.

Gunslinger

Level	Title	Exp. Points	Hit Dice
1	Greenhorn	0	1d8
2	Hired Gun	2,000	2d8
3	Gunman	4,000	3d8
4	Killer	8,000	4d8
5	Shootist	16,000	4d8+1
6	Gunslinger	32,000	4d8+2

Desperado

Level	Title	Exp. Points	Hit Dice
1	Hooligan	0	1d4
2	Crook	1,200	2d4
3	Outlaw	2,400	3d4
4	Bushwhacker	4,800	4d4
5	Bandit	9,600	4d4+2
6	Desperado	20,000	4d4+3

Mountain Man

Level	Title	Exp. Points	Hit Dice
1	Hermit	0	1d6
2	Crazy Coot	2,200	2d6
3	Woodsman	4,400	3d6
4	Backwoodsman	8,800	4d6
5	Frontiersman	17,000	4d6+2
6	Mountain Man	35,000	4d6+3

Brave

Level	Title	Exp. Points	Hit Dice
1	Sentry	0	1d6
2	Scout	2,500	2d5
3	Warrior	5,000	3d6
4	Council man	10,000	4d6
5	Protector	20,000	4d6+1
6	Brave	40,000	4d6+2

Singing Cowboy

Level	Title	Exp. Points	Hit Dice
1	Entertainer	0	1d6
2	Minstrel	1,800	2d6
3	Storyteller	3,200	3d6
4	Yarn spinner	6,400	3d6+1
5	Balladeer	12,800	3d6+2
6	Singing Cowboy	26,000	3d6+3

Snake Oil Salesman

Level	Title	Exp. Points	Hit Dice
1	Quack	0	1d4
2	Swindler	1,500	2d4
3	Shyster	3,000	3d4
4	Professor	6,000	3d4+1
5	Scam Artist	12,000	3d4+2
6	Snake Oil salesman	25,000	3d4+3

Gunslinger

They say God created man, but it was Mr. Colt who made them equal. The Gunslinger is the equalizer for many wanting justice on the trail. These people often hold the power of life and death in their hands, dispensing their own form of justice with the slightest whim.

Restrictions: Gunslingers use eight-sided dice(d8) to determine their hit points. The Gunfighter does not have a prime attribute and cannot earn bonus XP due to heighted abilities scores.

Special Abilities: Starting at 1st level, the Gunslinger becomes lightning quick and deadly when drawing his shooting Irons. He or she gains a bonus to all damage and initiative checks equal to his or her Gunslinger level. This only works with pistols.

The Gunslinger attacks with deadly speed. Against foes of one hit dice (HD) or fewer, Gunslingers get one attack per level each combat round.

Beginning at 3rd level, the Gunslinger gains the ability to recognize other Gunslingers when surveying crowds or meeting individuals one-third of the time (a roll of 1 or 2 on 1d6).

This provides the Gunslinger with the person's reputation and any known criminal activity they may be associated with and can determine the strengths and weaknesses of the opposition (i.e. their level or HD).

Steely Gaze

Once per day the Gunslinger can cause an NPC that is lower level to make a Gumption check and if they fail, they must either cower in fear, run away or fight at -1 to hit.

Desperado

Desperados have only one thing on their mind: money, and plenty of it. Whether aiming to swindle some greenhorn at a card game, scheming to rob the local bank, or plotting to pull a heist on the Army's payroll, the Desperado is always out for the quickest way to riches.

The prime requisite of the Desperado is Dexterity. A Desperado with a dexterity score of 13 or greater will gain a bonus on earned experience points.

Restrictions: Desperadoes use four-sided dice (d4) to determine their hit points. They cannot wear a badge.

Special Abilities: When striking unnoticed, a Desperado gains a bonus +4 on to hit rolls and inflicts twice the normal damage; this can be done with a knife or derringer pistol only.

Desperadoes can manipulate cards, coins and other small objects deftly and, using misdirection, without being noticed one-third of the time (a roll of 1 or 2 on 1d6). They can use this skill to pick pockets too.

After 1 round of combat, the Desperado can designate one opponent and try to find ways to gain an advantage by using brains over brawn (a roll of 1 or 2 on 1d6). If the check succeeds, he or she gains a bonus to all to hit rolls equal to one-half the Desperados level, rounded down, with a minimum of +1 for the rest of the combat. This can be done once per day.

At fifth level, the Desperado attracts a gang of 1d8 grifters, con-men, and other ne'er do wells (1st level Desperadoes) as followers.

Snake Oil Salesman

This travelling Snake Oil Salesman ply the roadways trying to exploit an unsuspecting public by selling it fake cures, bringing elixirs, potions, and salves to sooth what ails them. These Salesmen believe in themselves, have an abundance of confidence, and possess the ability to make their own way in the world. Who knows, what they sale might actually work.

The prime requisite of the Snake Oil Salesman is Intelligence. A Snake Oil Salesman with an Intelligence score of 13 or greater will gain a bonus on earned experience points.

Restrictions: Snake Oil Salesmen use four-sided dice (d4) to determine their hit points. They must have their wagon to create their potions.

Special Abilities: Snake Oil Salesman have the gift of the gab – they can lie, cheat, bluff and swindle. These salesmen have "seen the world" (or at least can convincingly pretend that he has). They can use this skill to get out of tricky situations or to trick the gullible into doing something they wouldn't normally do one-third of the time (a roll of 1 or 2 on 1d6)

At third level, the Salesman attracts a 1st level helper a fellow Salesman, as a follower. They do not have their own wagon as they are in training.

SPECIAL ABILITIES: Snake Oil Salesmen use many powerful medicinal elixirs, potions, and salves. The Salesman starts with a medicine wagon that they use to make potions out of. As they gain levels of experience, they also gain the ability to concoct more and more salves, balms and ointments. These potions may not work as described (check if it works by a roll on 1d6). Roll when the person takes the potion. Number of potions that can be prepared a day.

Level	Prepare a day	Chance of working
1	1	1-2
2	2	1-2
3	2	1-3
4	3	1-3
5	4	1-4
6	4	1-5

Mountain Man

Mountain Men are rugged outdoorsmen who tend to spend most of the lives in solitary endeavors. Having neither the opportunity nor the desire to spend much time in civilized parts, they tend to spend just enough time in settlements to restock their supplies and sell their goods.

The prime requisite of the Mountain Man is Constitution. A Mountain Man with a Constitution score of 13 or greater will gain a bonus on earned experience points.

Restrictions: A Mountain Man uses six-sided dice (d6) to determine their hit points. They will only use heavy clothes, a Hawken's rifle, knife or tomahawk.

Special Abilities: At second level pick either a wolf, bear, or mountain lion as a pet. This animal is still wild but has befriended you. This designation is permanent (until story/GM say otherwise). You both get +1 to hit when fighting beside each other. If your pet dies, you can pick a new one after playing 1 full session as sad and down trodden, and all are rolls at -3. If you and your pet attacks the same enemy simultaneously, and both attacks hit, the enemy takes an additional +1d6 damage.

Mountain Men at 3rd level gain the ability to identify animals and plants. When traveling alone or with their pet a Mountain Man gains the ability to pass through thick vegetation with neither a penalty to movement rate nor any evidence of their passing. While travelling in the wilderness they consume half rations and can pass this benefit to 1 extra person per level. They also can earn 2d6 x 10GP a month from trapping if they dedicate themselves only to that for the month.

At any trading outposts or mining camps the Mountain Man is at a +1 to all reactions.

A Mountain Man has the option to not have a pet but rather a mule that is as smart as the Singing Cowboy's horse.

A Mountain Man may speak one of these besides his native language: either French, Spanish or a Native Dialect for free.

Brave

These mighty warriors of the Great Plains are known for their tracking ability. Braves are elite Indian tribal warriors. Skilled at tracking and survival they are fearless, wise and loyal to their friends. Braves fight with a fury unmatched by so called civilized man and only a fool fights them when they are armed with a knife. These warriors who find employment with the "white-man" are as much feared as they are respected.

The prime requisite of the Brave is Wisdom. A Brave with a Wisdom score of 13 or greater will gain a bonus on earned experience points.

Restrictions: Braves use Six-sided dice (d6) to determine their hit points.

Special Abilities: Braves can spot and follow a trail across almost any ground. They also automatically know which direction is north and can recognize the prints and number of critters that made the tracks.

At outset, the Brave can choose a non-firearm (knife, spear, bow, tomahawk, etc.) to receive a +1 bonus to hit and damage equal to their level.

Natural remedies can be applied by the Brave to heal 2 hit point plus Wisdom bonus. Minimum of 1 point. This can ability can be applied at will, but each character may benefit from it but once per day.

Braves may elect to receive visions from the spirit world. When the Brave has spent at least eight hours in a location, they may be granted a vision of significance. Roll 2d6: On a 10+ the vision will be clear and helpful to you. On a 7–9 the vision is unclear, its meaning murky. On a miss, the vision is upsetting, frightening, or traumatizing.

If the Brave has a clear vision, he gains +1 to all saves and To-hit rolls. If he misses, he is and -1 to all save and to hit rolls for the day.

Singing Cowboy

While there are a lot of ways to build a solid reputation, the Singing Cowboy does it primarily by winning the hearts and minds of the people she encounters every day. Relying on personal magnetism, overall charm and superb communication skills, Singing Cowboy has a way of connecting with others in a positive fashion, seemingly without even trying. In many professions, the first impression is lasting— and the Singing Cowboy takes full advantage of that.

The prime requisite of the Singing Cowboy is Charisma. A Singing Cowboy with a Charisma score of 13 or greater will gain a bonus on earned experience points.

Restrictions: Singing Cowboys use Six-sided dice (d6) to determine their hit points. The Singing Cowboy must have some type of instrument to use their abilities.

Special Abilities: Singing Cowboys can inspire her allies, bolstering them and improving their chances of success. An ally must listen to and observe the Singing Cowboy for a full round for the inspiration to take hold. An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. A Singing Cowboy cannot inspire herself. The hero can inspire a number of allies equal to one-half of her level, rounded down (to a minimum of one ally). This can be done once a day. The effects last 1 hour per level of the Singing Cowboy.

Singing Cowboys get +1 to reaction rolls from anyone who they can talk to in a language that they can understand. Singing Cowboys have a chance to learn about local rumors one-third of the time (a roll of 1 or 2 on 1d6) for each 1d4 hours spent in a saloon or any place a game of cards or dice games happens.

Singing Cowboys often have a faithful horse that can perform minor actions and tricks learned during her travels around the western frontier. Think of the horse doing tricks like a smart dog, fetch, count, follow, ect. The horse can do these actions on a roll of 1 or 2 on 1d6.

Singing Cowboys get +1 to hit when fighting on horseback.

Alignment

All beings, whether player characters, NPCs, or Creatures, adhere to one of three philosophies or spheres of behavior, known as alignments. These spheres are Law Abiding, Neutrality, and Dishonest. A player must choose one of these paths when his or her character is created.

