



JUDGES, WELCOME TO WEIRD FRONTIERS!

Every excellent judge keeps a well-thumbed rules book at hand when they weave tales of outrageous adventure to their game group. Over time, book markers are added to the rules book for those often-sought tables and references that get turned to for nearly every session. This compilation of charts, tables, and rules is just that. These are the bits of information that get referenced at every game at my table, and I'm sharing them with you.

Where POSSIBLE, there are both landscape and portrait versions of the pages that will fit in many pocketed 'GM screens' on the market today. There's also a folder of art to place on the player-facing side of the screen as well. There are far more pages of information here than will fit in these screens, so pick the ones you reference the most yourself—along with some atmosphere provoking art. I abbreviated some tables from the core book; columns were cut out so the charts would fit on one page. The cut columns offered background information and were not rules that are needed to be referenced mid-game.

Alternating paragraphs are lightly highlighted in yellow for better reading on tablet or computer screens but will not print on most black and white printers.

Character generation tables were left out, as it's rare for a judge to need that information after the characters are assembled. If there's a call for it, perhaps a player's version of this document will be created down the line. Go forward, armed with this conveniently packed informational goodness, and have more fun at every game session!

CRITICAL HIT CHART: BLUNT

ROLL RESULT

0 or less	Weapon lands with such force it inflicts maximum damage before bounding off of the target and strikes either the attacker or an ally within melee range (50% chance) for ½ damage.
1	Cheap shot to the “tenders.” Target suffers +1d6 damage and is stunned for 1 round.
2	Weapon smashes the opponent's elbow, striking a nerve and causing a momentary loss of feeling. The blow inflicts +1d4 damage and causes anything carried to be dropped.
3	Blow smashes any weapon opponent may be wielding, doing an additional +1d5 damage. The target weapon must pass a DC 8 Fortitude save or is destroyed.
4	Attack lands in the mid-section, knocking the wind out of the target, inflicting +1d6 damage and causes 1d3 temporary Stamina damage each round until a DC12 Fortitude save can be made. Reaching zero Stamina results in passing out for 1 turn or until roused.
5	Opponent spins awkwardly from the blow, off balance and vulnerable, offering a +1d bonus to all attacks against them until their next action.
6	Weapon strikes low, smashing the foot of the target, breaking 1d5 toes, which inflicts +1d8 damage. Target suffers ½ movement until the broken bones heal.
7	Weapon strikes lower back, fracturing vertebrae for +1d10 damage. Target suffers -1d to all Reflex saves until magically healed or treated.
8	Target suffers maximum damage while attempting to parry the blow. In addition to the damage, they drop their weapon.
9	Hit to the spleen causes the target to vomit blood. Besides suffering +1d12 damage, the target doubles over helplessly from pain. Only a Fortitude save at DC 13 allows the target to shrug off the pain and function normally.
10	Weapon swings into the target's knee, causing a ligament to snap, inflicting +1d12 damage and knocking the target prone. Movement is halved until healed magically or treated medically.
11	Target raises their arm to block the attack and the force of the blow snaps their wrist back, breaking it, inflicting +1d12 damage. The hand is useless until bones are set or magically healed.
12	A brutal blow to the face knocks 1d4 teeth out of target's mouth, inflicting +1d10 damage, stunning them for 1d6 rounds. Target's Personality checks suffer a -2 penalty when appearance comes in to play.
13	Force of the blow inflicts +1d14 damage and spins target awkwardly on their feet, giving the attacker an opportunity for a second attack.
14	Weapon lands solidly fracturing the femur, inflicting +1d16 damage that causes internal bleeding for 1pt of damage per round until the bone is set or magically healed. Movement is halved until the bone is healed.
15	Weapon connects squarely with the target's nose, shattering it and inflicting +3d6 damage. Target loses all sense of smell until healed.
16	Blow lands to the top of the target's head, inflicting +1d12 damage and splits the skin above the brow, blinding them for 1d6 rounds.

