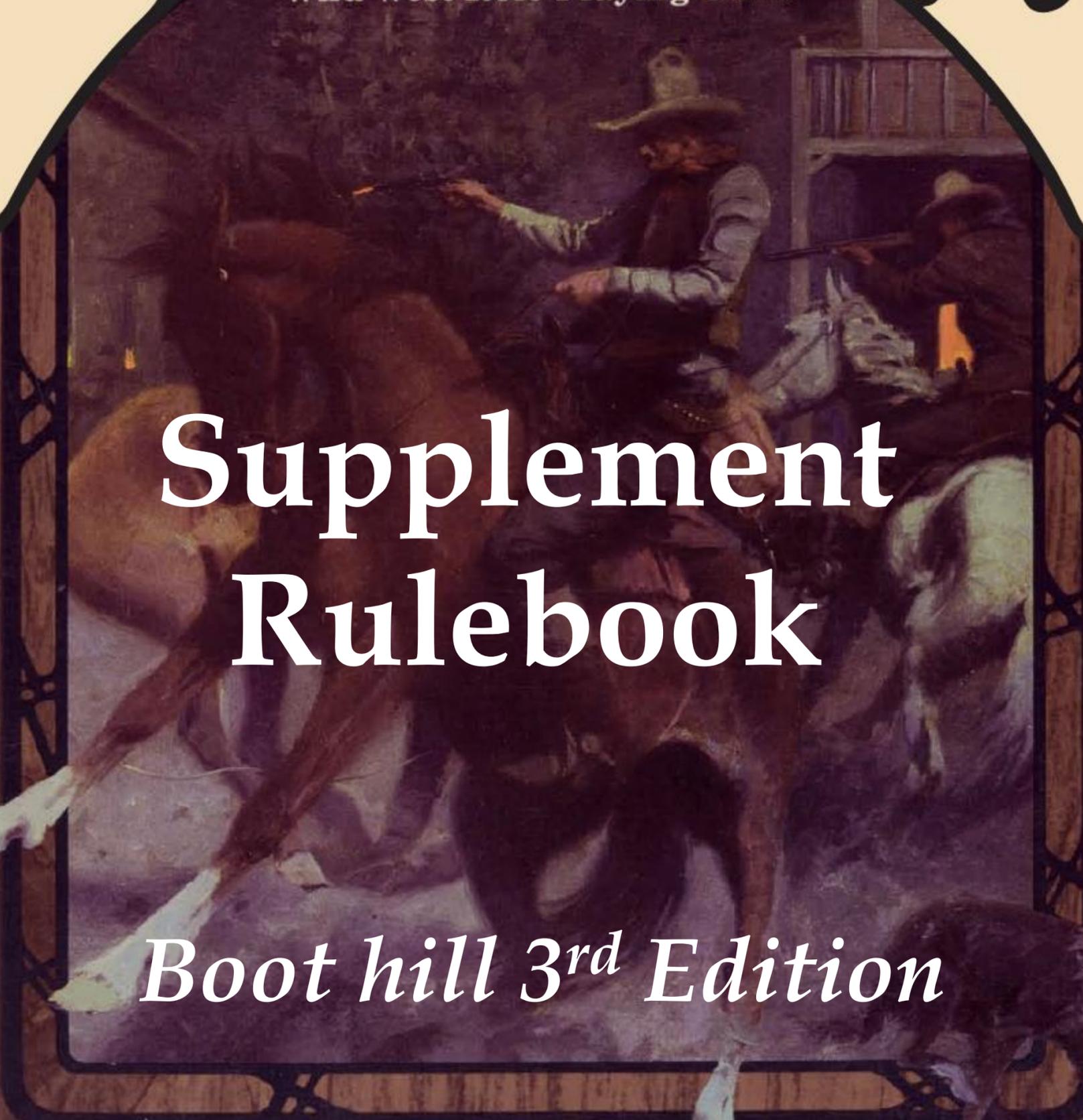


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# BOOT HILL®

3rd Edition  
Wild West Role-Playing Game



## Supplement Rulebook

*Boot Hill 3<sup>rd</sup> Edition*



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# Starting Equipment



<b>Set of clothes</b>	Hat, shirt, vest, trousers, boots og gloves	Value of 18 USD
<b>Poor Horse</b>	STR score of 10. Roll other stats, skills and tricks at start	Value of 20 USD
<b>Saddle, Bridle and pads - used</b>	Used and in poor condition	Value of 10 USD
<b>Saddle bags - used</b>	One set of saddle bags (left + right)	Value of 2 USD
		<b>Total Value 50 USD</b>
<b>Cash</b>	Your life savings totalling 50 USD in cash This must be used to acquire weapon, rations, ammunition, Gunbelt/holster etc. Incl. living costs.	<b>50 USD</b>
<b>Background items</b>	Bonus items/Equipment relating to your chosen baggrund. Items are selected and given by The Judge	<i>Value varries at Judge discretion</i>

## Purchase restrictions at start

Follwing four purchase restrictions is applied at character start/creation:

1. Weapons bought cannot exceed 20 USD per weapon
2. Shotguns or scatterguns are not available
3. Dynamite / Black powder / Explosives are not avaiable
4. No additional animals (Ox, Mule, Horse etc.) can be bought at start
5. If using optional rule for herbs and healing. No healing potions or treatment can be bought

# CHARACTER SHEET



Player \_\_\_\_\_ Character Name \_\_\_\_\_

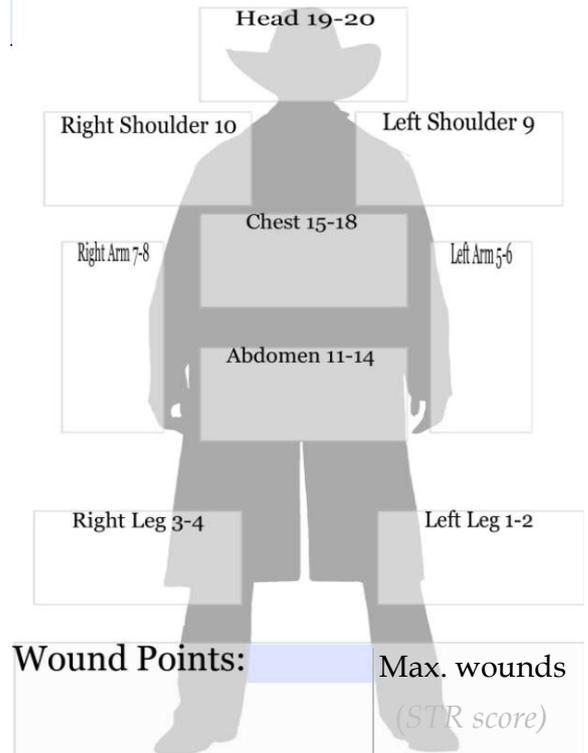
Nationality \_\_\_\_\_ Home town \_\_\_\_\_ Gender \_\_\_\_\_