Law Abiding

Lawful people believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Law abiding folks also believe in sacrifice to a greater good and will choose the good of a larger group over the good of an individual.

Neutrality

Neutral people believe in a balance between the ideas of Law and Dishonest folks and, in their actions, they tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends and generally will not put others' needs ahead of their own.

Dishonest

Dishonest people are in direct opposition to Law. These folks should seldom be trusted, for they tend to act in "evil" ways and will be much more selfish than a neutral person. Dishonest characters believe in chance and that there is nothing you cannot have if you are strong or slick enough to take it.

Player Characters

The player must inform the referee of his or her character's alignment but does not have to tell other players. When determining the character's actions, players should do their best to adhere to their chosen alignment. The referee will take note when behavior deviates too much and may assign a new alignment more appropriate to actual character actions. Deviation from alignment may also be penalized, as the referee sees fit.

Languages

The Common Tongue

It is assumed that the common tongue is a language common to all players. However, the referee may rule that different human cultures in the campaign world have different languages, in which case a particular human language must be chosen instead of Common.

Player Character Languages

All PCs know the common tongue. Some classes grant further languages, as noted in the class descriptions, and characters with high Intelligence receive additional languages, chosen at the referee's discretion. The following list of languages may be used:

D20			
1	Paiute	11	Cheyenne
2	Russian	12	Lakota
3	Pawnee	13	Dutch
4	Hungarian	14	Shoshone
5	Crow	15	Arabic
6	Spanish	16	Cherokee
7	German	17	Chinese
8	Italian	18	Japanese
9	French	19	Hindi
10	Romanian	20	Creole

What You Did before Gameplay (Optional Rule)

This helps the Judge decide on your skills you call on during play.

D20	Male	Female
1	Artist	Dancer
2	Gunman	Inn keeper
3	Prospector	Saloon Girl
4	Clerk	Teacher
5	Blacksmith	Accountant
6	Telegraph operator	Bartender
7	Farmer	Author
8	Photographer	Prospector
9	Stage coach driver	Reporter
10	Saddle tramp	Gambler
11	Gambler	Detective
12	Miner	Farmer
13	Soldier	Clerk
14	Gunsmith	Photographer
15	Bank teller	Midwife
16	Rancher	Dressmaker
17	Farm hand	Rancher
18	Bounty hunter	Widow
19	Preacher	Doctor
20	Doctor or Dentist	Dentist

Money And Wealth

Starting Money

Player characters begin play with 3d6 × 10 gold pieces.

Coinage

Coins are a universally accepted form of currency because the value of the metal used to mint the coin largely determined the coin's true value. Therefore, coins are a stable form of currency that everyone trust. The most common coin is the gold piece (gp). Coins made of other types of precious metals—platinum, electrum, silver, and copper—are also used. Platinum is more valuable than gold: a platinum piece (pp) is worth 5 gold pieces. Coins of the other metals are less valuable than gold: a gold piece is worth 2 electrum pieces (ep), 10 silver pieces (sp), or 100 copper pieces (cp).

Exchange Value

Coins	CP	SP	EP	GP	PP
Copper Piece (cp) =	1	1/10	1/50	1/100	1/1,000
Silver Piece (sp) =	10	1	1/5	1/10	1/100
Electrum Piece (ep) =	50	5	1	1/2	1/20
Gold Piece (gp) =	100	10	2	1	1/10
Platinum Piece (pp) =	1,000	100	20	10	1

THE TRADING POST

Weapon	Damage	Cost
Axe*	1d6	4
Tomahawk *	1d8	10
Dagger/ Bowie Knife*	1d4	3
Sabre	1d8	7
Spear*	1d6	3
Whip	1d4	3
Club	1d4	3

*Maybe thrown 5 yards plus 5 yards per STR bonus

Weapon	Damage	Reload	Range	Cost
Small Derringers	1d4	1	10'	10
Pistols	1d6	5	50'	25
Rifle	1d8	8	80'	50
Shot gun	1d10	2	5'	40
Bullets (20 per box)				1
Dynamite 1 stick	4d6*	1	**	25
Bow	1d6	1	60'	25
Quiver with 20 arrows				5

* -1d6 per 10 feet away or intervening obstacle, save for half damage.

**May be thrown 5 yards plus 5 yards per STR bonus

Item	Cost	Item	Cost
Trail rations (1 week)	15	Cattle per head	25
Back pack	5	Sheep per head	15
Bed roll	3	Pig per head	10
Matches	1	Chicken	5
Cigar 1 box	10	Barbwire 1 acre worth	25
Bottle of whisky	5	Beans and Bacon 1 day	1
Boots	3	Coffee 1 weeks' worth	3
Hat	5	Gold pocket watch	50
Lantern	10	Pocket watch	10
Water skin	1	Cast iron stove	20
Torches (6)	3	Table and four chairs	25
Coffee pot and 2 cups	5	Rope (50' length)	1
Small sack	1	Train ride per 5 miles	2
Large sack	2	Stage coach ride per mile	1
Saddle bags	5	Banjo	10
Flask of Oil	2	Violin	10
Carpentry tools	60	Water barrel	2
Blacksmith tools	100	Prospecting tools	50
Deck of cards	5	Shovel	10
Holster	5	Bucket	3
Harmonica	5	Pouch of tobacco	2
Camera	60	1-week Animal Feed	3
Glass film plates (3)	10	Tent 2-man	10
Telescope	20	Tent 4-man	20
Hotel 1 night	10	Visit to the doctor	25
Decent meal	5	Visit to a dentist	15
Saddle, bit bridle and halter	25	Telegraph per 3 words	1
Wagon, buck board	70	Shave and hair cut	5
Manacles	10	Hot bath	5
Land per acre	50	Guitar	15

All prices are in Gold Pieces.

Armor Class

Item	AC	Cost
Work Clothes	7	20
Fancy duds	5	60
Heavy Clothes	3	40
Black/White Hat	(-1) *	Dedicated to an Alignment obvious to all.
Tin Star/ badge	(-1) *	Must be sworn to receive benefits

*deduct 1 from Armor Class number if worn. (Optional Rules)

Work Clothes

Work clothes run the gamut of outfits, from blue jeans and a work shirt, to a linen dress, to a bartender's apron. This is the standard quality clothing that most people living on the frontier will wear in their relevant professions.

Fancy Duds

Dresses with lace and a parasol, suits with bow ties and waistcoats, intricate Native American headdresses or paints; Fancy Duds is the catch-all term for those outfits worn when a character needs to dress to impress. Though typically not worn except for special occasions or religious celebrations, some make it a point to dress in a way to give the appearance of success and prosperity. These provide a +1 to reaction checks.

Heavy Clothing

Leather chaps, a think wool-lined coat or poncho, heavy furs; heavy clothing won't stop a bullet or a knife but it's a far sight better than just a thin cotton shirt. Many characters, especially those that live outside of settlements, prefer heavy clothing for a modicum of protection from the hazards of the Frontier.

The Judge has final say on what counts as Work Clothes, Fancy duds or Heavy clothes.

Mounts

The horse is everywhere in the West. While there may be steam engines and trains on the coast or back east, it is the horse that pulls the wagon and the stagecoach or carries the mail or the cavalry trooper through Indian country. To leave a person without a horse in some parts is just like killing them, or close to it.

Donkey

A donkey's a good beast of burden and can walk all day without tiring much. A donkey will cost you between 15GP for a run-down old jenny up to 100GP for a tough jack. A breeding jack can cost up to 250GP.

Horse

You can get a no-good horse for as cheap at 20GP if you know who to talk to. It won't ride worth a damn, though. If you want a horse you can ride cross-country all day, you'll pay 50GP easy, 75GP if you want one that has a lick of sense around cattle. A messenger horse, one that a mail boy would ride, running it hard all day, can cost 150GP or 500GP. A lot of those boys work 3 or 4 years to pay off their horse. And, of course, a breeding horse can go for sums of money you've never seen before,10,000GP or more.

Mule

A mule can be as big as a horse, as stubborn as a donkey, and as smart as a dog. You can ride a mule, and some say it's smoother than a good horse, although a mule often as not thinks it's smarter than its rider. For packing and riding in mountains, though, a mule can't be beat. You won't find any cheap mules, but you won't find any too expensive, either. A mule will run you 75GP for a smaller or ornerier one, up to 500GP for a prize mule.

If a Mount Is Shot from under You

If a mount falls, the rider must make a riding saving throw to make a soft fall and take no damage. There is a 25% chance that the mount falls on top of the character, trapping him. If the check fails, the ex-rider takes 1d6 points of damage from the fall, or 2d6 damage if the horse falls on top of him.

A trapped character must make a Toughness Save to pull himself out from beneath the horse.

Getting Reduced to Zero in the Saddle

If the rider is knocked unconscious, he has a 50% chance to stay in the saddle. Otherwise, he falls and takes 1d6 points of damage. Without a rider to guide it, a mount avoids combat.

A Spooked Horse

A character can try to scare a horse. The horse must pass a Gumption save to prevent this. The character gains a +2-circumstance bonus to this check if he can make a loud noise (say, with a gun) or hits the horse.

If the horse currently has a rider, then the rider may make a riding save each round to regain control of his horse. The rider may make a riding save immediately as a free action to prevent the horse being spooked at all; if this first check is failed, then another check may be made each round as an Attack action.

A spooked horse runs away from any perceived danger. If a rider tries to regain control of the horse and fails the riding save, then the horse may buck in the next round. A bucking horse only makes a normal move, but the rider must make a toughness save or fall.

Structure Prices

Players may want to set themselves up as tavern keepers, miners or brothel owners. Below is the cost to build such structures.

Different kinds of structures will have different stone wall thickness assumed, due to different needs. Most common residences have walls 1 or 2 feet thick, while structures like towers or other outposts have 5 feet thick walls The time it takes to construct a stronghold depends entirely on its total price. For every 500 gp it will take one day of game time.

Sample Structure Costs

Building, common, Brick (30' square) *	4,000 gp
Building, common, wood (30' square) *	2,500 gp
Gatehouse (20' high, 30' x 20')	7,500 gp
Fort, square (20' high, 60' square) *	76,000 gp
Fortified jail (10'high, 20' square)	15,000gp
Mineshaft Hallway (stone floor) (10'x10'x10'	450 gp
Tower, Large (30' high, 30' diameter)	30,000 gp
Wall, wooden (20'high, 100' long)	5,000 gp

*The dimensions of these constructions can be altered as long as the square footage remains the same.

Miscellaneous Costs

The Judge may charge miscellaneous costs for doors, windows, secret or trap doors, and other small details at a cost range of 10 to 100 gp each. It might be convenient to charge one lump sum for several items in addition to the cost of the overall structure.

Retainers

Retainers are NPCs that are hired by characters for extra hands during an adventure. Each character is limited to a finite number of retainers, which is indicated by the character's Charisma score (see Ability Scores). Retainers are not mindless slaves and, although they will usually share the party's risks, they will not willingly act as battle fodder. If abused in any way, retainers will typically warn others of this and the PCs will soon find it difficult to hire other retainers.

