

Wanted

Dead or Alive

Intro

You are a cowboy. On a real horse you ride.

Character Generation

Characteristics

Use the pulp rules out of Mythras Companion - 4d6, drop the lowest for STR, DEX, CON, POW, and CHA and 3d6+6 drop the lowest for SIZ and INT.

Attributes

These are calculated as per normal, except that characters gain two examples of True Grit, chosen from the following (note that these cannot be stacked):

+1 Action Point

+1 Luck Point

+1 Hit Point to each Hit Location

Endurance rolls are one Grade easier

Stealth rolls are one Grade Easier

Willpower rolls are one Grade easier

All characters double their Healing Rate when suffering from Minor or Serious Wounds, although Major Wounds are handled at the character's standard Healing Rate.

Weird West

If one wants a little more weird west, you can trade one or both of the above True Grit traits for a roll on the table below

1d100	Trait
01-06	Hair Trigger Reflexes - The character rolls 1d6+6, rather than 1d10, for Initiative.
07-10	Bookworm - The character can glean the important points and inferences from a piece of text at the rate of 2 seconds per page.
11-16	Deadshot - The individual is a true, natural marksman; using aim reduces the situational difficulty by two grades instead of one
17	Add 1d6 to STR, reroll trait if over 18
18	Add 1d6 to CON, reroll trait if over 18
19	Add 1d6 to SIz, reroll trait if over 18
20	Add 1d6 to DEX, reroll trait if over 18
21	Add 1d6 to INT, reroll trait if over 18
22	Add 1d6 to POW, reroll trait if over 18
23	Add 1d6 to CHA, reroll trait if over 18
24-27	Eidetic - The individual has an eidetic memory and can memorize an image, page of writing, scene, sound, and so forth perfectly by spending 1d6 minutes studying the subject. The character can recall or recite the precise details and nature of the subject at will. Details do not fade with age or time.
28-32	Surefooted - The character's sense of balance is highly acute. Rolls for

	Athletics and Acrobatics are always one grade easier than the norm. If forced to use Evade to avoid an attack, the character is never left prone.
33-37	Eagle Eye - The character's eyesight is such that he or she can see perfectly well in total darkness and suffers no modifiers or ill-effects due to the absence of light.
38-41	Forgettable - The individual's face and voice are indistinctive and cannot be remembered by most witnesses. Typically, attempts to recollect the character by strangers or casual acquaintances require a Herculean Willpower roll.
42-46	Insightful - The character is a remarkable judge of character, motive and subtext. All Insight rolls are one grade easier than the norm.
47-50	Menacing - The individual unconsciously radiates hostility. Opponents – or those who wish the character harm – must make an unopposed roll against Willpower to stand their ground, with a failure indicating that they are forced to spend the next round backing away and placing distance between themselves and the character. If the Willpower roll is fumbled, the opponent flees at top speed.
51-54	Tough Cuss - The individual has naturally resilient skin and subcutaneous tissue, gaining 1d2 points of natural armor.
55-57	Nerveless - The individual cannot feel pain and does not suffer the ill-effects of serious wounds, but also must roleplay the lack of general touch-sensitivity.

58-61	Perceptive - The character has enhanced powers of either visual, aural or olfactory perception (choose one). All Perception rolls are one grade easier than the norm. Stimuli related to the enhanced perception are that much more vivid, apparent, intricate, distinct and so forth.
62-64	Polyglot - The character is a preternatural linguist. The Character begins the game with 1d3 additional languages covered under their Linguistics skill. Communicating in an unfamiliar language is always one grade easier than the norm.
65-69	Quick - The character's Movement Rate is 9m rather than standard 6m per round.
70-73	Quick Healin' - The character's Healing Rate is 1d2 points higher than normal. Not only does the character heal faster, but wounds do not leave any scar tissue. The character cannot regenerate amputated body parts but if a body part suffers a Major Wound and remains attached to the body, it will regenerate given enough healing time.
74-78	Resilient - The individual is incredibly resilient to the effects of wounds. Their Hit Points are calculated using STR+CON+SIZ.
79-82	Savant - The character is adept at complex mental mathematics and deductions of probability. Any skill requiring the application of mathematics, such as Commerce, Gambling, Science (Mathematics) and so on is always at one grade easier than the norm.
82-84	Sixth Sense - The character has an uncanny intuition of personal danger

	and never suffers the negative game effects for being surprised
85-89	Strong - The individual is skilled at landing horrifically powerful attacks on an opponent. The Damage Bonus is calculated using STR+CON+SIZ.
90-93	Technical - The character can deduce the function and operation of mechanical and electrical devices with relative ease, including devices that might be of a highly advanced nature. The character need only study a device for a maximum 21-INT minutes to understand how it works and what it does. The study time can be less at the Games Master's discretion.
93-96	Tenacious - The character is highly resilient mentally. Tenacity Points are increased by 1d3 and there is no reduction for Dependencies
97	Animism - gain Trance and Binding as Professional skills at base level and d3 spirits
98	Sorcery - gain Invocation and Shaping as Professional skills at base level and d3 spells
99-100	Hedge Magic - gain Folk Magic as a Professional skill and d3+3 spells

Tenacity

Everyone has a Tenacity trait. It starts at the same number of points as you have POW. Think of it as mental hit points. Hits to Tenacity can affect your Sanity.