Handedness \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_

Background \_\_\_\_\_ Year \_\_\_\_\_ XP Total \_\_\_\_\_ XP Left \_\_\_\_\_

## ATTRIBUTES

<b>STRENGTH</b>	<i>Start (7-20)</i>		Max. wounds, Lift, Carry, Endurance, Brawling
<b>COORDINATION</b>	<i>Start (7-20)</i>		Shooting, Acrobatics, Locks, In saddle, Speed
<b>OBSERVATION</b>	<i>Start (7-20)</i>		Perception, Reveal cheating, Night visibility
<b>STATURE</b>	<i>Start (4-10)</i>		Renown, NPC reactions (>9 / +1, >14 / +2)
<b>LUCK</b>	<i>Start (4-10)</i>		Surviving mortal wound, Save to escape dangers



## SHOOTING

	Base	Pistol	Rifle	# Shots
<b>CAREFUL SHOT</b> (= COOR)				1 shot
<b>STEADY SHOT</b> (= 1/2 COOR)				2 shots
<b>HIP SHOT</b> (= 1/4 COOR)				3 shots
<b>FANGUN</b> (= 1 OR PISTOL SKILL)				6 shots

Wound Points: \_\_\_\_\_ Max. wounds (STR score)

Accuracy mod: Each light -1 / Each serious -2

## MOVEMENT SPEED (Accuracy modifier & movement in yards per turn)

Walking (-2) 6 Running (-4) 24 Crawling 2 Evading 12

## WEAPON SKILLS (Score: Initial 1 per point spent, hereafter +1 per XP threshold spent)

Skill	Score
Pistol	
Rifle (incl. Shot- / Scattergun)	

Skill	Score
Knife/Spear/Axe	
Archery	

Skill	Score
Brawling/Grapple*	
*(+1 if your STR > STR opponent)	

## WORKING SKILLS (Score: Initial 2d10, hereafter +1 per XP threshold spent)

Skill	Score

Skill	Score

## OTHER ATTACKS

Skill	Score
Roping (Lasso)	
Throwing (incl. dynamite)	
Whip	

## HEAVY WEAPONS

Skill	Score
Artillerist (Gatlin/Cannon)	





# MODIFIED COMBAT TABLES



## STEP 1: Accuracy modifiers

<b>Range</b>	
Point Blank <2 hex, Pistol	+4
Point Blank <2 hex, Rifle	-2
Short	0
Long	-2
Extreme	-5
<b>Movement</b> ( <i>Previous round of target</i> )	
Running/trotting	-2
Evading/Galloping	-4
<b>Movement</b> ( <i>Previous round of Shooter</i> )	
Walking	-2
Running/Trotting/Galloping	-4
<b>Wounds</b>	
Each Light Wound	-1
Each Serious Wound	-2
<b>Target Size</b>	
Very large	+4
Large	+2
Normal	0
Small	-2
Very small	-4
<b>Miscellaneous</b>	
Sniping (Rifle)	+2
Sniping (Pistol)	+1
Shotgun / Scattergun	+2
Target obscured ( <i>not Cover</i> )	-2
Darkness / Blinded	-4
Using wrong hand	-2
Shooting against higher ground	-1
Firing two pistols	-6

## Cover

<b>Full Solid cover</b>	If wound location is behind cover - no wound gained
<b>Sporadic solid cover</b>	Luck check, if successful no wound occurs
<b>Light / Soft Cover</b>	Reduce wound severity roll by -1 to -3

## Shotgun & Scattergun wounds

Roll (1d6)	Short	Long	Extreme
1	1	0	0
2-3	2	1	0
4-5	3	2	1
6	4	3	2
Additional targets	N/A	within 2 hex	within 5 hex

(Cordination score to hit all additional targets within range is 1/2 of normal for the shot taken + rifle skill. Wound locations for the additional targets cannot be modified)

## STEP 2: Wound Location

Roll	Location
1-2	left leg
3-4	right leg
5-6	left arm
7-8	right arm
9-10	left shoulder
11-12	Right Shoulder
13-17	abdomen
18-19	Chest
20	Head shot ( <i>unmodified roll</i> )

## STEP 3: Wound location modifier

Type of shot	+/- Modifier
Careful	Weapon skill
Steady	1/2 weapon skill
Hipshot	1/4 weapon skill
Fanfire	None

(Round fractions down, can maximum be modified to 19)

## STEP 4: Wound Severity

Roll (1d6)	Wound
0 ( <i>or below</i> )	A scratch
1-3	Light Wound
4-6	Serious Wound
7-8	Mortal Wound
+2	If Hit to head
+1	If hit to chest
-1	If hit to arms or legs
-1/ 0 /+1	Weapons modifier

# MODIFIED COMBAT TABLES



## Combat turn movement

<u>On foot</u>		<u>Mounted</u>	
Crawling	2	Walking	8
Walking	6	Trotting	16
Evading	12	Galopping	32
Running	24		
Light wound - one leg			1/2
Light wound - both legs		+ Only crawl or Walk	
Serous wound - one leg			1/3
Serious wound - both legs		Only Crawl	
Moving through obstacles*			1/2
Difficult terrain			1/2
Mount/ dismount		Cost 1/2 movement	
Stand up from prone		Cost 1/2 movement	
Jump Vertically		1/10 X STR score in yds	
Jump Horisontially		1/4 X STR score in yds	
Dive/Fall prone		No cost	
* Might also call for successfull Coordination check			
(Round all fractions up)			

## Round action sequence

**STEP 1. Roll** initiative and apply modifiers

**STEP 2. Arrange** initiative order (*High to low*)

**STEP 3. First shots** - Each person in order can conduct *1 careful shot, 1 steady shot, 2 hipshots, 3 fangun shots* or *1 other action* untill all persons have

**STEP 4. Repeating shots** in same initiative order with *1 shot each* as long at least one person has more shots (*only persons shooting steady, hipshot and fangun acts*)

**STEP 5. Movement**- Each person in order *conduct 1 movement* (if desired) untill all persons have acted

**STEP 6. End of round.** Start new round and roll new initiative



## Base Initiative

<b>Initiative roll: Roll 1d6</b>
If initiative is tied then the person with 1) <i>highest Coordination</i> score acts first or If still tied 2) <i>highest Observation</i> score acts first. It is possible to have negative initiative