Locating

A PC who wants to hire a retainer must first locate possible candidates. The PC might simply walk up to strangers in taverns, might contact adventurers' guilds, or might advertise by putting up fliers or by other means.

Hiring

Retainers are recruited through negotiation, with the referee playing the roles of the NPCs a character attempts to hire. The PC should explain what the job entails and the rates of pay: for example, a percentage of any treasure recovered or a flat rate of pay. The hiring PC must also typically pay for the retainer's daily upkeep (food and lodgings) and for any new adventuring gear, weapons, or mounts the retainer will require for the adventure.

Hiring Reactions

After an offer is made, the referee rolls 2d6 on the table below to decide the potential retainer's reaction. The roll is modified by the hiring character's CHA and the referee may apply a bonus or penalty, depending on the attractiveness of the deal (+1 or +2 for generous offers, -1 or -2 for poor offers).

2d6	Result
2 or less	Offer refused *
3-5	Offer refused
6-8	Roll again
9-11	Offer accepted
12	Offer accepted **

* The potential retainer reacts so negatively to the offer that he or she spreads negative rumors about the PC, which results in a -1 penalty on any further hiring reaction rolls while recruiting in the same town or area.

** The offer is accepted in very good spirits and the retainer's morale is increased by one.

Class and Level

Retainers can be of any class (including normal humans of level 0) but must be of equal or lower level to the PC who has hired them.

Morale

Retainers have a morale rating, determined by the hiring character's CHA (see **Ability Scores**, p4). This rating may be adjusted at the referee's discretion: it may be increased if the PC has been particularly good to the retainer (e.g. repeatedly given additional treasure) or reduced if the PC has been cruel or contrary to his or her word.

To make a moral check, the referee rolls 2d6 and, if the result is lower than or equal to the retainer's morale rating, accounting for any adjustments, the roll has succeeded.

Morale rolls are made in two circumstances:

- Each time the retainer is exposed to a particularly perilous situation. If the roll fails, the retainer will likely flee.

- At the end of an adventure. If the roll fails, the NPC will not work for the PC again.

Retainers signed up to work as adventurers, so are not frightened off at the first sign of danger. They only check morale in combat when confronted with extraordinary danger.

Experience

Although retainers are "played" by the referee, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules. Because retainers follow instructions when on an adventure, thus not directly engaging in problem solving, they suffer a penalty of -50% to XP.

Experience Points

All characters that make it through an adventure alive receive experience points (XP). XP is gained from three sources: treasure recovered, living the Code of the West and defeated adversaries.

Recovered Treasure

Characters gain XP from treasure at the rate of 1 XP per 1 gold piece (gp) value of the item. The values of all items are added together and converted to gold piece units. This can come from bounties, rewards or recovered goods also.

Code of the West

Characters can gain 100-600 XP for doing anything the GM feels helps keep the game grounded in the Old West. This is awarded once per session.

Defeated Adversaries

All foes defeated by the party (slain, outsmarted, captured, scared away, etc.) grant XP based on how powerful they are. The XP value of an adversary is determined by its Hit Dice plus a bonus for each special ability it has (e.g. poison attacks, special abilities, etc.). See the chart below. An adversary defeated under especially dangerous circumstances may be treated as one Hit Dice category higher on the chart.

Adversary HD	Base XP	Bonus XP / Ability
Less than 1	5	1
1	10	3
2	20	5
3	35	15
4	75	50
5	175	125
6	275	225
7	450	400
8 or more	650	550

Example of the Code of the West

The XP awards for The Code of the West is mostly for roleplaying. Below are examples of things that may get the character the XP award at the end of the session.

Never order anything weaker than whiskey.

Don't make a threat without expecting dire consequences.

Never pass anyone on the trail without saying "Howdy"

Do not practice ingratitude.

Be there for a friend when he needs you.

Honesty is absolute – your word is your bond; a handshake is more binding than a contract.

Division of Experience

The XP awards for treasures recovered and adversaries defeated are totaled and divided evenly between all characters who survived the adventure. Note that total XP is divided evenly between all party members (including Retainers), irrespective of how the players decide to divide the treasure. XP from living the Code of the West is not divided as this is an individual award.

Prime Requisite Modifiers

In addition, characters receive XP bonuses or penalties based on their score in their class prime requisites, as described in Ability Scores.

All bonuses or penalties to experience are applied to the grand total XP a particular character receives at the end of an adventure.

Maximum XP in One Session

Characters should not be given enough experience to advance more than one level in a single adventure. Any additional points that would take a character to a level above the next highest current level are lost.

Character Advancement and Death

Parties of Mixed Levels

As new player characters join play (either due to the death of old characters or due to new players joining the group), the experience levels of the characters in the party may begin to diverge. It is recommended that characters more than four levels apart should adventure separately, as challenges which are suitable for higher level characters will be too dangerous for those of lower level. The opposite is also true: low-level adventures will not provide an interesting challenge to characters of higher level.

Inheritance (Optional Rule)

Faced with the possibility of character death, players may take efforts to ensure the amassed wealth of their PCs is not simply lost if the PC dies. The referee may allow players to create a will for their characters, to leave treasure behind for an heir.

- Any treasure left as an inheritance will be taxed at 10%. (A player might try to leave money to an heir through clandestine means, such as burying it and leaving a map behind, but this is riskier.)

- A character's heir must be a new, 1st level character.

- A player is only allowed to leave a character inheritance one time.

Potions

A potion is a liquid of various materials made using secret formulas and strange methods. A Snake Oil Salesman has memorized these formulas and can concoct these elixirs to create astonishing works of wonder. If they work.

Only Snake Oil Salesmen can learn these formulas, and thus only they may make potions. It takes eight hours to prepare any number of potions that the Salesman knows how to prepare. These potions can only be made from the Salesman's personal wagon as it is one part laboratory and one-part library.

Found Potions

Most potions are found as a single dose that imbues the potion's effects on one individual. Potions usually bear no label and vary in their appearance, aroma, etc. Even two potions of the same type will differ. A potion may be identified by sampling a small amount.

Unless a potion's description specifies otherwise, potions take effect in the same round as their consumption and last for 1d6+6 turns.

Mixing Potions

If a potion is consumed while the character is still under the effects of another potion, the effects of both potions are nullified, and the character becomes sick, unable to do anything for three turns.

Replacing Lost or Destroyed Wagons

A snake oil salesman whose wagon has been lost or destroyed cannot make potions until it is replaced. It takes 1,000 gp and 1 week of construction per potion the Salesman knows how to make. The cost covers any materials and exotic items needed. During this time the Snake Oil Salesman must remain out of the campaign to oversee and receive the materials shipments.

Known Potions

The Judge of course can add more or modify these as they see fit.

D8	Name of the Potion, balm or salve
1	Professor's Peter Worthington's Salve of Salvation
2	John Henrys Hardy Elixir
3	Abagail Adams' Almighty Potion of Pugilism
4	Glen's Wonder Medicine
5	Doctor Gladstone's Balm of Good Tidings
6	Doctor Sampson's Liniment
7	Lady Godiva True Love Tonic Water
8	The Marvel of the Far East Famous Ed's Elixir of Life

The Potion and What It Will Do If It Works

John Henrys Hardy Elixir

The character is resistant from harm, gaining the following benefits:

- A +2 bonus to Armor Class.
- A +2 bonus to all saving throws.

If a character consumes more than one potion of this type in the space of a week, the effects are inverted (a -2 penalty to AC and saves).

Lady Godiva True Love Tonic Water

Once drank the person must identify a victim to charm. If the victim fails to make a Gumption saving throw, the victim will believe that the drinker is its "best friend" and will try to defend them against any threat (real or imagined). Any commands given will usually be obeyed, except any orders against its nature (alignment and habits) may be resisted, and an order to kill itself will be refused. This will trigger a second Gumption save as a chance to snap out of it.

Glen's Wonder Medicine

In one round this will cure any disease.

Professor's Peter Worthington's Salve of Salvation

This will cancel the effects of poison and revive a poisoned character if applied within ten rounds.

Doctor Sampson's Liniment

This gives the drinker mighty strength that can bust open any known doors, held and locked doors, barred and otherwise secured or stuck gates, locked chests, and so forth. The user has the strength of ten men.

Doctor Gladstone's Balm of Good Tidings

Causes the drinker to perform in a way that those who can see them must pass a Gumption save or fall into a rip-roaring fit of laughter: Subjects loses all actions for 1d4 rounds.

Abagail Adams' Almighty Potion of Pugilism

This will improve morale by + 1 and makes those Who drink it + 1 to hit and + 1 on melee damage.

The Marvel of the Far East Famous Ed's Elixir of Life

This will cure one living creature of 4-10 (2d4 + 2) points of damage.

If a character consumes more than one potion of this type in the space of a day, the effects are inverted (causing 2d4+2 damage).

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Running the Game

So, you rounded up a few partners and huddled up around the table and you want to hit the trail. The things you should be doing when you sit down to play:

- Never let facts get in the way of a fun and enjoyable time for all

- Fill your characters life with grand adventure

- Let the story develop at the table

Many adventures will take place out on the trail. The characters will have some purpose for being there, whether it is a specific task that must be fulfilled or whether the characters are simply seeking excitement, fame, and wealth.

Adventuring Groups

For the sake of survival, characters team up to undertake adventures out on the trail, because any number or type of adversaries could lie in wait. Groups should generally be composed of a diverse array of classes, so that different characters are able to contribute different talents for any given situation.

Occasionally, there are not enough group members to take on the challenges of the trail. The group may hire NPCs, or retainers, for extra hands. Rarely, the Judge will allow players to play more than one character. However, in these cases characters belonging to the same player cannot offer each other special treatment, such as trading or giving away riches, unless the Judge rules it acceptable.

Tall Tales comes to life in campaign play, with numerous players vying, for fame and fortune using their characters, for a wide assortment of goals and objectives.

The interplay of personalities (on both sides of the law) can be surprising and fun, and a well-run campaign can be very rewarding for all involved. As you string the adventures together the campaign it should flow naturally from one adventure to the next as the players decide the fates of those around them.

Acting as Judge

Although the players can and will make suggestions or dispute rulings, you as the person running the game must be the final judge. All suggestions can be heard, but the players must understand that once all considerations have been made, the final ruling will stand. There are rules in this game for many situations, but there will be situations that either could not be covered here or simply were not anticipated. In these instances, the Judge must use his judgment to decide the odds an action will succeed, or an event will come to pass.

Having said this, it must be remembered that the person running the game needs to be neutral in his or her decisions. The goal of the game is to have fun, whatever fate may await the characters, but the Judge does not take sides with either the characters, the animals encountered, or the NPCs.