ROLL RESULT

17	Brutal gut-shot knocks the plumbing loose, rupturing a vital organ. Weapon inflicts +1d16 damage and target bleeds internally for 1d2 damage per round until surgery or magical healing is performed.
18	Swing strikes the foe's windpipe for +3d8 damage. Target can only whisper until surgery or magical healing is performed.
19	Minor skull fracture causes +3d8 damage and knocks the target senseless. Opponents gain +1d on attack rolls for 1d10 rounds while the target is dazed.
20	Crushing blow to the chest causes +1d16 damage and breaks 1d6 ribs while collapsing the target's lung. Target suffers -2d to any roll involving physical activity until healed.
21	Weapon crushes the orbital bone, freeing target's eyeball. The attack inflicts +1d16 dmg and target loss of sight in one eye until surgery, or magically healed. All rolls requiring sight suffer a -2 penalty.
22	Blow connects with the spine, shattering several vertebrae. The attack inflicts +2d12 damage and a DC 15 Fortitude save must be passed to avoid paralysis until magically healed.
23	Blow crushes bones and snaps tendons for an additional 2d12 damage. Target permanently loses the use of an arm unless magically healed.
24	Blow strikes the target's face with such force that both eyes are punctured by shards of bone from their own skull, inflicting +3d12 damage. Target is permanently blinded until magically healed and suffers a -1d penalty to all rolls requiring sight.
25	Vicious blow to the genitalia inflicts +2d16 damage. Target is stunned for 1d6 rounds and loses the ability to reproduce until magically healed.
26	Blow lands on the head, cracking the target's skull and causes brain matter to leak through their nose and ears, inflicting +3d12 damage. Target's Intelligence is permanently halved and loss of memory prevents any actions requiring complex thinking until magically healed.
27	Blow lands low, shattering every bone and tendon in the target's foot, splitting the skin, allowing the gore to escape. Blow inflicts +3d8 damage and target becomes lame, halving movement until magically healed.
28	Blow shatters the target's ribcage, sending jagged bone shards into their heart. Target must immediately pass a DC 15 Fortitude save or die instantly. Passing the save means the target suffers +2d12 damage and is helpless until magically healed.
29	Inner organs are smashed to a fine paste, inflicting +4d12 damage as the target's bowels empty and they begin bleeding internally. Target suffers +1d4 additional damage unless magically healed.
30+	Target's skull explodes like a gore-filled melon. Brain matter splatters everyone in a 10' area as the target dies instantly.

CRITICAL HIT CHART: FIREARMS

ROLL	RESULT
0 or less	Target takes full damage from the bullet and receives a -2 penalty to all rolls for the rest of the round.
1	Bullet grazes the target's wrist causing the target to drop anything held (roll randomly to determine left or right). If the target is a creature, it loses one of its next attacks.
2	Bullet strikes the target's rib cage inflicting an extra 2d4 damage and dazes the target, causing them to suffer a -2 to all actions checks for 1 round.
3	Bullet pierces the target's elbow, hitting a nerve, causing a momentary loss of feeling. Bullet inflicts +3d4 damage and causes anything carried to be dropped. Any actions using the arm are at -1d for 1d6 rounds until the feeling returns to the arm.
4	Target's calf bursts in a spray of gore for +2d6 damage. The target is at 1/2 Move until 1 full round can be spent tending the wound.
5	Bullet passes through the target's bicep for +2d6 damage causing any ranged weapon being held (roll to see which arm is struck) to fire in a random direction, possibly striking an ally 50% of the time. Non-ranged weapons are flung 1d30' away in a random direction.
6	The target's skull catches the bullet in the temple inflicting +1d8 damage and dazes the target unless a Fortitude save can be passed at a DC of 12 (check each round until passed). The target is at -2d to all actions until this save is passed.
7	Bullet strikes target's weapon hand for +1d8 damage, peeling the skin back on the knuckles and forces the target to drop anything being held. The target suffers a -1d penalty with any physical actions until the wound is treated.
8	Bullet shatters the target's collarbone doing +1d10 damage and dazes the target (they are unable to act) until a Fortitude save is passed at a DC of 12 (can be checked each round until passed).
9	Bullet passes through the target's abdomen, piercing the spleen, causing them to vomit blood. In addition to +1d12 damage, target doubles over in agony and must pass a Fortitude save at DC 13 each round or remain prone.
10	Target's kneecap shatters causing +1d12 damage, making the leg lame. Movement is reduced by 1/2 until healed magically. A physician can remove the penalty at the cost of a permanent -5' to move.
11	Bullet grazes the target's hip sending them spinning to the ground. Target suffers +1d12 damage and must remain prone for 1d4 rounds from intense pain before they can return to their feet.
12	Bullet passes through target's jaw doing +1d14 damage and forcing a DC 13 Fortitude save to avoid passing out from pain for 1d6 rounds or until roused. Target must seek medical attention to be able to eat again.
13	Bullet strikes the target in the shoulder spinning them awkwardly and grants attackers a +2d bonus on attacks for the rest of the round. In addition, 1d14 damage extra damage is suffered.
14	Bullet ricochets inside the target's ribcage shattering 1d4 ribs and pierces a lung. Weapon inflicts +2d12 damage, and any physical action must be performed through great pain (-2d to any physical activity until magically treated or healed by a physician).
15	Target screams as their ear explodes in a puff of crimson mist. The target suffers +2d8 damage and is penalized by -1d to any physical actions as blood fills the open wound, affecting their equilibrium. Target also suffers -2 to any reaction rolls due to horrific scarring.