## Initiative modifiers

<b>Tactics</b> (Free action)	<i>If you are skilled in Tactics. A successfull check allows you to <b>add +1 to the initiative</b> roll for entire combat encounter</i>
<b>Fast draw</b> (Free action)	<i>If you are skilled in fast draw. A successfull check allows you to <b>avoid the normal draw - 2 penalty</b> . If failing you do not draw your weapon in that round *</i>

<u>Shot Type</u>	<u>modifier</u>
Fangun ( 6 shots)	+12 <i>(optional if allowed)</i>
Hipshot (3 shots)	+8
steady shot (2 shots)	+4
Careful shot (1 shot)	0

## Weapon Type

Very slow	-2
Slow	-1
Normal	0
Fast	+1
Very fast	+2
<b>Other</b>	
Cock gun **	-1
draw weapon	-2
fast draw <i>(see above)</i>	0
surprised ***	-4

\* Can only be applied untill weapon is drawn (normally or by successfull fast draw) \*\* Only applied once when calculating initiative \*\*\* Cannot choose fangun as action in 1st round

## Actions in a combat turn

<b>1 action</b> ( <i>1-3 shoots or 1 other action requiring check</i> )
<b>1 movement</b> ( <i>Only after actions have been conducted</i> )
<b>Free actions:</b> ( <i>Fast draw, tactics, speak, open/close, prone</i> )

BOUNTY HUNTERS ATTENTION!

**WANTED**

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Inspirational  
Classic Wild West  
Backgrounds

for

Boot Hill

3<sup>rd</sup> Edition

**\$5,000 REWARD!**

NOTIFY NEAREST LAW ENFORCEMENT AGENCY

# How to use backgrounds for Boot Hill 3<sup>rd</sup> Edition

When a player creates a character he may select one background for his character. The background resembles a profession that the character has been trained in and has practised in his/her past. It can also reflect a general background for the Character – i.e how the character used to live his life or spend his live.

Whatever the reason, the character has achieved experience (if lifestyle/background) or training (if profession) by living this life.

To reflect the expertise gained from the selected background the player can select one free bonus skill for his character.

Next to each background is a list of working skills and/or weapon skills.

**Working skills** are all gained at a score of 15 – which reflects the expertise gained is at a fairly good level.

**Weapon skills** are all gained at a score of 1 – reflecting the character has become proficient with the particular type of weapon.

After having decided which background to assign to his character, the player can pick one of the listed skills and add this to his skills on the character sheet. This bonus skill does not count towards how many skills the player can select as standard looking at the sum of his attribute scores or to rule that at least half of the standard points must be used on working skills

Two of the categories of backgrounds (**Rich folk** and **The Law**) are restricted categories. These can only be picked if the Judge allows this and it can fit reasonably within the campaign and if it makes sense looking at the description the player makes in his background story.





## Shady Characters

- **The Drifter** (Riding 15, Stealth 15, Survival 15)
- **The Brawler** (Brawling 1, Gambling 15)
- **The Gunslinger** (Fast draw 15, Pistol 1)
- **Retired Gunfighter** (Tactics 15, Pistol 1, Rifle 1)
- **Wanted/Retired Outlaw** (Stealth 15, Pistol 1, Rifle 1)
- **Hustler** (Pocket Picking 15, Thespian 15, Gambling 15)
- **Rustler** (Farm animal thief) (Wrangling 15, Riding 15, Roping 15)
- **Bounty Hunter** (Tracking 15, Pistol 1, Rifle 1)
- **Hired Gun / Mercenary** (Pistol 1, Rifle 1, Knife/Sword 1)
- **Medicine Show** (Miracle cure) (Medicine 15, Thespian 15)
- **Posse Member** (Stealth 15, Pocket picking 15, Pistol 1, Rifle 1, Knife/sword 1)
- **Infamous villain** (Leadership 15, Public Speaking 15, Tactics 15, Pistol 1, Rifle 1)





## The Law

*(Restricted and must be approved by the Judge)*

- **Federal Circuit Judge** (Federal crimes) (Law 15, Bureaucracy 15, Public speaking 15, Literacy 15)
- **US Marshall** (Federal crimes) (Law 15, Leadership 15, Public speaking 15)
- **County Sheriff** (Highest official in a region) (Law 15, Bureaucracy 15, Public speaking 15, Literacy 15)
- **Local hanging Judge** (local crimes) (Law 15 or Literacy 15, Public speaking 15)
- **Town Marshall** (Local law enforcement) (Law 15, Tactics 15, Pistol 1, Rifle 1)
- **Deputy** (for a US Marshall/Town Marshall/County Sheriff) (Law 15, Pistol 1, Rifle 1)
- **Pinkertons Agent** (Tracking 15, Law 15, Literacy 15, Pistol 1, Rifle 1)
- **Royal Canadian Mountie** (Riding 15, Tracking 15, Law 15, Rifle 1)





## Wilderness people

- **Army Scout** (Scouting 15, Tracking 15, Orienteering 15)
- **Skinner** (Trapping 15, Sailor/Seamstress (Leatherworking) 15)
- **Camp Cook** (Cooking 15)
- **Travelling Cowboy** (Survival 15, Orienteering 15, Indian Contact 15)
- **Explorer** (Scouting 15, Surveying/mapmaking 15, Orienteering 15)
- **Mountain Man** (Sheepherding 15, Survival 15, Rifle 1)
- **Hunter** (Trapping 15, Tracking 15, Archery 1, Rifle 1)
- **Lumberjack** (Carpentry 15, Knife(Axe) 1)
- **The Pioneer** (Farming 15, Trading 15, Preaching/Theology 15)
- **Prospector** (Trading 15, Prospecting/Mining 15, Literacy 15)

## The Church

- **Preacher/Priest** (Public speaking 15, Preaching/Theology 15, Literacy 15)
- **Missionary** (Linguistics 15, Preaching/Theology 15, Literacy 15)
- **Nun** (Medicine 15, Preaching/Theology 15, Literacy 15)
- **Undertaker** (Preaching/Theology 15, Literacy 15, Trading 15)





## Rich Folk – Part 1

*(Restricted and must be approved by the Judge)*

- **Cattle Baron** (Trading 15, Literacy 15, Cow Handling 15, Leadership 15)
- **Wealthy Merchant** (Trading 15, Literacy 15, Accounting 15)
- **Saloon owner** (Bartending 15, Trading 15, Literacy 15)
- **Brothel owner** (Trading 15, Literacy 15, Linguistics 15)
- **Railroad Baron** (Civil Engineering 15, Railroad Engineering 15, Literacy 15, Leadership 15)
- **Bank Manager** (Law 15, Literacy 15, Accounting 15, Trading 15)
- **Wealthy Rancher** (Farming 15, Cow Handling 15, Trading 15, Literacy 15, Wrangling 15)
- **Politician** (Public Speaking 15, Law 15, Literacy 15, Bureaucracy 15)
- **Wealthy European Foreigner** (Bureaucracy 15, Literacy 15, Linguistics 15, Trading 15)
- **High Ranking Veteran Army officer** (Bureaucracy 15, Literacy 15, Artillerist 15, Law 15, Tactics 15)