Ability Checks (Optional Rule)

Sometimes, the referee might not be sure if a character can do a certain thig. It is acceptable to require a test against an ability score, instead of a saving throw, to determine if a character succeeds in a task or escapes a danger. For example, DEX might be used to jump over a pit or STR might be used to push an object.

The player rolls 1d20 and, if the result is less than or equal to the ability, the check succeeds. If the roll is greater than the ability, the check fails.

Bonuses or penalties to the roll may be applied, with a modifier of -4 being a relatively easy ability check and +4 being very difficult. Of course, any modifier between these extremes can be applied.

An unmodified roll of 1 should be treated as a success and a 20 treated as a failure.

Set up the Adventure

There's not a lot to this in Tall Tales. Characters and adversaries are easy to build. Before play, make all the characters you think you'll need. You can keep them on index cards to help during play. In addition, make up some generic statistics for level-appropriate characters. Having a generic gun-slinger, shopkeeper, or fast desert predator around to pull out for unexpected encounters is always helpful. Likewise, make a list of male and female names to quickly reference during play. This way, your game doesn't pause for you to make up a name for each random character that pops up.

Maps will help your game run well. Before play, sketch out maps of major locations that you expect the characters might end up at.

I would suggest watching movies for ideas for inspiration. Watch the Sergio Leone spaghetti westerns "A Fistful of Dollars", "For a Few Dollars More", "The Good, the Bad, and the Ugly", "Death Rides a Horse", "Once Upon a Time in the West". Watch "Tombstone", "Silverado", "The Magnificent Seven", "Unforgiven", "3:10 to Yuma", "The Outlaw Josey Wales", "Rio Bravo" and "High Noon".

When in doubt on what to do, just add in some of the below things:

Trains, shootouts, saloons, indians, villainous cattle or land barons, range wars, renegades who are still fighting the Civil War, bandits and bounty hunters.

If you have played other games that use 'dungeons' use something you are familiar with:

- Caves and mines are quite common in the West
- Oil or cattle baron mansion to rob and explore if it is abandoned
- Bandits are holed up in an old fort.
- An old Spanish mission or fort to loot
-A map to the Lost Dutchman's mine

Heck, if nothing else ask the players what they want to do next.

Give the Players Hell

During the game, you're going to have to play all the characters that the PCs interact with. Make the ones that are friendly to the PCs plenty helpful. Few things are as frustrating as a game where you've got to pry every last nugget of information out of each character. Friendly characters should talk freely.

Unfriendly characters, however, should be dangerous and crafty. Humans and their ilk will lie, cheat, lay traps, and worse. If they are the bad guys give the players a reason to want to track them down and stop them.

Something to watch out for is railroading. This is when you've got a plan of how an adventure's going to go ahead of time, and you use your power to force the PCs into that plan. They will resist, as they should. The players are going to be wily and try to find ways out of the danger you have planned for them. Be ready for that. By having crafty foes that think and react, you can avoid railroading.

Reward the Players

There are three major rewards for players and their characters: experience points, treasure, and status. Experience points have a system outlined in the Advancement section. Feel free to give small spot XP bonuses for smart ideas or good roleplaying. Judge the difficulty of challenges after they are completed. Something that seemed deadly at first might be simple, or vice versa. Challenges are usually the same difficulty for all characters involved, but that doesn't have to be true.

Keep a close eye on treasure. You want to reward the players, but part of the fun of the game is managing resources. Keep treasure reasonable. A good rule of thumb is about 100-200 GP per PC level per adventure. You can also give them deeds to land, a new horse, partnerships in a silver mine or even make them sheriff.

Lastly, make the PCs famous or infamous. They are Big Men or Women and bartenders, hoteliers, and the shopkeeper will notice that. As they adventure more, let their legend grow and even give them leverage when talking with folks.

Chases in the Wilderness

Sometimes one group will want to escape from another group before they have come within close proximity. When two groups meet, and one side is surprised, the other side can automatically flee successfully. Otherwise, determine the probability that one group can escape from another by looking at the Wilderness Retreat Table. The more chasing group members there are relative to the fleeing party, the greater chances the fleeing party may escape. This is because larger groups cannot move as fast, or as quietly. Note that one side will have a minimum of a 5% probability of escaping.

Wilderness Retreat Table				
		Relative Adversary Group Size		
		Up to 25%	26-75%	76%+
Fleeing Group Size	Base		Modifier	
Up to 3	50%	0	+20%	+40%
4 to 8	35%	0	+15%	+25%
9 to 15	25%	0	+10%	+25%
15+	10%	0	+15%	+25%

Chases in the Buildings

One side can always successfully flee if its movement rate (see **Movement**) is higher than the other side's and if combat has not commenced. A pursuit is possible if the pursuing side's movement rate is greater than or equal to the fleeing side's.

Time in a chase is measured in rounds (see **Time**), with each side assumed to be running at full speed (see **Movement**). Most adversaries will not continue a chase if the characters manage to get out of the adversaries' range of vision.

If the adversary enjoy treasure, there is a 3-in-6 probability that they will stop pursuit to collect any treasure the characters drop. Hungry or less intelligent creatures may do the same if the characters drop food. Burning oil or other obstacles may also slow or stop a pursuit.

Surprise

If one side is surprised, the other side may be able to flee without the possibility of being chased—the surprised side may not even be aware that the encounter occurred. In the wilderness, where greater distances are involved, this is always possible.

Group Movement Rate

It is common for adversaries to chase the whole party, as a group. In this case, it is important to note that a side's movement rate is usually determined by the speed of the slowest member.

Climbing

When characters are climbing in a difficult or tense situation, the referee may specify a chance of failure (as a percentage or an x-in-6 chance) or may require an ability check versus DEX (if the optional Ability Checks rule is being used).

Distance and Measurement

When characters are adventuring indoors, all ranges and movement rates are measured in feet. However, the wilderness is not cramped like the inside of buildings and characters can usually see further ahead and need not be as wary of obstacles. For this reason, ranges and movement rates are measured in yards, rather than feet, in the wilderness.

Doors

Buildings often have many doors, some secret and others obvious. Many are locked, and many are secret.

Locked Doors

Locks must be shot out or picked by a character or opened by other clever means.

Secret Doors

Secret doors can only be spotted if characters are specifically looking for them.

See *Searching*.

Listening at Doors

PCs have a 1-in-6 chance of detecting subtle sounds beyond a door. (Some types of adventurer may have an increased chance of success.)

The referee should always roll for the character listening so that the player never knows if the roll failed or if there simply is no sound behind the door.

This attempt may only be made one time at any door by a character.

Time

Aside from normal time increments (minutes, hours, days, and so on), the following special units are used in the game. In all matters of time and movement, the referee is the final authority on what may be accomplished in a given period of time.

Turns

When in the town, characters take actions in time increments called turns. One turn is equal to 10 minutes. Character actions that take one turn include looking for secret doors or traps in a 10' × 10' area (see *Searching*) or moving up to the party's full movement rate (see *Movement*).

Rounds

Rounds are ten seconds of game time each, so there are 60 rounds in a turn. Time is only measured in rounds during encounters, especially in combat (see *Encounters and Basic Combat Procedure*).

Triggering Traps

Each trap is triggered by a specific action (e.g. opening a door or walking over a particular area). Every time a character makes an action that could trigger a trap, there is a 2-in-6 chance of the trap being sprung. Some traps may be more or less likely to trigger, if the referee wishes.

Example Traps

These are of course example and the Judge can change or modify them as need be for the game.

What type	Damage
Bear trap	1d10 damage
Pit Trap	1d6 fall damage
Spiked Pit trap	1d8 damage
Shotgun trap	1d8

Searching for Traps

Adventurers may choose to search objects or areas for traps. See *Searching*.

Light and Darkness

Since lots of Tall Tales adventures occur out on the range, there may not be a light source, and characters will want to bring torches or lanterns. These light sources emit light in a 30' radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Characters or NPC'S that carry a light source are unable to surprise opponents, because the light gives them away ahead of time. Any characters who cannot see due to darkness or blindness suffer –4 to hit when attacking.

Searching

Buildings often include hidden features and mechanisms such as secret doors and traps. Adventurers can spot these by searching. The player must declare the particular object or 10' × 10' area to be searched. Searching takes one turn.

If a character is searching in the right location, there is a base 1-in-6 chance of finding a secret door or trap. (Some types of adventurer may have an increased chance.) The referee should always roll for the character searching, so that the player never knows if the roll failed or if there simply are no hidden features in the area searched.

Each character can only make one attempt to search any given object or 10' × 10' area.

Starvation

If characters go for a full day or more without food or water, the referee may begin to apply penalties to attack rolls and movement rate, require more frequent rests, or even begin to deduct hit points, in extreme cases.

Swimming

Characters move at half their normal movement rate when swimming.
It is assumed that every character knows how to swim, unless there is some obvious reason why a character could not have learned.

Drowning

Characters that are encumbered or in treacherous water conditions have a probability of drowning, at the referee's discretion. Heavily encumbered characters—wearing bulky clothes and/or carrying a large amount of treasure—will likely have above 90% chance of drowning. Characters carrying less treasure or wearing lighter clothes may have as little as 10% chance of drowning.

Falling

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.

Foraging and Hunting

When adventuring in the wild, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible animal. When in the wilderness, characters can hunt or forage for food.

Foraging

Foraging for food is an activity that can be accomplished without hindering travel speed by gathering fruit, herbs, nuts, or small animals along the way. For each day of travel while foraging, characters have a 1-in-6 chance of acquiring sufficient food for 1d6 people, a Mountain Man can gather enough for 1d8 folks.

Hunting

Hunting must be engaged in as the sole activity for a day—no travelling or resting is possible. When hunting, there is a 1-in-6 chance of encountering animals which may be suitable for eating (if they can be caught!). This is in addition to the normal chance of random encounters (see *Wandering Adversaries*).

Water Travel

When travelling upon rivers, the current may increase (moving downstream) or decrease (moving upstream) the distance travelled by 1d6+6 miles per day.

Movement

On Foot		Mounted	
Crawling	20'	Walking	80'
Walking	60'	Trotting	160'
Sprinting and Dodging	120'	Galloping	320'
Running	240'		

This is movement rates per turn.

Wandering Adversaries

Besides the adversaries specifically placed in certain buildings in the city or wilderness, the party may randomly encounter adversaries on the move between areas. These are known as "wandering adversaries". The chance of a random encounter occurring depends on the type of area being explored (e.g. Saloon or Open range, type of wilderness terrain). Each type of area should have its own table of wandering adversaries, which the referee rolls on when an encounter takes place.

Indoors

The typical chance of encountering a wandering adversary is 1-in-6, rolled every two turns. The chance of wandering adversaries may be higher or lower in certain parts of the town or region the PCs are in and the actions of the party can also affect this. For example, making a lot of noise, flashing a lot of gold dust, should increase the chance, while resting quietly in an out-of-the-way location should decrease the chance.