ROLL	RESULT
16	Bullet ricochets off the top of the target's head, splitting the skin above their brow. Weapon inflicts +2d12 damage and causes blindness as blood continually runs into their eyes for 1d8 rounds.
17	Bone and tendon explode in a spray of gore as the target's hand is destroyed (roll randomly for left or right). Anything held is dropped, and the attack inflicts +3d6 damage in addition to losing the use of their hand.
18	Bullet opens up the lower abdomen allowing vital organs to spill out, inflicting +2d12 damage. One hand must be used to keep their vitals from dropping to the ground as they begin to bleed out for 1d3 Stamina damage per round until surgery or magical healing can be performed (0 Sta is death).
19	Bullet penetrates both of the target's cheeks leaving them with a mangled countenance. They suffer +3d6 damage and a further 1d2 bleeding damage for 1d8 rounds or until they are treated. Target has a hard time eating without food spilling out, and their speech is slurred.
20	Bullet slices through the target's windpipe opening a hole that emits a sickening wet whistling sound with each breath. Attack inflicts +3d8 damage and they are stunned for 1d4 rounds in addition to losing the capability to speak until treated.
21	Bullet disintegrates the target's nose inflicting +3d8 damage. Their nose is permanently lost, sending them into shock for 1d6 rounds. They are permanently disfigured until magically healed and suffer -1d to all interaction rolls.
22	Target's eye explodes in a thick crimson yolk as the bullet lodges in the orbital socket of their skull. They suffer +3d8 damage and lose sight in one eye (-2 to all rolls requiring sight).
23	Bullet enters the target's chest passing vital organs and lodging in the spine. In addition to +3d8 damage, they must pass a DC 15 Fortitude save or become permanently paralyzed until magically healed.
24	Bullet embeds in target's shoulder inflicting +4d6 damage, and the arm becomes useless until surgery or magical healing is performed.
25	Target's mouth explodes as the bullet shatters 1d8 teeth and lodges in the back of the throat inflicting +3d8 damage. They continue to bleed from the wound suffering 1 point of damage for 1d6 rounds. Additionally, they must pass a DC 10 Fortitude save or gag on their own blood for 1d6 rounds. While choking, they suffer -1d to all actions.
26	Bullet enters the target's gut and pierces several vital organs before coming to rest in their liver. In addition to suffering +3d8 damage, they must pass a DC 14 Fortitude save to avoid passing out for 1d6 rounds. Target continues to take 1d3 damage a round as they bleed out and only stops when professional or magical healing can be administered.
27	Target's femur is shattered as the bullet pierces the artery. They suffer +3d12 damage and drop prone. Target continues to bleed for 1d3 damage per round until the injury is treated professionally or magically.
28	A major artery in the heart is clipped causing a spray of blood to pour from the wound with every beat. Target suffers +3d12 damage and must pass a DC 15 Fortitude save or bleed out. Passing the save inflicts 1d3 bleeding damage per round unless pressure is held or wound is professionally or magically treated.
29	Bullet shatters the target's sternum, piercing the heart, as they are knocked off of their feet, blood jetting out of the wound in rhythm with their beating heart. The only action they can take is to gasp as life vacates their body. Death claims them in 1 round X their current level unless magical healing can be given.
30+	A silver dollar sized hole ventilates the target's skull as a mist of gore and bone spray the area immediately behind the blow. The target's last sight is of the smoking barrel of the gun that put an early end to their life. They are killed instantly.