## Rich Folk – Part 2

*(Restricted and must be approved by the Judge)*

- **Owner of Mining company** (Prospecting/Mining 15, Trading 15, Literacy 15, Civil Engineering 15, Leadership 15)
- **Owner of Oil Company** (Prospecting/Mining 15, Trading 15, Literacy 15, Civil Engineering 15, Leadership 15)
- **Owner of trade station** (Trading 15, Accounting 15, Literacy 15, Assaying(Goods) 15)
- **Chinese Opium Den owner** (Trading 15, Assaying(Drugs) 15)
- **Mexican Liquor producer** (Trading 15, Indian Contact 15, Bartending 15, Linguistics 15)
- **Owner of Fur company** (Trapping 15, Sailor/Seamstress (Leatherworking) 15, Literacy 15, Leadership 15, Trading 15, Assaying(Furs) 15)
- **Gang Leader** (Leadership 15, Public Speaking 15, Tactics 15, Rifle 1, Pistol 1)

## Settlers

- **Settler** (Assaying15, Trading 15, Carpentry 15, Prospecting/Mining 15, Preaching/Theology 15, Trapping 15)
- **Homesteader (Rancher, Cattle/ Horse breeder, Farmer)** (Cow handling 15, Shepherding 15, Veterinarian 15, Cow Handling 15, Shepherding 15, Farming 15, Wrangling 15)





## Townfolk – part 1

- **Folk Hero** (Entertainer 15, Roping 15, Riding 15, Fast draw 15)
- **Barber** (Trading 15)
- **Drunk** (Brawling 1)
- **Bank Teller** (Law 15, Literacy 15, Accounting 15)
- **Mexican** (Cooking 15, Trading 15, Explosives 15, Pistol 1)
- **Chinese** (Pocket Picking 15, Medicine 15, Trading 15, Knife/Sword 1)
- **Doctor** (Medicine 15, Literacy 15, Linguistics 15)
- **Dentist** (Literacy 15, Linguistics 15, Dentistry 15)
- **Veterinarian** (Animal Doctor) (Veterinarian 15, Literacy 15, Linguistics)
- **Butcher** (Trading 15, Throwing 15, Knife/Sword 1)
- **Blacksmith** (Trading 15, Smithing 15)
- **Gunsmith** (Trading 15, Gunsmithing 15)
- **Silversmith** (Trading 15, Silversmithing 15)
- **Locksmith** (Trading 15, Locksmithing 15)
- **Leatherworker or Saddlemaker** (Trading 15, Saddlemaking 15)
- **Prospector or Miner** (Trading 15, Prospecting/Mining 15)
- **Carpenter** (Trading 15, Carpentry 15)





## Townfolk – part 2

- **Wainwright/Wagon maker** (Trading 15, Wainwright 15)
- **Cook** (Cooking 15, Trading 15)
- **Newspaper publisher** (Trading 15, Literacy 15, Linguistics 15, Printing/Journalism 15)
- **Tailor or Clothmaker** (Trading 15, Tailor/Seamstress 15)
- **Wagon/Pony Express Rider** (Riding 15, Teamster 15, Whip 15)
- **Foreigner** (Typically Englishman) (
- **Noble European (without estate - only title)** (Literacy 15, Linguistics 15)
- **School teacher** (Literacy 15, Linguistics 15, Public Speaking 15)
- **Western Union Man/Telegrapher** (Telegraph 15, Literacy 15, Linguistics 15)
- **Wagon Wright or Cart Wright** (crafting and repairing vehicles)
- **Photographer** (Trading 15, Photography 15)
- **Railroad worker** (Railroad Engineering 15, Explosives 15)
- **Jeweler** (Trading 15, Assaying 15)





## Saloon people

- **Old Lady** (Trading 15, Leadership 15, Literacy 15, Entertainer 15)
- **Prostitute** (Trading 15, Entertainer 15, Thespian 15, Linguistics 15)
- **Bartender / Barmaid** (Bartending 15, Trading 15, Entertainer 15)
- **Gambler** (Gambling 15, Thespian 15, Trading 15)
- **The Piano Player** (Entertainer 15, Thespian 15)

## Natives

- **Brave** (Indian Contact 15, Scouting 15, Throwing 15, Knife/Axe 1, Rifle 1, Archery 1)
- **Indian** (Survival 15, Indian Contact 15, Orienteering 15, Swimming 15, Veterinarian 15, Archery 1, Knife/Axe 1)
- **Half Breed** (Survival 15, Indian Contact 15, Orienteering 15, Tracking 15, Swimming 15, Rifle 1, Pistol 1)
- **Indian Chief** (Indian Contact 15, Medicine 15, Leadership 15, Tactics 15, Public Speaking 15)
- **Medicine Man** (Indian Contact 15, Medicine 15, Veterinarian 15)
- **Citizen Indian** (Indian Contact 15, Rifle 1, Knife/Axe 1, Archery 1)