In the Wilderness

It is usual to check for random encounters once per day, though the referee may make more checks: up to three or four per day. The chance of encounters depends on the terrain being explored:

- City, clear, grasslands, settled lands: 1-in-6.
- Barren, desert, forest, hills, river: 2-in-6.
- Jungle, mountains, swamp: 3-in-6.

Aquatic encounters may occur either on the open water or on land, if the party docks at some point during the day.

Encounters

An encounter begins when the characters stumble onto an adversary, either because the referee has planned an encounter in the area the PCs are exploring or because a random die roll indicates an encounter (see **Wandering Adversaries**).

Time in Encounters

When an encounter begins, action is measured in rounds (see **Time**). Rolls for surprise (see below) and initiative (**Basic Combat Procedure**) determine which side acts first.

Surprise

Checks for surprise are made whenever an encounter is unexpected by at least one side. For instance, if the player characters are making a lot of noise, an adversary may not have a chance to be surprised, but the characters might be, if the adversary was waiting quietly.

Each side that is not already aware of the other's presence rolls 1d6. The referee rolls for adversaries and one player rolls for the adventuring party as a whole. A result of 1 or 2 means the side is surprised and cannot act for one round. If both sides are surprised, there is simply a momentary confusion—neither side has any advantage. If one side is surprised but the other is not, then the side that is not surprised gains a one round advantage.

Encounter Distance

The situation in which the encounter occurs often determines how far away the adversary is. If there is uncertainty (for example, in the case of **Wandering Adversaries**):

- Indoors, the adversary encountered is 2d6 × 10 feet away, moving in the direction of the party.

- In the wilderness, the adversary is 4d6 × 10 yards away. If either side is surprised, this is reduced to 1d4 × 10 yards.

Encounter Reactions

Very often, circumstances make it obvious how an NPC will react when encountered. However, sometimes the referee may wish to roll on the table below to determine how an NPC reacts to encountering the party. If one specific character attempts to interact with the NPC, that character's CHA score is used to modify the reaction roll.

Race and Gender

Portrayals on stage and screen notwithstanding, the West was a diverse place, with people of all races, nationalities, and creeds deciding to call the West their home. However, bigotry was pervasive and official government policy was often openly discriminatory. Women were frequently treated as second-class citizens, unable to vote or hold property. Tall Tales officially takes no position one way or the other, and thus ignores underlying social problems in the interest of fun roleplaying; referees that prefer a more historical game should impose −3 on nonwhite PCs within white society, and −1 on female PCs. If this path is chosen, it's highly recommended that all participants have a frank discussion of their comfort levels and boundaries. But in the end, remember: it's just a game and we are here to have fun.

2d6	Result
2 or less	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12 or more	Friendly, helpful

Evasion

The characters may decide they are outmatched and flee an encounter, or an adversary might flee. Characters may choose whether they chase a fleeing adversary. The referee will decide if the adversary chase fleeing characters. A low roll on the Reactions table may be taken to indicate that the adversary will pursue. See Chases for complete rules on handling pursuit.

Saving Throws

All characters and adversaries can make saving throws to avoid the full effects of certain attacks. Characters and adversaries have a rating for each saving throw category (gumption, quickness, toughness, riding, observation). Saving throw tables for the standard classes (also used by adversaries) are given in *Standard Combat Charts*.

The appropriate saving throw to make and the effects of a success or failure will be indicated in the description of the attack, or adventure scenario.

Rolling a Saving Throw

When affected by an effect, situation or attack form which requires a saving throw, the player or referee must roll 1d20. A result that is greater than or equal to the value listed for the saving throw is a success. A result of less than the listed value is a failure.

Which Save to Use

Gumption - resist something with grit, willpower, and stubbornness. Modified by wisdom.

Quickness - resist something with reaction speed, agility, and swiftness. Modified by dexterity.

Toughness - resist something with endurance, durability, and fortitude. Modified by constitution.

Riding - control, understand, handle or perform non-combat actions on horseback.
.
Observation - when there is any doubt about whether the character would see a person, thing, clue or unusual situation; or searching for something which Is hidden or difficult to see.

Successful Saves

A successful saving throw against an effect that causes damage means that the damage is halved. A successful saving throw against an effect that does not cause damage means the effect has been entirely avoided or negated. A successful saving throw to carry out an action is completed to a satisfactory outcome.

When Things Go Wrong

Just because you fail to make a save does not have to mean instant defeat. In general, the rules are silent on what the outcome of a failed roll means. Unless the Judge mentions a specific failure result (e.g., failing a Climb roll means you fall), the consequences are up to the Judge. Usually it's wasted time or resources--nothing that can't be surmounted given time and effort. So "failure" does not always mean instant "catastrophe". A failed riding save might mean " you get bucked off" or your horse throws a shoe.

The Judge may also offer the character a choice, let them succeed but make things worse for the character.

Examples

He leaps across the hole in the bridge but drops his Gun.

You hit the bad guy and an innocent civilian also.

You follow the rider right into the rival gang's territory.

You spot the person following you as the catch up to you.

Standard Combat Charts

Gunslinger

Level	Gumption	Quickness	Toughness	Riding	Observation
Normal man	16	17	16	17	17
1-3	14	15	15	16	16
4-6	12	13	13	14	14

Desperado

Level	Gumption	Quickness	Toughness	Riding	Observation
1-4	17	14	16	15	15
5-6	15	12	14	13	13

Snake Oil Salesman

Level	Gumption	Quickness	Toughness	Riding	Observation
1-5	16	16	17	17	15
6	14	14	15	15	13

Mountain Man

Level	Gumption	Quickness	Toughness	Riding	Observation
1-3	13	17	16	17	15
4-6	11	15	14	15	13

Brave

Level	Gumption	Quickness	Toughness	Riding	Observation
1-3	14	16	15	14	13
4-6	12	14	13	12	11

Singing Cowboy

Level	Gumption	Quickness	toughness	Riding	Observation
1-3	15	15	16	13	14
4-6	13	13	14	11	12

Character Attacks by level

Armor Class	Normal Man	1st to 3rd	4th+ Higher
-3	20	20	20
-2	20	20	19
-1	20	20	18
0	20	19	17
1	19	18	16
2	18	17	15
3	17	16	14
4	16	15	13
5	15	14	12
6	14	13	11
7	13	12	10
8	12	11	9
9	11	10	8

Adversary and Creature Attacks by Hit Dice

Armor Class	Up to 1	1+ to 2	2+ to 3	3+ to 4	4+ to 5	5+to 6	6+ or More
-3	20	20	20	19	18	17	16
-2	20	20	19	18	17	16	15
-1	20	20	18	17	16	15	14
0	20	19	17	16	15	14	13
1	19	18	16	15	14	13	12
2	18	17	15	14	13	12	11
3	17	16	14	13	12	11	10
4	16	15	13	12	11	10	9
5	15	14	12	11	10	9	8
6	14	13	11	10	9	8	7
7	13	12	10	9	8	7	6
8	12	11	9	9	7	6	5
9	11	10	8	7	6	5	4

Basic Combat Procedure

Sequence of Events

The sequence of actions in each round is broken down as follows:

1. Characters who wish to drink a potion or perform a full retreat from melee must declare it.

2. Initiative: 1d6 is rolled by each opposing side.

3. The winner of initiative acts first:

    a. The referee may check Morale for the Adversaries.

    b. Movements are made.

    c. Missile attacks are made, accounting for DEX modifiers, cover, range, and any other adjustments.

    d. Potions are consumed, and applicable checks are made.

    e. Melee combat and other actions occur; attacks are made, accounting for STR modifiers and other adjustments.

4. Other sides act through step 3, in order of initiative.

5. When all sides of a conflict have acted, the round is over. If the combat has not come to an end, the sequence begins again at step 1.

Initiative

At the start of each round, each side rolls 1d6 to determine initiative. The side with the highest result on 1d6 acts first for that round. Other sides in a conflict will react in order from highest to lowest roll.

Tied Initiative

If initiative is a tie, each side in the tie acts at the same time. All actions are completed, unaffected by opposed actions. For example, two opponents in melee may both inflict enough damage to kill the other. As the initiative is tied, both attacks occur simultaneously, resulting in both characters being killed.

Two-Handed Weapons

Characters wielding two-handed weapons always act last in the round, as if they had lost initiative.

Individual Initiative (Optional Rule)

Instead of an initiative roll per side, a roll may be made for each individual PC or adversary involved in a battle, modified by DEX. The referee may determine an initiative bonus or penalty for adversaries which are very fast or slow, instead of applying a DEX modifier.

Fast Draw Initiative

A character can draw a weapon and use it in the same round but with a penalty of -2 to the initiative roll and a -2 to the attack roll.

This can be further modified by character ability such as the Gunslinger ability.

Cover

In situations where combat is primarily conducted at range or with firearms, always look for a good source for cover to give you an edge over your opponent. adversaries you face will likely do the same if they are using a firearm.

Half Cover

A target with half cover receives a +2 bonus to AC. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

One Third Cover

A target with three-quarters cover has a +2 bonus to. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a thick iron door, a rocky edifice, or a thick tree trunk.

Total Cover

A target with total cover can't be targeted directly by an attack, although some attacks can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

High Ground

If a character has a clear line of sight to an adversary because they are above them, the benefits of their cover do not apply for that attack. Always think in three dimensions when you are deciding where to end your turn.

Movement in Combat

A character can move up to one third of his or her normal movement rate every round and can also attack (if an enemy is within that distance) or perform another action during a round.

Without Another Action

A character who performs no other action in a round may run, moving up to his or her full movement rate.

Retreating from Melee

When in melee with a foe, free movement is not so simple. Breaking away from melee is possible in two ways, as follows.

A **fighting retreat** allows a character to move backwards at up to half his or her encounter movement rate (i.e. one sixth of his or her base movement rate). However, there must be a clear path for this movement.

A **full retreat** occurs when a character moves backwards at a rate faster than half of his or her encounter movement rate. The character making the movement forfeits attacking this round and the opponent gains a +2 bonus to all attacks against the character this round. In addition, if the retreating character is using something as a shield, it does not apply to the character's Armor Class during the retreat.

Actions in One Round

Characters can generally move and perform one action in a round. The most common actions are attacking, drinking a potion, or using an item that is easily to hand, but many other actions are possible and must be adjudicated by the referee. The referee has the final say on what can or cannot be done in one round.

Attacking

A character may attack if there is an enemy within striking range. Player characters can normally only attack once per round, but some animals have multiple attacks.

Attack Rolls

The player or referee rolls 1d20, modified by STR for melee attacks or DEX for missile attacks. The result is compared to the appropriate attack table (see **Standard Combat Charts**). A result that is equal to or above the attack value corresponding to the attacker's level or Hit Dice and the opponent's Armor Class results in a hit.

Natural 1s and 20s

- An attack roll of 20 always hits, unless the target cannot be harmed by the attack (e.g. a normal weapon used against a foe which can only be harmed by magic).

- An attack roll of 1 is always a miss.