CRITICAL HIT CHART: PIERCING

ROLL	RESULT
0 or less	Target takes full damage from the attack and receives a -1d penalty to all rolls for the rest of the round.
1	Target dodges awkwardly, falling prone. All additional attacks strike at +1d and the target must use their full move/action to stand up the following round.
2	Swing strikes target's weapon for +1d8 damage and causes them to drop it. If they have no weapon, the attack causes +1d8 damage and stuns the target for one round.
3	Blow strikes with such force that the target is slammed into an adjacent foe within 5' doing normal damage +1d6 to the other target. Should another foe not be in range, the target is spun awkwardly and is left open for a bonus attack.
4	Penetrating blow to the target's calf causes them to fall prone and attack does +1d8 damage. The target's leg must be treated or they suffer -5' to movement.
5	A vicious downward swing severs 1d4 toes from the target's foot inflicting +1d3 damage per toe, and their movement is halved until treated.
6	The target's hand is pierced, striking a vital nerve bundle. In addition to +1d8 damage the hand is useless for 1d4 rounds until sensation returns.
7	A vicious blow to the mouth knocks 1d6 teeth out and inflicts +1d10 damage. Target must pass a DC 12 fortitude save or become stunned for 1d4 rounds in addition to suffering a -1d penalty to reaction rolls.
8	Attack pierces the target's forearm (roll randomly to determine which arm) and the weapon must be pulled free with a DC 8 Strength check. The attack inflicts +1d10 damage and the target suffers a -2 penalty when attacking with the affected limb until treated.
9	Blow lands in the midsection with a sickening sound, slightly puncturing an organ for +1d12 damage as blood is vomited and the target bleeds out for 1d2 damage for 1d6 rounds.
10	Attack hooks target's kneecap ripping it free and causing +1d14 damage. Target falls prone and finds their movement halved until treated.
11	Target's hand catches the blow in an attempt to block the attack. In addition to suffering an additional +1d12 damage, the target is spun off balance offering the attacker a bonus attack at +2 to hit.
12	The attack rips down into opponents back, rending flesh and snapping bone for an additional +3d8 damage. Target must immediately pass a DC 13 Fortitude save to avoid having movement permanently reduced by 5' unless magically healed.
13	Attack impales the shoulder region for an additional +2d10 damage. If the source of the attack was an actual weapon, it is considered stuck, further inflicting 1d8 damage per round that the weapon remains in the wound. Additionally, the target can be "steered" into oncoming attacks from allies. Allies gain a +1d attack bonus until a DC 13 Reflex save can be made and the target uses a standard action to remove the weapon.
14	A vicious strike punctures the target's eyeball causing it to explode in horrific fashion. The orb explodes in a crimson yolk. Attack inflicts +3d6 damage and target is permanently blind in one eye (-2 to all physical skills requiring sight) unless magical healing can be administered.
15	Target's foot is impaled, shattering tendon and bone as the weapon drives into the ground inflicting an additional +3d6 damage. Additionally, the weapon pins the target to the spot until the weapon is removed by making a DC 12 Strength check. While pinned to the ground, allies gain a +1d bonus to attack rolls. Once free, the target suffers a -5' to movement until treated.
16	The attack strikes the back of the target's head, puncturing the skull and spilling brain. The attack inflicts +3d8 damage and target's Intelligence is reduced by 1d4. Additionally, the attacker must pass a DC 8 Strength check to remove the weapon.

ROLL	RESULT
17	Blow hits with such force that the target is knocked prone and pinned to the ground. Weapon inflicts +3d8 damage and immobilizes target until a DC 13 Strength check is passed by someone other than the target to remove the weapon.
18	Lucky attack punctures the neck, piercing the carotid artery, causing blood to spray with each beat of the heart. Target suffers +2d8 damage and bleeds out for an additional 1d3 damage unless pressure is held or wound is treated.
19	Vicious blow penetrates both of target's cheeks, leaving a large hole in each. The target suffers +2d8 damage and continues to bleed out for 1d2 damage for 1d6 rounds. Target is left with horrible scarring and slurred speech in addition to having difficulties keeping food in their mouth until magically healed.
20	Blow penetrates target's arm, destroying muscle and tendon while severing vital nerves. Target suffers +2d12 damage and permanently loses the use of the arm until treated.
21	A strike to the sternum breaks away 1d6 ribs causing +3d6 damage and unbearable pain. Target must pass a DC 13 Fortitude save each round or do nothing but wince in agony. For the next 1d12 days the target suffers a -1d penalty to all rolls as the wound heals.
22	The attack lands against the femur, shattering it as the femoral artery pumps jets of crimson into both target and attacker's face. Target suffers +3d12 damage and continues to bleed out for 1d3 damage until stabilized. Movement is permanently reduced by 5' until magically healed.
23	With a downward swing, weapon rakes targets spine, embedding in vertebrae, severing nerves. Weapon inflicts +3d12 damage and the target must pass a DC 14 Fortitude save or lose the use of their legs until magical healing can be administered. Additionally, the weapon is stuck and must be wrenched free by making a DC 10 Strength check.
24	A sickening pop can be heard, followed by a scream as gore explodes from target's face. Attack strikes at the temple, traveling through both eyeballs, destroying them along with a large portion of the face. The attack inflicts +4d8 damage and the target must pass a DC 14 Fortitude save or pass out for 1d6 rounds. Target is permanently blinded until magical healing can be administered.
25	Strike targets the "tenders" of the foe, essentially ruining any future attempts at reproducing. Attack inflicts +4d10 damage and the target must pass a DC 14 Fortitude save to avoid going into shock for 1d10 rounds.
26	Strike ruptures the target's bladder inflicting +4d8 damage and a DC 13 Fortitude save must be passed to avoid passing out for 1d10 rounds. Target must receive surgery or magical healing or lose 1d4 Stamina points per day before dying of infection.
27	Attack catches the lower portion of the jaw ripping the mandible free from the target's face. The horrific wound inflicts an additional +3d12 damage and the target must pass a DC 15 Fortitude save to avoid going into shock (effectively helpless). Target is incapable of speech and must receive magical healing or die a slow painful death due to infection and starvation. The target loses 1 Stamina point per day until zero is reached, signifying death.
28	A major artery of the heart is pierced by the attack sending sprays of crimson from the wound with each beat. Target suffers an additional +4d12 damage and must immediately pass a DC 14 Fortitude save to avoid instant death.
29	A wasted breath escapes from the chest wound as the lung is punctured. Target suffers +4d12 damage and loses the use of the lung causing all physical rolls to be made at -2d. Target must receive immediate magical healing (see rules for bleeding out) to avoid death within one round per point of Stamina.
30+	The attack lands true to the front of the target's skull, piercing it in such a way that the momentum catches it and jerks it free from the spinal column. Target shudders and falls to the ground twitching as their final breaths escape from their lungs. Death is instantaneous.