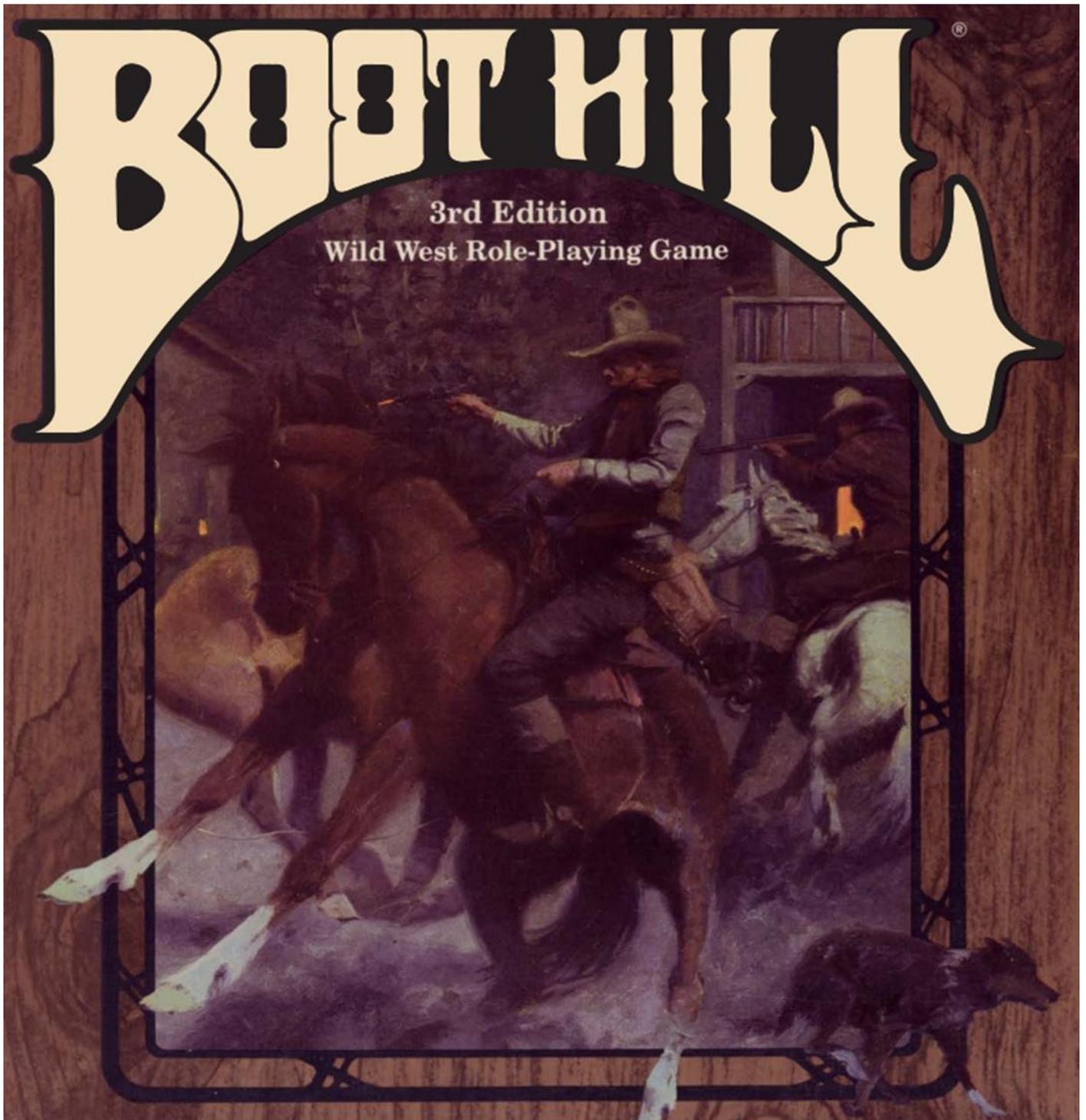
## The Army *(Must select "Union" or "Confederation")*

- **Army Scout** (often Indian/Native) (Scouting 15, Tracking 15, Riding 15)
- **Veteran Soldier** (Pistol 1, Rifle 1, Riding 15, Bureaucracy 15, Explosives 15)
- **Officer** (Tactics 15, Bureaucracy 15, Leadership 15, Literacy 15, Pistol 1, Rifle 1)
- **Artillery Soldier** (Artillerist 15, Explosives 15, Pistol 1, Rifle 1)
- **Cavalry Soldier** (Riding 15, Knife/Sword 1, Pistol 1)
- **Footmen Soldier** (Gunsmithing 15, Pistol 1, Rifle 1)
- **Buffalo Soldier** (Colored soldier who fought in the Indian Wars) (Rifle 1, Pistol 1, Survival 15, Knife/Sword 1, Throwing 1, Cooking 15)

## Cowboys

- **Cowboy / Cowgirl** (Pistol 1, Rifle 1, Riding 15, Roping 15)
- **Ranch Cowboy** (Wrangling 15, Riding 15, Roping 15, Whip 15)
- **Lone Cowboy** (Stealth 15, Riding 15, Tracking 15, Survival 15, Pistol 1, Rifle 1)
- **Rodeo Rider** (Riding 15, Wrangling 15, Entertainer 15, Roping 15)
- **Performance artist Cowboy** (Entertainer 15, Thespan 15, Fast draw 15, Pistol 1, Throwing 15, Roping 15, Whip 15)
- **Vaquero** (Working cowboy - Cattle driver) (Cow Handling 15, Sheepherding 15, Roping 15, Whip 15)





# **Expertise Feats Compendium**

**Supplement to Boothill 3<sup>rd</sup> Edition**

# Introduction and background

This compendium list all the available expertise feats that can be added as an option or supplement to the standard Boothill 3<sup>rd</sup> edition rules. This supplement adds an element of player character progression. The missing advancement / character building element has been a criticism to the system compared to e.g. D&D.

Only requirement needed is that players keep track of both the current available XP they have for purchasing skill points and attributes *as well as the total accumulated XP* earned throughout the lifetime of their character.

It becomes harder and harder to further improved ones advanced skills as you move up the expertise level ladder, which is also reflected in the mount of XP needed to be earned for the next tier as you go along.

## Total Experience Advancement rule

- When a certain amount of total XP has been earned, the experience of the character grants the character the benefit that a bonus Expertise feat can be selected without any additional XP cost.
- This expertise feat reflects that the character has become more seasoned and experienced and develops his skills and abilities more advance levels
- The character must meet any requirements stated first before the Feat can be selected. The Player is allowed to wait selecting the bonus feat when reaching the XP threshold until the character meets all the requirements
- The same Feat can only be selected once.

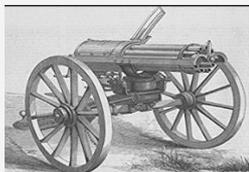
### Experience advancement table

<b>Total Experience points accumulated</b>	<b>Expertise Level</b>	<b>Expertise Bonus</b>
500	1	-
1.000	2	<i>Select one Expertise Feat</i>
1.500	3	-
2.000	4	<i>Select one Expertise Feat</i>
2.500	5	-
3.000	6	<i>Select one Expertise Feat</i>
3.500	7	-
4.000	8	<i>Select one Expertise Feat</i>
4.500	9	-
5.000	10	<i>Select one Expertise Feat</i>

## Expertise Feat    Description

### Advanced Artillerist

*Pre-requisite: Skilled in artillerist and a score of at least 10*



You become a specialist for operating heavy weapons, gaining the following benefits:

- When you operated a Gatlin Gun it only misfires on 19-20 and you can unjam it in only 2 combat rounds (instead of the normal 1 minute)
- When you operate a cannon it only requires a crew of 3 men (instead of 4) to reload and it can be done in 2 combat rounds (instead of 3)

### Medical Expert

*Pre-requisite: Skilled in Medicine and a score of at least 10 and skilled in Chemistry*



You become a specialist in medicine and healing remedies, gaining the following benefits:

- You can craft following at 50% of the normal price (to cover cost of ingredients):

Henbane Treatment

Natural Healing Ointment

Willow Bark Extract

Alrune root Ointment

Gunpowder Gauze

Each potion/treatment takes ½ a day to craft. Must have access to a General store and/or ingredients. A successful Medicine check roll must be done at the end of the ½ day. If failing something failed in the creation of the potion or treatment and it is useless.