Range for Melee vs Missile Attacks

Melee attacks are possible when opponents are 5' or less from each other. Missile attacks are possible when opponents are more than 5' from one another.

Missile Weapon Ranges

All missile weapons have ranges, which must be taken into account when trying to strike an opponent at a distance:

- If an opponent is within the distance listed for short range, the attacker gets a +1 to hit.

- There are no bonuses or penalties for striking an opponent at medium range.

- There is a penalty of -1 to strike an opponent at long range.

- If an opponent is further away than the long range listed, the missile weapon cannot hit that opponent.

Damage Rolls

Upon a successful attack, damage is inflicted, taking into account any bonuses or penalties. Player character attacks inflict 1d6 damage; Adversaries attacks deal the damage indicated in the foe's description.

An attack which hits always deals at least one point of damage, even when damage modifiers reduce the number rolled to 0 or less.

A character or adversary reduced to 0 hit points or less is killed.

Hurt Bad (Optional)

A character reduced to -5 hit points or less is killed. NPCs still die at 0 HP. PCs at 0 Hp are unconscious for 1d6 turns.

Non-Lethal Combat

Any characters that wish to subdue an opponent must announce that they are attacking without intent to kill. All hand weapons with a blade may be employed to deal blunt blows with the flat of the blade. Or rifle or pistol butts.

Combat and damage are calculated normally, noting how much damage is non-lethal, "subdual" damage. A character or adversary that reaches 0 hit points due to subdual damage is knocked unconscious.

Animals may only be subdued in this way at the referee's discretion.

Unarmed Attacks

Unarmed combat is the same as melee combat, but all damage is 1 to 2 + STR modifiers.

Multiple Attackers

The referee should use discretion in determining how many attackers can strike at one opponent. Usually only two characters may fight side-by-side in a 4' wide hallway.

Attacking from Behind

Attacks made on a character from behind ignore the influence of the attacked character's cover, if any.

Helpless Opponents

Helpless opponents, such as those sleeping, bound are automatically hit by any ranged in combat. Only a roll for damage is required. Any melee attacks can automatedly dispatch any helpless opponent, if desired. If not, then damage is automatic.

Variable Weapon Damage (Optional Rule)

Some groups may prefer different weapons to inflict different amounts of damage. In this case, rather than rolling a flat 1d6 for all PC attacks, the die type indicated for the weapon in the equipment lists should be rolled.

Shot in the Arm (optional Rule)

A character may take a wound to the arm to reduce the damage to just an effect by any one attack against the character. This leaves the character with a -4 to hit and half movement speed for 24 hours. This rule may be used once per adventure.

Healing

For each full day of complete rest, a character or creature recovers 1d3 hit points. If the rest is interrupted, the character or animal will not heal that day.

Healing may also occur through surgery, natural remedies or potions. This kind of healing is instantaneous. Healing via potions and natural healing can be combined.

Morale (Optional Rule)

Players may always decide whether they will fight, surrender, or run away in an encounter. The referee decides whether NPCs surrender or run away.

Adversaries have a listing for morale, rated from 2 to 12, which represents how likely they are to fight or flee when in an encounter. A score of 2 means the adversary never fights (unless absolutely cornered) and a score of 12 means the adversary will fight until killed, with no morale check necessary in either case.

Morale Checks

The referee rolls 2d6 and, if the roll is higher than the morale of the adversary, the check is a failure and the adversary will either surrender or attempt a full retreat or a fighting retreat. If the result is equal to or lower than the morale score, the adversary will continue to fight.

When to Check Morale

The referee usually makes a morale check for adversaries under two conditions:

1. When one side of the encounter first loses a member due to death.

2. When half the adversaries are either killed or otherwise incapacitated.

If an adversary makes two successful morale checks in an encounter, it will fight until killed.

Adjustments to Morale

The referee may decide to apply bonuses or penalties to morale, with a range of −2 to +2, depending on the circumstances. For example, if one side of an encounter is losing or winning, they might receive a penalty or bonus to morale of −1 or +1, respectively.

Adjustments are never applied to adversaries with a morale of 2 or 12.
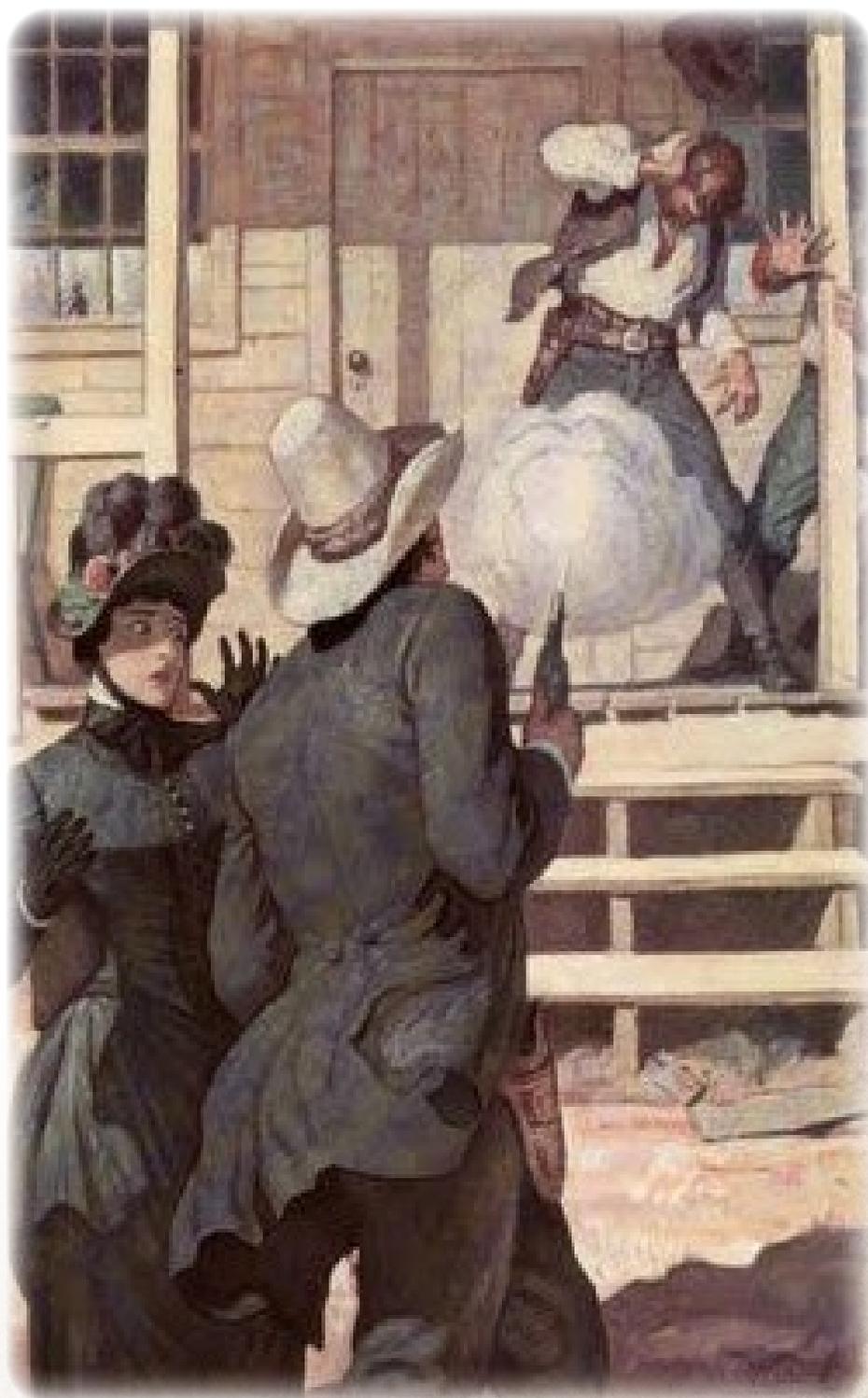
Designing a Base Town

More than just a collection of ramshackle buildings where dusty cowboys blew off steam before getting back on the trail, or a backdrop to a show down, towns in the Old West played in important part in developing the frontier. Towns served as transport waypoints, financial hubs, communication centers, and helped provide goods, serves, and entertainment. Use the following method to quickly create a town:

D6	Type	Population	Fort	Rail Road
1	Boom Town	4d6x1,000	1-5	1-4
2	Resource Town	3d6 x1,000	1-4	1-3
3	Cow Town	2d6x100	1-3	1-5
4	One Horse town	1d4x10	1-2	1-2
5	Trading post	3d6	1-2	1-2
6	Ghost town	1d10	1	1-2

There are six general types of Western towns:

Boomtown: A prosperous, up-and-coming locale. Most goods and services readily available, including financial, communication, manufacturing, etc.

Resource Town: A town set up for the (sometimes sole) purpose of harvesting a natural resource, such as timber, minerals, etc. Most goods and services available.

Cow town: A destination for cattle drives where livestock (particularly cattle) are bought and sold. Some goods and services available, mostly catering to the cattle industry and cow boys.

One-horse Town: Either this town's best days are behind it, it just never seemed to reach an economic tipping point, or the railroad passed it by when being built. Often small and out-of-the-way. Few goods and services available.

Trading Post: Not really a town; basically, just a general store set up to foster trade between settlements or between settlers and friendly Indian tribes. No forts, repair facilities, or railroad present. Goods and services subject to very limited availability.

Ghost Town: An abandoned town, its reason for existing long since dried up and blown away, along with its population.

Fort/Railroad: if a fort is nearby (within 1d8 miles) and/or if the town is situated on a railroad.

The referee should make some notes on the presence of the following services that adventurers will require:

D20	Building Type	D20	Building Type
1	Undertaker	11	Bordello
2	School	12	Bank
3	Telegraph office	13	Dry Goods
4	Church	14	Bunk house
5	Corral	15	Blacksmith
6	Barber	16	General store
7	Dentist	17	Sheriff Office
8	Gambling den	18	laundry
9	Saloon	19	Train station
10	Hotel	20	Drugstore

Who Runs the Town

The referee should decide how the town is ruled: whether by a local sheriff or mayor appointed by a lord, an elected council, a confederacy of merchants, etc.

Other NPCs

Other important NPCs in the town should be noted, especially those associated with one of the services mentioned above, or those who might wish to hire the PCs to undertake missions.

Law and Justice

Frontier justice can be a mighty fickle thing. If a PC finds him or herself in the local jail, they have two choice: break out or stand trial. If they break out well that brings a whole slew of other problems. But if they elect to stand trial the Circuit Judge arrives in 1d6 weeks and they must wait it out till then.

Roll 1d20 and apply the characters CHA modifier to the roll plus any insinuating circumstances.

Witnesses +/- 1-3 either for or against.
Roleplaying +/- 1-3 either for or against.
Lawyer +/- 1-3 for or against also.
Caught in the act -4
Self-defense +4
Crime against women and children -8
Defending your family +3
Defending your property +3
Hanging Judge -6

D20	Sentence
1-2	Lynched
3-5	Sentenced to be hanged
6-7	Sentenced to life
8-9	Sentenced to 1d20 years
10	1d12 months hard labor on work gang
11	Fined 100 GP
12-15	Run out of town
16-17	Jailed overnight
18-20	Innocent

Hanging Offenses

Rustling, horse theft, murder, arson, and rape will get a character hung. Sometimes without a trial.