CRITICAL HIT CHART: SLASHING

ROLL	RESULT	ROLL	RESULT
0 or less	The weapon strikes true but is partially reflected back onto the attacker. Weapon inflicts maximum damage on the target while the attacker receives normal damage for the weapon with no strength modifiers.	16	Blow cuts a deep chunk from target's shoulder severing both artery and ligament. Attack does +2d12 damage and a further 1d4 bleed damage for 1d6 rounds unless pressure is applied. Arm is rendered useless until treated.
1	The skin on the target's knuckles on one hand (roll randomly to determine hand) is gashed. Target suffers +1d6 damage and drops whatever they are holding.	17	Abdomen is slashed deeply, slicing into a vital organ. The target suffers +2d12 damage and an additional 1d3 damage from bleeding out each round for 6 rounds. Target must also pass a DC 13 Fortitude save or lose consciousness for 1d8 rounds.
2	Wicked slash to the forehead! The wound opens up inflicting +2d4 damage and causes blindness for 1d4 rounds as blood streams down into the eyes.	18	A solid attack cleaves into the upper torso of the target, snapping the clavicle. The attack inflicts +3d8 damage in addition to causing the target sickening pain. The target suffers a -1d penalty to any physical actions until treated.
3	Target blocks blow awkwardly, leaving themselves off balance and open for an additional attack.	19	Target is effectively scalped as the strike peels back the skin covering the skull. The attack inflicts +2d10 damage and continues to inflict an additional 1d3 damage from bleeding out each round for 6 rounds, or until stabilized. Target suffers a permanent -3 to all reaction rolls due to the wicked scar and lack of hair.
4	The attack slashes the stomach region, cutting a deep wound that invites a splattering of gore at the target's feet. The wound inflicts +1d6 damage and you gain +4 to your next attack against the target as they slip in their own blood.	20	Target throws a hand up to block a potentially fatal blow but in the process the forearm (roll to determine which arm) is split down to the fingers. The attack inflicts +2d12 damage and the target must pass a DC 15 Fortitude save or pass out for 1 turn. Until treated, all physical actions with the arm suffer a -1d penalty.
5	A shallow but vicious slash momentarily takes target to one knee. Target suffers +1d8 damage and must use their next full action to rise.	21	Horrific slash to the face severs their upper lip and gouges 1d8 teeth out. Target suffers +2d12 damage and continues to bleed out for 1d2 damage unless pressure is applied for 6 rounds. Target suffers a permanent -4 to all reaction rolls due to the grisly scar due and missing teeth.
6	Target blocks the attack sacrificing its forearm to spare the vitals. A deep gash slices to the bone inflicting +2d6 damage. Anything held is dropped and pressure must be applied for the next 1d4 rounds to avoid suffering 1d2 bleed damage.	22	A slash to the back cuts deep into the spine, severing the spinal cord. Target suffers +3d10 damage and the target must pass a DC 14 Fortitude save or suffer nerve damage that affects all reflexive actions. Target loses 3d6 Agility points until magically healed.
7	The target slips as they try to side step the attack, leaving their back open to a wicked strike. The deep cut severs a muscle in the back inflicting an additional +1d10 damage. Additionally, the target suffers -1d to all physical actions for 1d3 days or until healing can be administered.	23	A sickening spray of gore covers the ground as the target's leg is severed just above the knee. The attack inflicts +2d12 damage and an additional 1d3 damage from bleeding out each round unless pressure is held on the wound. Target must pass a DC 14 Fortitude save to avoid shock (treat as unconscious). The leg is lost and movement is halved unless magical healing can be administered.