### Advanced Dynamite Handling

*Pre-requisite: Skilled in Explosives with a score of at least 10 and skilled in Throwing*



You become a specialist for handling dynamite, gaining the following benefits:

- If you throw a dynamite stick there is only 30% chance of failure (instead of 50/50)
- When you throw back dynamite with a lit fuse you get +2 to your luck roll

### High Roller

*Pre-requisite: Skilled in Gambling and a score of at least 10*



You have played extensively and improved your gambling skills and strategic understanding of the game to expert level, gaining the following benefits:

- when gambling and rolling your gambling check – you can add the full difference between your Gambling score and the number rolled (instead of normally ½ of the difference rounded down)
- This also applies the rolls if cheating

## Alertness



*Pre-requisite: Skilled in Tactics and a score of at least 10*

You are very alert and observant, gaining the following benefits:

- If you succeed your Tactics check at the beginning of an encounter, you can add +2 to your initiative roll for the combat encounter (instead of +1)

## Ambidexterity



*Pre-requisite: Skilled in Pistol and Coordination score of minimum 15*

You are ambidextrous being able to use both hands at almost equal level, gaining the following benefits:

- When shooting with wrong hand with a pistol you do not have any accuracy penalty (instead of normal -2)
- When shooting with both hands with pistols, you only have a -4 accuracy penalty (instead of normal -6)

## Shotgun Specialist

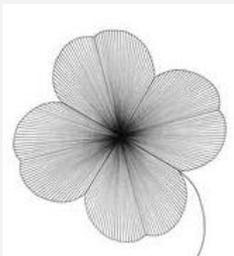


*Pre-requisite: minimum 5 Weapon Skill points in Rifle*

You have done extensive training in shooting with shotguns and scatterguns, gaining the following benefits:

- When shooting with a shotgun or Scattergun you gain +1 to the 1d6 die roll on the Shotgun/Scattergun wound table
- When shooting with a shotgun or Scattergun the speed category of the weapon is 1 category better than normal (e.g a “slow speed” shotgun has “average speed” for you)

## Lucky Bastard



*Pre-requisite: None*

You have been born under a lucky star, gaining the following benefits:

- When you have to roll a luck check after receiving a Mortal wound you can subtract -2 from your roll

## Sniping (Rifle)



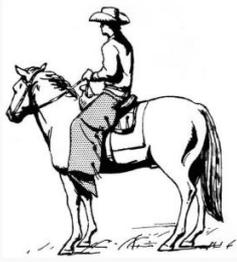
*Pre-requisite: minimum 5 Weapon Skill points in Rifle*

You have done extensive training in sniping with a rifle, gaining the following benefits:

- When sniping with a rifle you get +3 to accuracy modifier (instead of the normal +2)
- When shooting with a rifle the speed category of the weapon is 1 category better than normal (e.g a “slow speed” Revolving Rifle has “average speed” for you)

This does not apply to Shotguns or Scatterguns

## Horse Riding Specialist



*Pre-requisite: Skilled in Riding and a score of at least 10*

You are an expert on a horseback, gaining the following benefits:

- You do not gain any accuracy penalty when shooting from a moving horse (normal -4)
- It only cost you 25% of your movement to mount or dismount a horse (normal ½)
- You gain +2 to all checks to stay in saddle when riding a horse

## Lasso Specialist

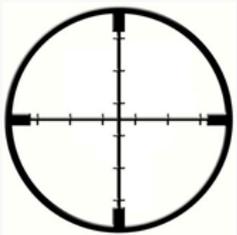


*Pre-requisite: Skilled in Roping and a score of at least 10 and skilled in throwing*

You are an expert with a lasso, gaining the following benefits:

- You can both throw and reel in the Lasso during the same combat round (normal it takes 1 round reeling it in)
- You get no accuracy penalty a long and extreme range when throwing a Lasso
- Your target gets +2 penalty to its Strength or Coordination check to escape check if you hit it with a Lasso

## Trick Shooter



*Pre-requisite: minimum 5 Weapon Skill points in the weapon type selected*

You have extensive training in trick shots both against moving targets and while moving yourself, gaining the following benefits:

- You must choose either Rifle or Pistol when selecting this feat. Feat benefits will only apply to this weapon type. This cannot be changed later.
- You only need to apply half the normal accuracy modifier when shooting with this weapon type even if target or yourself has moved (instead of normal -2 and -4)

## Charismatic



*Pre-requisite: Skilled in at least one of following: Entertainer, Thespian or Public Speaking*

You have been born with a very charismatic attitude and people generally likes you, gaining the following benefits:

- The Judge must add a positive +2 modifier to rolls when checking NPC reactions (Table 25 and 26 in rulebook). This is in addition to the normal +1 modifier if your Stature is 10 or above
- When you have to roll a skill check using either Entertainer, Thespian or Public Speaking skills subtract -2 from your roll.

## Orienteering and Survival Specialist



*Pre-requisite: Skilled in Orienteering and Survivalist*

You have done numerous trips into the wild and done a lot of cross country travelling, gaining the following benefits:

- You have an excellent sense of selecting the right track that stays within natural resources of food and water and only have to roll checks once every 2 days of travelling (normally once per day)
- When you have to roll a skill check using either Orienteering or Scouting skills subtract -2 from your roll.

## Fist Fighter



*Pre-requisite: Skilled in Brawling and a Strength score of minimum 12*

You have fought numerous fights and brawls in various Saloons and become a seasoned veteran within this field of expertise, gaining following benefits:

- You have a personal customized set of Brass Knuckles you always carry on you for quick use
- When fighting a brawl you can add +1 extra modifier to your Brawling roll (Table 15). This is in addition to the normal +1 modifier if your Strength is higher than your opponent
- You can use your bare hands with your brass knuckles as a brawling weapon gaining a +2 bonus to the roll (as if you have used a chair)
- You also add +1 to all damage delivered with your hands and brass knuckles.