Adversaries

Stat Block Format

Not a lot of detail is given about the adversaries the players will face, because the more detail given, the more your own mental image of the old west world is going to be locked into a single track.

The following is a quick reference guide for how to read adversary descriptions, however.

Armor Class (AC) is explained in the rules for combat.

Hit Dice (HD) is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once.

For example: for a creature with 4+1 hit dice, you'd roll 4d8, and then add one more hit point.

Attacks is the number of attacks the opponent has, and the damage they inflict. Adversaries get a separate attack roll for each attack.

Saving throw means the target number (on a d20) the adversary needs to meet or beat in order to make a successful saving throw. Adversaries have a single Saving throw to save on book keeping.

Special is usually just a "flag" for the Referee, to remind him that the adversary has something that they should keep in mind.

Move is the adversary's movement rate, and it's handled just as movement rates are handled for characters.

Animals

The West is teeming with life and creatures of every form. From herds of bison on the plains to packs of wolves in the forest, the frontier can be an inspiring and dangerous place.

The following list of creatures that can be typically found on the trail.

Cattle

Cattle, include oxen and cows. Bulls inflict 1d8 points of damage instead of 1d6.

Cow/Ox: HD 3; AC 7; Atk 1 gore (1d6); Move 180'; Save 14; AL N; XP 60; Special: None.

Dogs

Guard dogs are large, trained dogs. Normal dogs would have hit dice 1 or lower and inflict no more than 1d3 points of damage.

Dog (Pet or Wild): HD 1; AC 7; Atk 1 bite (1d3); Move 150'; Save 17; AL N; XP 15; Special: None.

Guard Dog: HD 2; AC 7; Atk 1 bite (1d6); Move 14; Save 160'; AL N;XP 30; Special: None.

Horses

Mule HD 2; AC 7; Atk 1 bite (1d2); Move 18; Save 160'; AL N; XP 30; Special: None

Horse, Riding: HD 2; AC 7; Atk 1 bite (1d2); Move 180'; Save 16; AL N; XP30; Special: None

Horse, War: HD 3; AC 7; Atk 1 bite (1d2), 2 hooves (1d3); Move 180'; Save 14; AL N; XP 60; Special: None.

Snakes

Normal snakes are not particularly dangerous, with these exceptions. Vipers are highly venomous, and about a foot or two in length. Their venom is lethal, but the saving throw is at a bonus of +2. Cobras are about four to six feet long, and their venom is lethal with a normal saving throw. Constrictors are not poisonous, but if they hit, they do automatic damage from constriction thereafter.

Viper: HD 1d6hp; AC 5; Atk 1 bite (1hp + venom); Move 180'; Save 18; AL N; XP30; Special: Lethal venom (+2 save).

Cobra: HD 1; AC 5; Atk 1 bite (1hp + venom); Move 160'; Save 17; AL N; XP 60; Special: Lethal venom.

Rattlesnake: HD 1; AC 3; Atk 1 bite (1hp + venom); Move 130'; Save 15; AL N; XP 60; Special: Lethal poison +1 initiative.

Python: HD 2; AC 6; Atk 1 constriction (1d3); Move 12; Save 160'; AL N; XP 30; Special: Constriction.

Mountain Lion

If a mountain lion hits the same target with both fore claws, it can rake with its rear claws as well, gaining two more claw attacks. Yes, mountain lions can swim, which can be a nasty surprise for fleeing adventurers.

Mountain Lion: HD 6; AC 5; Atk 2 claws (1d4+1), 1 bite (1d8); Move 150' (Swim 60'); Save 11; AL N; XP 600; Special: Rear claws.

Wolf

Wolves are pack hunters and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

Wolf: HD 2+2; AC 7; Atk 1 bite (1d4+1); Move 180'; Save 16; AL N;XP 30; Special: Every 3 wolves in the pack gives them a +1 to Hit.

Humans

Humans are such a versatile race that any number of "adversaries" and NPCs can be made from them. Townsfolk, bandits, berserkers, sergeants-at-arms, soldiers, and bar-keepers are all different human "adversaries." Don't try to build your non-player characters according to the rules for player characters. Just make up their stats and abilities as you see fit.

Townsfolk

Human (common): HD 1d6hp; AC 7; Atk 1 weapon (1d6); Move 120'; Save 18; AL Any; XP 10; Special: None.

Bandit

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

Human Bandit: HD 1; AC 5; Atk 1 weapon (1d8); Move 120'; Save 17; AL D; XP 15; Special: None.

Berserker

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls.

Human Berserker: HD 3; AC 7 ; Atk 1 weapon (1d8); Move 120'; Save 17; AL N; XP 60; Special: +2 to hit in berserk state.

Sergeant-At-Arms

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups.

Human Sergeant: HD 3; AC 5; Atk 1 weapon (1d8); Move 120'; Save 14; AL any; XP 60; Special: None.

Soldier

Human soldiers serve as troopers, mercenaries, and hired gunmen. They are generally armed with a rifle and a pistol.

Human Soldier: HD 1; AC 6; Atk 1 weapon (1d8); Move 120'; Save 17; AL any; XP 15; Special: None.

Deputy

Townsfolk sworn to back up the local lawman, they fight with astounding ferocity to protect the locals.

Deputy: HD 3; AC 4; Atk 1 weapon (1d8); Move 120'; Save 13; AL N; XP 250; Special: None.

Lawman

Sworn to protect the town they are backed up with 1d4 deputies. A bonus of +2 is added to their attack rolls if they have deputies with them.

Lawman: HD 4; AC 2 ; Atk 1 weapon (1d8); Move 120'; Save 11; AL N; XP 460; Special: +2 to hit in the city limits.

Legendary Gunman

This is one of the many deadly gunmen that roamed the old west.

Human Gunslinger: HD 6; AC 0; Atk 2 weapon (1d8); Move 120'; Save 13; AL N; XP 750; Special: +2 to hit in in a showdown. +6 initiative.

Of course, the Judge can use other sources or just create Adversaries like player characters.

Groups of NPCs

The PCs may not be the only adventurers out on the trail. Groups of NPCs might be out looking for adventure also, seeking their own fortunes, and they may be friend or foe. To determine the composition of an NPC group, follow the procedure below, or make them up as needed.

Begin by establishing the number engaged by rolling 1d4 + 4. Next, either choose each NPC's class or roll randomly on the table below, by rolling 1d8.

D8	NPC's Class	D8	NPC's Class
1	Snake oil Salesman	5	Desperado
2	Mountain Man	6	Brave
3	Desperado	7	Singing Cowboy
4	Gunfighter	8	Gunfighter

Once classes are established, choose alignments or roll randomly for each NPC.

1-2 Neutral
3-4 Law Abiding
5-6 Deceitful

NPC's Level

If an NPC group is encountered in the wilderness, use the average PC's level and add (50%) or subtract (50%) 1d4 for each NPC's level. The NPC levels might be higher or lower than the ranges provided here, depending on the Judge's needs.

Finally, add finishing touches to the NPCs. Assign potions randomly to Salesmen. In addition, give NPCs a similar number of items as that which the player characters have. When encountering a group in the wilderness, they will have mounts 75% of the time. Finally, the Judge should determine the NPC group's marching order.

Every NPC Should Be Someone

Name all the NPCS the players interact with. This will help the players feel like there are talking to someone different not just some nameless man on the street. But no matter how you come up with quick details for the NPCs you may still need game mechanics from time to time. In the appendices to this book is a list of typical NPCs the Judge can use as the situation demands. The Judge should feel free to modify the scores given for these NPCs; it would be a strange city if all the bartenders or store clerks had identical abilities! If an NPC has a minor role in the game, the Judge should roll up scores for that NPC as they are needed.

If the NPC is to be a regular in the campaign here are a few things to help flesh out the character.

D10	Appearance	Age	Bravery	Size	Intellect
1	Dirty	Young	Normal	Thin	Average
2	Clean	Youthful	Normal	Thin	Average
3	Unkempt	Mature	Normal	Normal	Dull
4	Immaculate	Mature	Normal	Slim	Active
5	Rough	Mature	Foolhardy	Stout	Dim witted
6	Ragged	Middle aged	Brave	Stocky	Scheming
7	Dandyish	Middle aged	Fearless	Fat	Dull
8	Non-descript	Old	Cowardly	Normal	Average
9	Imposing	Old	Normal	Normal	Scheming
10	Neat	Young	Heroic	Stout	Brilliant

Names

Remember to always name your NPCs and if you are stuck for a name, ask the players to name them!

D20	Male	Female	Family	Horse
1	Morgan	Lilith	Boone	Lucky
2	Ezekiel	Ada	Smith	Buttermilk
3	Tom	Belle	Johnson	Silver
4	Daniel	Abigail	Tisdale	Millie
5	Jacob	Mary	Turner	Scout
6	Jerimiah	Alice	James	Blaze
7	Bart	Hope	Holt	Smoker
8	Earl	Grace	Daniels	Jewel
9	Virgil	Flora	Moore	Glory
10	Lawrence	Kate	Austin	Lighting
11	John	Ester	Jones	Ghost
12	Micha	Rose	Clay	Thunder
13	Clayton	Hattie	Brown	Velvet
14	Bill	Betsy	Black	Shadow
15	Ike	Sue Ellen	Parker	Snow
16	Jack	Pearl	Wheeler	Blackjack
17	Jesse	Hannah	McDaniel	Diamond
18	Cassidy	Nora	Taylor	Apple
19	Frank	Jenny	Reed	Midnight
20	Samuel	Rowena	Harper	Comet

Occupation

This can be used to generate bad guys, patrons or even victims. The occupation of the NPC involved could lead to clues, problems or special situation onto itself.

D20	1-2	3-4	5-6
1	Gunslinger	Soldier, Officer	Miner
2	Soldier, Enlisted	Lumberjack	Mail-Order-Bride
3	Farmer	Rancher	Blacksmith
4	Ranch Hand	Soiled Dove	Smuggler
5	Counterfeiter	Indian	Ranch Hand
6	Blacksmith	Farmer	Carpenter
7	Rancher	Soldier, Enlisted	Lumberjack
8	Grifter	Gunslinger	Schoolmarm
9	Outlaw	Ranch Hand	Farmer
10	Mail-Order-Bride	Drifter / Vagabond	Bartender
11	Businesswoman	Thug / Hood	Gun-for-hire
12	Missionary	Schoolmarm	Gambler
13	Schoolmarm	Banker	Soldier, Enlisted
14	Undertaker	Miner	Gunslinger
15	Pickpocket / Thief	Indian	Rancher
16	Soldier, Officer	Businesswoman	Doctor
17	Blacksmith	Farmer	Banker
18	Lumberjack	Doctor	Soiled Dove
19	Dime Novelist	Bartender	Soldier, Officer
20	Tycoon (Cattle, railroad, etc	Snake Oil Salesman	Gov'mt-Type Clerk

Wandering Adversary Chart

The Judge should roll at least once an hour for a chance encounter. If the PCs are not doing anything special, it may be every half hour in a saloon or other places of ill repute.