8	Attack severs 1d5 fingers from target's hand (roll to determine which hand) as they instinctively throw a hand up to protect their face. Target suffers +1d3 damage per finger lost and suffers -1 to all actions taken with the hand for each finger lost. If all five are severed, the hand is useless until magically healed.	24	The target screams in agony as the attack severs their arm just above the elbow (roll to determine which arm) and the attack inflicts +2d12 damage with an additional 1d3 damage each round from bleeding out unless pressure is applied. The arm is lost unless magical healing can be administered.
9	A cut to the thigh slices deep, leaving the weapon embedded in the femur. Blow causes +1d12 damage and opponent drops to one knee until weapon is pulled free (DC 10 Strength check). Once pulled free, target suffers 1d3 damage each round from bleeding until stabilized or treated.	25	A well-aimed slash severs the carotid artery in the neck, causing a hot spray of crimson to gush with each beat of the heart. The attack inflicts +3d8 damage plus an additional 1d3 in bleed damage each round unless pressure is applied to the wound and will continue until treated.
10	Target screams in agony as their nose is sliced off in a spray of gore. The nose lands 10' away and the target takes an additional +1d12 damage. Pressure must be applied for 6 rounds to avoid an additional 1d3 bleed damage per round. Unless the nose can be reattached, target suffers -3 to all reaction rolls due to their horrific appearance and strange whistling sounds heard when breaths are taken.	26	The attack splits the target's skull, severing the part of the brain responsible for memory. In addition to suffering +3d12 damage. The target's Intelligence is permanently reduced by 3d6 to represent the loss of mental capacity.
11	A solid swing cleaves through the lower jaw ripping it free from the skull inflicting an additional +1d14 damage and forcing a DC 15 Fortitude save to avoid passing out from pain for 1 turn. Target is incapable of speech and must receive magical healing or die a slow painful death due to infection and starvation, losing 1 point of Stamina per day until zero is reached signifying death.	27	The weapon swings low, claiming one of the targets feet at the ankle. The attack inflicts +3d8 damage, knocking the target prone. Movement is halved until magical healing can be administered; however, with the use of a prosthetic movement is only reduced by -10'.
12	One of the target's ears is cleanly sliced from their head. Target suffers +2d8 damage and suffers -1d to any physical actions as blood fills the open wound, throwing the target off balance. Target also suffers -2 to any reaction rolls due to horrific scar.	28	A devastating cut bypasses vertebrae slicing deeply into the spinal cord. The target suffers +3d12 damage and must immediately pass a DC 15 Fortitude save or suffer permanent paralysis until magical healing can be administered.
13	Attack severs one of the target's hands (roll to determine which one) doing an extra 2d8 damage and the wound continues to bleed out for 1d2 damage for 6 rounds unless pressure is applied. The hand can only be reattached by magical healing.	29	The weapon opens the targets abdomen, spilling their innards to the ground. In addition to suffering +4d10 damage, the target must immediately pass a DC 15 Fortitude save to avoid bleeding out. If passed, the target can do nothing but hold their innards in until treated.
14	A lucky attack slices across the face of target leaving a deep wound and gouging open an eyeball. The target suffers +3d6 damage and loses the use of one eye (-2 to all physical based rolls) unless magically healed.	30+	A gush of blood jets into the air from the place the target's head used to rest. Decapitation results in death.
15	Weapon slashes the back of target's leg, severing tendons and arteries, knocking the target prone. Attack causes +3d6 damage and continues to bleed for 1d4 damage for 6 rounds unless pressure is applied. Movement suffers a -5' penalty until treated.		