## Expert Tracker



*Pre-requisite: Skilled in Tracking and a score of at least 10*

You are an expert tracker that learnt from one of the best trackers (being an native Indian or white), gaining the following benefits:

- You have an excellent eye for tracking and only need to apply a reduced conditional modifier compared to normally:
  - 1 if ground is hard or rocky (normally -3)
  - 3 if trails leads through town or a across a river (normally -6)
  - 2 additional modifier if trail is lost and try to recover it (normally -4)
- You only need to make a check for every 5 miles (normally one per 2 miles)

## Rogue Style



*Pre-requisite: Skilled in Stealth and in knife*

You are specialized in stealthy operations and knives, gaining the following benefits:

- You have an excellent way of moving around without being noticed. When you have to roll a skill check using your stealth skill subtract -2 from your roll.
- You are experienced in knife fighting and only reduce your Coordination or Observation score to 2/3 (rounded up) when approaching a person wielding a knife in a fight a roll a check to see if you can find an opening (normally  $\frac{1}{2}$  of Coordination)
- When fighting a knife fight you can add +1 extra modifier to your roll (Table 15)

## Wrestler



*Pre-requisite: Skilled in Brawling and a Strength score of minimum 12*

You have participated in numerous wrestling competitions and become a seasoned veteran within this field of expertise, gaining following benefits:

- When grappling you can add +2 extra modifier to your grapple roll (Table 16). This is in addition to the normal +1 modifier if your Strength is higher than your opponent
- You also add +1 to all damage delivered
- If locked in a Bear hug you can modify your roll by up to +/- 2 (on table 16) until you get a 16-17 throw result and breaks free

## A person with a reputation



*Prerequisite: None*

You are a person with a reputation from either your previous deeds, participation in shootouts, by family heritage or by focusing on socializing with the right people, gaining following benefits:

- Your Stature attribute increase by 1

## Bronc Buster



*Pre-requisite: Skilled in either Wrangling or Teamster*

You have worked a lot with handling wild mounts and taming them, gaining following benefits:

- An eye for qualities in a horse. When the Judge rolls or determines attributes scores for a horse you are acquiring he must add an extra +1 modifier to all 4 attribute scores for the horse (see page 56 rule book) and the horse does not need to roll for any undesirable traits (Table 22)
- When trying to tame a horse you get +2 to all Bronc busting rolls (Table 23)
- If you get thrown off a horse either while bronc busting or in any other situation you can subtract -2 to your wound location roll and -1 1 to your wound severity roll
- If you manage to stay on a horse while trying to bronc busting it for 8 turns the horse will stop and automatically is considered to be broken (normally 20 turns)

## Expert Trader



*Pre-requisite: Skilled in Trading and at least a score of 10*

You have advanced negotiation skills within trading, gaining following benefits:

- If you make a successful Trading check when buying items you get a discount of 25% off the normal price (normally -10% discount)
- If you try to sell something and makes a successful Trading check – the buyer offers to pay 10% more than the normal price (assuming buyer is interested in the goods)
- When you have to roll a skill check using your Trade skill subtract -1 from your roll.

## Athletic



*Pre-requisite: Coordination score of minimum 15*

You are trained in moving extremely agile through obstacles and difficult terrain, gaining following benefits:

- If you make a successful Coordination check (free action) before you start moving you can move normally through obstacles and difficult terrain (normally only moving ½ your speed)
- If you make a successful Coordination check (free action) before you move you do not pay ½ your movement to stand up from prone or mounting/dismounting a horse
- You do not suffer from movement penalties light wounded in legs (you still apply penalties from serious wounds in legs)
- When you have to roll a check using your Coordination skill in connection with movement, jumping or other agile maneuver you can subtract -1 from your roll.

## Native training



*Pre-requisite: Skilled in Indian Contact and a score of minimum 10*

You are trained in the martial arts of the Native Indian people, gaining following benefits:

- You get +1 Weapon skill point in Archery
- You get +1 Weapon skill point in Knives/Spear/Axe
- Native Languages: You can speak, read and write Native Indian language fluently (does not require skill in Linguistics)
- Your short, long and extreme range when throwing a knife, axe, spear or shooting a bow is doubled

## Dualist (Pistol)



*Pre-requisite: minimum 5 Weapon Skill points in Pistol and skilled in Fast draw*

You are specialized in one on one dueling with pistols, gaining the following benefits:

- When in a 1 on 1 dual and using a pistol you have +2 to your initiative roll in the first round (still apply modifiers for tactics or fast draw)
- When in a 1 on 1 dual and using a pistol you apply wound location modifiers as if firing careful shot (e.g. adjusting with full weapon skill) regardless of type of shot selected.

## Endurance



*Pre-requisite: Minimum Strength attribute score of 15*

You are born with an extremely robust body and a health that can endure a lot of pain, gaining the following benefits:

- Opponents always subtract -1 from wound severity rolls against you
- Your Light wounds can recover without receiving a successful medicine check

## Education

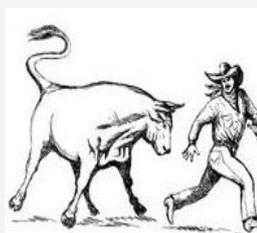


*Pre-requisite: Skilled in Literacy and a score of minimum 10*

During your youth you had access to a private teacher and received various education, gaining the following benefits:

- Select 2 working skills that you are not skilled in already.
- Roll 2d10 for each to determine skill level

## Running



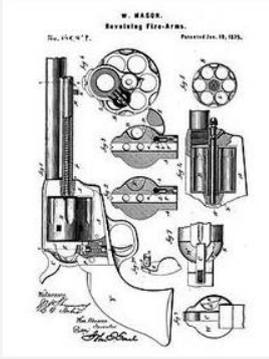
*Pre-requisite: None*

You have been trained to run both short and long distances, gaining the following benefits:

- Your movement speed on foot is increased by 50% for both Crawling, Walking, Evading and running
- If you moved opponents has an additional -1 accuracy modifier to hit you with a weapon

## Customized Weapon

*Pre-requisite: Skilled in Gunsmithing and a score of minimum 10*



You have learnt to reinforce and modify weapons, gaining the following benefits:

- Pick one specific weapon from the Weapons list (Table 14 -e.g. Cab/Ball Revolver, Lever action Rifle etc...)
- If you carry this specific weapon type – you can consider it modified so it has a +1 wound severity modifier

You cannot subsequently change the selected weapon type and the modifier does not stack with weapons that already have a wound severity modifier as standard.

## Blind-fighting

*Pre-requisite: Minimum Observation attribute score of 15*



You have learnt to fight and shoot blindfolded, gaining the following benefits:

- You do not need to apply any accuracy modifier if target is obscured (normal -2)
- You only suffer 50% penalty (-2) if you are shooting in darkness or blinded (normal -4)

Above benefits apply to both shooting, brawling and grappling.