Culture

Most folks come from the Old West culture. It's a little less civilized than we are now, but not quite nomadic.

Old West Culture

Standard Skills - Conceal, Drive, Endurance, Locale, Perception, Ride, Stealth
Professional Skills - Commerce, Craft (any), Lore (Any), Mechanisms, Navigate, Sleight, Survival, Track

Civilized is also an option, for those fine upstanding folks who are coming in from the east to settle or visit.

Everyone has a Combat Style - Old West (knife, pistol, longarm)

Optional (and maybe better idea, thanks Mankcam!)

Use Townsfolk (civilized), Frontier (barbarian), Drifter (nomadic), and Mountain Man (primitive). This works well for natives too (though not many Townsfolk in the West).

Careers

Most any career is going to work here, at least ones that are available for the time. Some examples include:

Agent (of the law), Beast Handler, Bounty Hunter, Courtesan, Crafter (gunsmith, etc.), Entertainer, Farmer, Gambler, Herder (Rancher, literal cowboys), Hunter (mountain men), Merchant, Miner (49er), Official (mayor), Physician (Doc), Politician (mayor, governor), Scholar (for educated men), Scientist (often the crazy kind), Scout, Smuggler, Technician (arguably, the telegrapher), Thief, Warrior (Lawman, others)

There are other options in Mythras core.

New Combat Style Trait Descriptions

Quick Draw - You can draw a pistol from a side holster and fire in one action.

The Pistol Duel

It is a common movie trope to have a showdown in the middle of the street where two gunfighters face off, waiting for the first twitch of their foe, then quick draw and fire.

1. Each makes a Willpower (or appropriate other skill) roll, Unopposed. A Success adds 1 point to a common pool of points called "the pot", and both succeeding adds 2 to the point.
2. If both succeed, roll again, increasing the difficulty of the Willpower roll by one step. If both succeed at Herculean difficulty, add the points to the pot, move to the next round, and keep it at Herculean
3. Once someone fails, roll for Initiative. The last person to succeed adds the points from the pot to their initiative total. If both succeed, then both fail, the pot is lost and initiative is rolled.
4. The person who loses initiative draws first, but the person who wins shoots first

Character Maiming

If you suffer an unrepairable Major Wound (i.e. lose a limb, etc), your career as a cowboy in this campaign is over. You retire to run a bar, telegraph, or some other occupation with far less chance of being shot at. There may be avenues to make your character effective again, but it may take some time and change the focus of your character.

Character Retirement or Death

You start with a new character, from the ground up. No matching of the current XP level. Every movie of this genre has a scrub.

Luck Points

Player Luck Points

Players will have individual luck points. They refresh with a night's rest in civilization, which may include drinking and visiting the Fallen Doves, but no fightin'.

Posse Luck Points

The posse has a separate pool of luck points. They can only be drawn upon by a character when he is actively helping, or intends to help, another character within the unit. These refresh at the end of a mission.

Money and Equipment

Starting Equipment

Characters begin with two sets of clothes (maybe more, if they dress all fancy like), pocket trinkets and personal effects. Everyone gets a pistol, gunbelt, and a dozen rounds of ammunition. Everyone gets a horse, or a mule and cart. You can name them if you like. For starting cash, roll on the following table according to culture

Frontier: 4d6 x \$0.50
Townsfolk: 4d6 x \$0.75
Drifter: 4d6 x \$0.25
Native: 4d6 x \$0.10

Wages

Typical cattle-work - \$15-\$35 a month
Typical deputy - \$20-\$30 a month
Texas Ranger captain/lieutenant/sergeant/private- \$100/\$75/\$50/\$40 a month

Livestock and vehicles

Use Mythras prices, in cents (so a riding horse what most cowboys would use is \$25 for standard quality). This could vary wildly (\$20-\$200). Same with cows and oxen. Wagon is \$20-\$100.
Bit, bridle, and saddle is \$18-\$60.

Armor

No one really wore armor here.

Armor	AP	ENC	Cost	Locations
Leather Duster	2	6	\$5	Chest, legs, abdomen, arms

Firearms

These are quite deadly. You don't get to evade or parry. You take cover.

Weapon	Dmg	Range	Firing rate	Ammo	Load	EN c	Cost
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Derringer	1d4	5/10/20	1/-/-	1	1 round	-	\$5
Revolver	1d8	25/50/100	1/-/-	6	1 round	1	\$15
Carbine	2d6	100/500/1000	1/-/-	10	3 rounds	2	\$30
Rifle	2d8	100/500/1000	1/-/-	10	3 rounds	3	\$50
Shotgun	3d6	20/100/200	1 (2 if double barrel)	1(2)	1 round	3	\$40 (\$60)
Ammunition				20		1	\$1