CRITICAL HIT CHART: WRESTLING

ROLL	RESULT*
0 or less	You get caught up in your signature move not thinking about the safety of allies. Foe is hit for +1d8 damage, and the ally nearest them is also hit by a rebounding blow for 1d4 damage.
1	The skin on the target's knuckles on one hand is peeled back. Target suffers +1d6 damage and drops whatever they are holding.
2	Bell clap! You strike with two open-palm strikes targeting the target's ears. In addition to +2d4 damage, the target is deafened for 1d4 rounds (-1d to all actions).
3	Grab and jab! You twist target's weapon out of their hand, throwing it 10' away and staggers them back 10'.
4	Knife chop! Wrestler strikes a major artery in the neck, temporarily disrupting blood flow to the target's brain. The attack inflicts +1d6 damage and the target must pass a DC 12 Fortitude save or pass out for 1d2 rounds.
5	Elbow Smash! Wrestler lands an elbow to the target's temple area temporarily stunning them. In addition to standard damage the wrestler may make an additional attack.
6	Heel stomp! Wrestler leaps into the air focusing all of their weight into a heel stomp that connects with the target's foot. 1d5 toes are broken and target suffers +1d8 damage in addition to being unable to walk for 1d4 rounds.
7	Suplex! Wrestler lifts target high into the air before driving them down, back first onto the ground, fracturing vertebrae. Attack inflicts +1d10 damage—target suffers -1d to all Reflex saves for 48 hours.
8	Nose jam! With an upward strike the wrestler breaks and forces the nasal bones back into the brain for +1d10 damage. Target suffers -3 to all reaction rolls due to horrific appearance of a caved in nose.
9	Kidney thief! Wrestler catches target in a vulnerable position, directing a powerful strike to a kidney. The attack inflicts +1d12 damage and the target must pass a DC 13 Fortitude save or pass out from the pain for 1d4 rounds.
10	Flying knee kick! Wrestler leaps high into the air, spinning 360 degrees before landing a powerful kick to the target's knee. In addition to +1d12 damage, target drops to one knee as the kneecap is dislocated. Target suffers a -1d penalty to all physical actions until the injury is treated.
11	Clothesline! The attack breaks the jaw of the target doing +1d14 damage and forces a DC 13 Fortitude save to avoid passing out from pain for 1d6 rounds. Target must seek medical attention to have the mandible reattached.
12	Ear twister! The wrestler puts enough pressure on his pull to rip the target's ear off. Target suffers +2d8 damage and suffers -1d to any physical actions as blood fills the open wound, throwing the target off balance. Target also suffers -2 to any reaction rolls due to the horrific scar.
13	Body slam! Target's shoulder is dislocated for +3d6 damage and the arm dangles useless until treatment can be provided.
14	Eye plucker! Wrestler strikes the target's eye with a rigid finger, plunging and hooking the organ free of the skull. Target suffers +1d16 damage and loses the use of one eye (-2 to all physical based rolls) unless magically treated.
15	Pile driver! Target is swept up, vertically upside down, before being driven head first into the ground. Target suffers +1d16 damage and must pass a DC 13 Fortitude save or become paralyzed for 1d3 days.
16	Pipe crusher! Target is struck directly in the trachea, crushing the windpipe. The attack inflicts +1d14 damage and the target suffers -2d to any physical actions until treated.
17	Flying kick! Launching into the air, the wrestler lands a heel to the target's mouth, knocking 1d8 teeth out and causing them to bite through their tongue. Attack inflicts +2d12 damage and the target continues to bleed for 1d2 damage each round for 1d6 rounds. Target has a hard time talking unless the tongue can be reattached.

ROLL	RESULT*
18	Tomahawk chop! Wrestler cleaves into the upper chest of target, snapping the clavicle. Attack inflicts +3d8 damage in addition to the sickening pain. Target is -1d to any physical actions until treated.
19	Skull peeler! Target is effectively scalped as wrestler digs their nails into the skin of the target's forehead, peeling back the thin layer covering the skull. Attack inflicts +2d10 damage and the target continues to suffer 1d4 in bleed damage each round for 1d6 rounds until stabilized. Target suffers a permanent -3 to all reaction rolls due to wicked scar.
20	Arm breaker! Wrestler catches the target's arm in a crushing hold, snapping it like a twig. The attack inflicts +2d12 damage and the target must pass a DC 14 Fortitude save to avoid passing out. Target also loses the use of their arm until treated.
21	Flying leg lariat! Launching into the air, the wrestler locks legs around the target's neck and slams them down to the ground. Attack inflicts +3d12 damage and the target must pass a DC 12 Fortitude save or suffer spinal damage and partial paralysis resulting in a loss of 2d6 Agility points.
22	Supernatural elbow drop! Wrestler leaps high into the air, coming down directly on target's leg. Target's femur shatters as the femoral artery sprays gore in both target and wrestler's face. Target suffers +3d12 damage and continues to bleed for 1d3 damage each round until stabilized, in addition to being unable to stand.
23	Nut buster! A forceful knee to the genitalia explodes the area for +4d6 damage. Target is stunned for 1d8 rounds and loses the ability to reproduce.
24	Flying knee strike! Wrestler launches high into the air, planting a knee in the center of the target's sternum, crushing their ribcage. In addition to +3d12 damage, the target must pass a DC 15 Fortitude save or have both lungs collapse. Once collapsed, the target suffers 1d4 Stamina damage each round until Stamina zero is reached, meaning death. Only magical healing may be administered.
25	Raven claw! Wrestler rakes and severs the carotid artery causing a spout of blood to spray with each heartbeat. Attack inflicts +3d8 damage plus an additional 1d3 in bleed damage each round unless pressure is applied to the wound or healed.
26	Ultimate skull crusher! Wrestler flips the target upside down vertically before slamming them down head first, causing the spine to plunge through the base of the skull into the brain. Attack inflicts +3d12 damage and the target's Intelligence is reduced by 3d6.
27	Breath taker! Wrestler launches into the air landing a crushing hold on target's windpipe, crushing it instantly. Target must pass a DC 15 Fortitude save or die a slow painful death as they struggle for breath, taking 1d6 stamina damage each round until Stamina zero is reached and death occurs.
28	Spine cracker! Wrestler lifts the target high over head and drops to their knees, shattering target's spine over the shoulders of the wrestler. Target takes +3d12 damage and must immediately pass a DC 15 Fortitude save or suffer permanent paralysis. Only magical healing can repair the damage.
29	Casket plant! Wrestler slams target to the ground before launching high into the air and planting both heels into the gut of the target, rupturing several vital organs. In addition to +4d12 damage, the target must immediately pass a DC 16 Fortitude save or bleed out instantaneously. Passing the save means bleeding 1d4 damage each round until treated.
30+	Spine ripper! Wrestler flips the target to the ground, momentarily stunning them. The wrestler then twists and pulls with such force that the target's head and spine are ripped from their body in a bloody display of gore. Target is slain instantly.