# WILD WEST EXTENDED GENERAL GOODS



## EQUIPMENT & SUPPLY LISTING

Item	Cost (\$)	Item	Cost (\$)
<b>PERSONAL GEAR</b>			
Bed Roll	4.00	Boots & Spurs	15.00
Canteen	1.00	Chaps	4.00
Gloves	1.00	Gun Belt	2.00
Hat	3.00	Holster	3.00
Horse Blanket	3.00	Jacket, Leather	5.00
Jacket, Sheepskin lined (winter)	10.00	Mess Kit	2.00
Poncho (rain gear)	2.00	Provisions (trail)(per week/man)	4.00
Saddle Bags	6.00	Saddle (Western, w/ bridle & blanket)	35.00
Saddle (California w/bridle & blanket)	30.00	Sheath (knife)	.50
Sheath (rifle)	3.00	Tobacco (plug)	.10
Tobacco (pouch)	.20		
<b>ROOM and BOARD</b>			
Room, Boarding House (includes meals/per day)	1.00	Room, Hotel (meals extra/per day)	1.00
Restaurant Breakfast	.50	Restaurant Lunch	.25
Restaurant Supper	1.00	Shave & Haircut	.25
Bath	1.00	'Red Eye' Whiskey/bottle	1.00
Fine Kentucky Whiskey/bottle	4.00	Beer/mug	.05
<b>PROFESSIONAL ITEMS</b>			
Assayer's instruments	50.00	Blacksmith's Anvil	25.00
Blacksmith's Forge	60.00	Blacksmith's Hammer	3.00
Blacksmith's Misc. Tools (tongs, punches, etc.)	30.00	Carpenter's Tools (set)	40.00
Dentist's Instruments	50.00	Doctor's Kit (Physician or Veterinarian)	50.00
Gunsmith's tools (set)	40.00	Leather Working tools (set)	15.00
Locksmith Tools (set)	25.00	Mining Tools (picks, drills, shovels, etc.)	15.00
Surveyor's instruments	75.00		
<b>MISCELLANEOUS</b>			
Bear Grease (metal preservative/per pound)	.05	Cards, Playing/pack	.25
Lamp Oil (5 Gallon Can)	.25	Lantern	2.00
Sulfur Matches (Box of 50)	.25		
<b>WAGONS</b>			
2- Seat Buggy(1 horse needed to pull)	80.00	Concord Coach (stage coach) (4 - 6 horse team needed to pull)	600.00
Connestoga Wagon (4 horse team needed to pull)	150.00	Heavy Freight Wagon (6+ horse or mule team to pull)	300.00
Light Freight Wagon (2 horse team needed to pull)	100.00		
<b>MEDICAL SUPPLIES</b>			
Anesthetics/Chloroform (quart bottle)	4.00	Anesthetics/Ether (quart bottle)	6.00
Carbolic Acid (gallon)	2.00	Iodine Solution (quart jar)	.50
Medicinal Alcohol (gallon)	3.00		

# Healing & Wounds



## Wounds threshold

A character can suffer from an amount of wound points up to his STR score. When reaching STR score character fall unconscious and remains unconscious until number of wounds is reduced below STR score.

Healing from wounds can happen i three ways:

- 1) **Medical care:** a successfull Medicine check by a skilled person followed by rest.
- 2) **Treatment or consumption:** using herbs, drugs, plants or other remedy
- 3) **A combination:** Combining both 1 and 2 for faster recovery or temporary painkilling.

## Healing from wounds

**Light wounds** *does not* start to heal before character has undergone a successfull medical care check.

Light wounds can also be removed by some herbs/medicine as well or effects postponed temporarily.

**Serious wounds** *does not* start to heal before character has undergone a successfull medical care check. So this step is *always* needed.

However various other treatment or consumption of medicine, herbs and and drugs can teporarily postpone penalties suffered from serious wounds or help speed up the recovering process after successfull medical care has been recieved.

If a serious wounds does not recieve medical care within 10 days a chacter must make a luck roll.

If successfull the wounds starts healing as ifit had revieced medical care.

If luck roll is unsuccessfull then the wound has gone septic and the character dies.

**Mortal wounds** *cannot* be treated by any means.

Only a successfull luck roll when getting a mortal wound can change it into a light wound with 1 wound point.

Otherwise characters die from a mortal wound.

## Medical care

A Character who has recieved successfull medical care start healing at follwing rate:

**Recovering from light wounds:** 2 wound points per light wound per day. All light wounds are automatically healed after 1 week.

**Recovering from serious wounds:** 1 wound point per Serious wound per day

**Recovering from Mortal wounds:** Cannot be recovered, result in death

## Herbs, drugs, medicine and mixtures

Two types exists: **Potions** can be consumed as an action during a round and effect is gained instantly. **Treatments** must be applied after a successfull Medicine check has been carried out and wounds are starting to recover. Treatment takes at min. 10 minutes.

Name	Effect	Risk of side effect	Undesired side effect	Value (USD)
<b>Henbane "bulmeurt" essence (treatment)</b>	Curing. 3 wound points from Light wounds are recovered per day (instead of normally 2)	0%	None.	2 \$
<b>Natural healing ornament/Salve (treatment)</b>	Curing. Double amount of Serious wounds points recovered per day	0%	None.	3 \$
<b>Opium drops (potion)</b>	Painkilling. Neutralises the penalty effect of 1 serious wound OR 2 Light wounds for 1d6 hours	70%	Deadening, dizziness. -3 to Observation and you cannot run for 1d6 hours.	10 \$
<b>Coca leaf concentrate (potion)</b>	Painkilling. Instantly neutralises the penalty effect of 2 Light wounds for 1d6 hours	60%	Contains moderate amount of Cocaine. Invigorating and refreshing. +1 to Strength, +1 to Observation and -2 to Coordination for 1d6 hours	5 \$
<b>Whiskey - Quarter of a bootle (potion)</b>	Painkilling. Instantly neutralises the penalty effect of 1 Light wound for 1d6 hours	50%	Slowing/ anesthetizing. -1 to Observation an -1 to Coordination.	1 \$ per Bottle
<b>Willow Bark extract (potion)</b>	Removes fever.	0%	None.	1 \$
<b>Gunpowder Gauze (wound dressing treatment)</b>	Wound closure. Reduces 2 wound points from selected Serious or Light wound (cannot reduce below 1 wound point from a light wound or 2 wound points from a Serious wound)	30%	Skin infection. The selected light wound develops into a Serious wound or the selected Serious wound adds 2 wound points instead.	4 \$
<b>Alrune root ointment (Treatment)</b>	Wound closure. Reduces 2 wound point from selected Light wound (cannot reduce below 1 wound point from a light wound)	0%	None.	3 \$