D20	Daytime in the town	Night time in the town
1	Ambush by 2d6 people	Challenged to a gunfight
2	Jealous husband	1d12 Drunk soldiers
3	Pickpocket	Questioned by deputy
4	Jumped by d4 persons	Shot at by 1d4 people
5	Challenged to a gunfight	Mugged by d8 people
6	Tinhorn causing trouble	Jealous husband
7	1d6 horses break loose	Drunk prospector
8	Shot at by 1d4 people	Challenged to a gunfight
9	Challenged to a gunfight	Murder job offer*
10	Drunk wants to fight	See bank being robbed
11	Challenged to a gunfight	Lady of the evening
12	Jealous husband	Shot at by 1d4 people
13	See bank being robbed	Mugged by d4 people
14	Questioned by deputy	Arson job offer*
15	Shot at by 1d6 people	Challenged to a gunfight
16	Stealing job offer*	1d10 Vigilantes ambush you
17	Runaway	Lady of the evening
18	Arson job offer*	2d8 Lynch mob after you
19	Cries for help	Escaped prisoner
20	Falsely arrested	Building on fire

*Most job offers are made by people wanting their competition eliminated.

Wandering Adversary Chart

D20	For each day in the wilderness
1	Derailed train 3d6 rail cars
2	Pony Express Rider
3	Lynch mob 1d4x10 people
4	Trapper and 1d4 pack mules
5	3d6 Indians mounted
6	2d6 Soldiers
7	Animal Encounter
8	2d6 wagons containing 1d6 homesteaders apiece.
9	2d6 cattle rustlers 2d6x10 cattle
10	Burnt out ranch 1d8 dead
11	Indian war party 1d4 x 10
12	Posse of 3d6 people
13	1d4 burnt out wagons
14	2d8 Indians on foot
15	2d6x 10 Soldiers
16	Packet Train 2d8 wagons
17	Stagecoach 1d6 passengers
18	2d6 homesteaders
19	3d6 slaughtered homesteaders
20	1d8 drunk prospectors

Animal

D6	
1	Mountain Lion
2	3d10 Head of cattle
3	3d6 Pack of wild dogs
4	1-2 Snakes
5	1d4 Bear
6	2d6 Wolf pack

Loot Tables

Adventure, fame, and treasure are some of the primary motivations of adventuring parties. Money is not only used to purchase new weapons, equipment, and even strongholds, but each gold piece worth of money gives the character 1 experience point, which is essential to character level advancement. As characters advance in levels, they will venture into ever more dangerous trails.

Treasure can also be found in a victim's home or business that exist in towns or in the wilderness. Sometimes treasure will be found unguarded, in which case it may be hidden in a secret location or protected by traps.

D8	Victim	Money Stashed Away	Loot Value
1	Destitute	10%	1d12 CP
2	Poor	20%	1d8x10 CP
3	Struggling	25%	1d8 SP
4	Below Average	30%	2d10 SP
5	Average	45%	3d6x10 GP
6	Comfortable	55%	3d6x20GP
7	Well-to-do	65%	4d6x10 GP
8	Wealthy	75%	4d6x 20GP

If the victim has money stashed away it is in their home or a place they know where to get at it in a hurry. Stashed money is always enough to make it worth the victim's time to do so. Roll the loot value 1d6 times and add the values together to come to a grand total of the hidden loot.

Many Forms of Hidden Loot

D20			
1	Mining Equipment	11	Military Equipment
2	Household goods	12	Whiskey
3	Cotton	13	Medicine
4	Animal Furs	14	Salt and trade goods
5	Silver ore	15	Food stuffs
6	Stocks and bonds	16	Jewelry
7	Coins	17	Securities
8	Guns and ammo	18	Tobacco
9	Gold dust	19	Maps
10	Gem stones	20	Scientific Equipment

Earned the old fashion way

Lying, cheating and stealing can net a haul for the outlaws within the following ranges:

Small Bank 3d6x 1,000 GP

Large Bank 2d6x 10,000 GP

Citizen 1d100GP

Freight Wagon Value of goods, bullion, or ore 1d10 x 10,000 GP

Post Office 1d12x 100 GP

Other Business 1d8 x 100GP

Stage Coach with payroll 1d10 x 1,000 GP

without payroll 1d4x 50GP

Stage Coach Office 2d10 x 100GP

Silver Mine 3d6x 10,000 GP

Train (express car) 1d8 x10,000 GP in mail, payroll, or securities

Other Businesses 1d10x 100 GP

Cattle rustling, horse thieving, and other types of theft will depend what the player can get for the item. Disposal of stolen goods may be an adventure all into itself. Flashing around stolen loot may get unwanted attention — the referee's discretion will have to be used in this situation.

Standard Combat Charts

Gunslinger

Level	Gumption	Quickness	Toughness	Riding	Observation
Normal man	16	17	16	17	17
1-3	14	15	15	16	16
4-6	12	13	13	14	14

Desperado

Level	Gumption	Quickness	Toughness	Riding	Observation
1-4	17	14	16	15	15
5-6	15	12	14	13	13

Snake Oil Salesman

Level	Gumption	Quickness	Toughness	Riding	Observation
1-5	16	16	17	17	15
6	14	14	15	15	13

Mountain Man

Level	Gumption	Quickness	Toughness	Riding	Observation
1-3	13	17	16	17	15
4-6	11	15	14	15	13

Brave

Level	Gumption	Quickness	Toughness	Riding	Observation
1-3	14	16	15	14	13
4-6	12	14	13	12	11

Singing Cowboy

Level	Gumption	Quickness	toughness	Riding	Observation
1-3	15	15	16	13	14
4-6	13	13	14	11	12

Character Attacks by level

Armor Class	Normal Man	1st to 3rd	4th+ Higher
-3	20	20	20
-2	20	20	19
-1	20	20	18
0	20	19	17
1	19	18	16
2	18	17	15
3	17	16	14
4	16	15	13
5	15	14	12
6	14	13	11
7	13	12	10
8	12	11	9
9	11	10	8

Adversary and Creature Attacks by Hit Dice

Armor Class	Up to 1	1+ to 2	2+ to 3	3+ to 4	4+ to 5	5+to 6	6+ or More
-3	20	20	20	19	18	17	16
-2	20	20	19	18	17	16	15
-1	20	20	18	17	16	15	14
0	20	19	17	16	15	14	13
1	19	18	16	15	14	13	12
2	18	17	15	14	13	12	11
3	17	16	14	13	12	11	10
4	16	15	13	12	11	10	9
5	15	14	12	11	10	9	8
6	14	13	11	10	9	8	7
7	13	12	10	9	8	7	6
8	12	11	9	9	7	6	5
9	11	10	8	7	6	5	4

Appendix A: Suggested Reading

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Trachtman, Paul and Time-Life Books. THE GUNFIGHTERS. Time-Life Books,1974.

TALL TALES

_____
Player's Name

_____   _____
Character's Name   **Alignment**

Judges Name
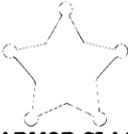
Character Sketch or Brand

_____   _____
Class   **Level**

ARMOR CLASS   **HIT POINTS**

ABILITIES:

STRENGTH

INTELLIGENCE

WISDOM

DEXTERITY

CONSTITUTION

CHARISMA

Adjustment

Adjustment

Adjustment

Adjustment

Adjustment

Adjustment

Saving Throws:

GUMPTION

QUICKNESS

TOUGHNESS

RIDING

OBSERVATION

SPECIAL ABILITIES _____

AC:	9	8	7	6	5	4	3	2	1	0
"TO HIT" ROLL NEEDED										

TALL TALES

EQUIPMENT RECORD SHEET

WEAPONS and EQUIPMENT

ITEMS ON HORSE

NOTES, areas explored, people encountered, ect

EXPERIENCE

TREASURE and COIN
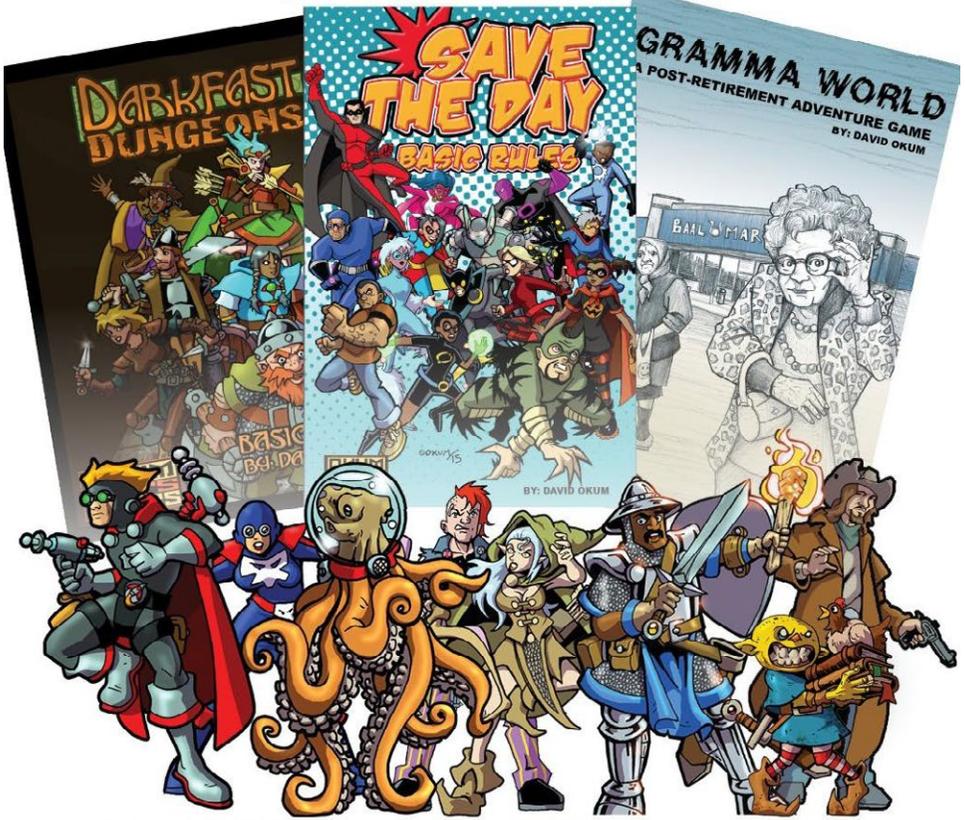
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GAMES AND
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AVAILABLE AT:

DriveThru RPG

http://www.drivethrurpg.com/browse/pub/3639/Okumarts-Games

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