*Luchadores declaring a signature move may either take the result rolled on the Critical Hit chart or opt to keep their declared move, in which case double all damage dice rolled in addition to the duration of any special effects.

FUMBLE CHART: MELEE

ROLL

RESULT

- 0-1 The attack goes wild, causing a momentary loss of balance, giving opponents a +1d to attack rolls until your next action.
- 2 The attack goes horribly wrong as you slip or trip on something overlooked on the ground. You must pass a DC 12 Reflex save to avoid landing prone in addition to giving all enemies a +1d attack bonus until your next action.
- 3 Sweat from your hand or perhaps the blood of your enemy from a previous attack causes your weapon to fly from your hand 1d20' away. If the weapon is a natural attack, such as a claw, assume the attacker twists awkwardly, causing momentary numbness as the limb becomes useless until a DC 10 Fortitude save can be passed.
- 4 Blood or sweat enters your eyes or perhaps your target kicks dirt up at the wrong moment. You're temporarily blinded and suffer a -4 to attack rolls for 1d4 rounds.
- 5 You slip on something as you swing, causing the attack to go wild and strike a fellow ally also engaged in melee (combat is considered abstract, thus any friendly participating in melee may be affected). Use the same rules for firing into melee to determine the results of the fumble.
- 6 The attack strikes a well-defended area of the target. Weapons must immediately pass a DC 13 Fortitude save to avoid being broken (DC 15 to repair). In the case of a natural weapon (claw, bite, etc.) the attacker suffers damage equal to the attack.
- 7 The attack misses wildly giving the target confidence in knowing they're superior in prowess. The remainder of the encounter grants a +1d bonus to attack rolls against you.
- 8 Your weapon strikes something other than the target, causing it to not only break but damages your attacking hand as well. In addition to the destruction of the weapon, the attacker suffers the normal damage of the weapon -1d.
- 9 You over-commit to your attack and miss badly, slipping into melee range of the next ally to attack (ranged or melee). The next attack that misses the original target automatically strikes you instead for normal damage.
- 10 Attacker twists the wrong way during the attack, pulling a muscle in their groin. The pain momentarily stuns the attacker for 1d4 rounds in addition to falling prone.
- 11 The fierce nature of your opponent is so intimidating that the attacker must withdraw on their next action and redirect their attack on a different target or withdraw and flee if no additional target is available.
- 12 Your attack lands weakly and becomes stuck, whether in your own gear or your targets or possibly a terrain feature. The attacker is considered entangled until a DC 12 Reflex save can be passed. While entangled all attacks that miss follow the firing into combat rules (even melee attacks) and can potentially strike the original attacker.
- 13 The attacker is left wide open, granting a fierce flurry of blows to which they may only try and deflect. The enemy immediately gains a bonus attack and may continue making bonus attacks as long as each lands successfully, up to a maximum of 6.
- 14 The attack is somehow reversed by the defender and used to inflict a critical hit upon the attacker! In addition to inflicting normal damage, roll 1d8 and consult the appropriate Critical Hit chart.

ROLL

RESULT

- 15 The attack is anticipated in a way that leaves them standing in awe as the weapon is taken by the defender and used against the attacker as a free bonus attack. The target must have a free hand to take the weapon and make the attack or may drop held item(s), otherwise the weapon is thrown 1d20'. Attacks made with natural weapons should reroll on the chart.
- 16 The attack is so mistimed that it strikes a random ally with such accuracy that a new attack roll is unnecessary and inflicts +1d damage.
- 17 The attack is blocked so effectively it causes the attacking limb to break with a sickening snap! Attacker suffers 1d12 damage and the limb is useless until treated. Additionally, if a weapon was used during the attack it is thrown 1d20' away.
- 18 Attacker slips on something or trips, landing prone on the weapon in such a way that normal damage is suffered (no Strength modifier) and a critical hit is scored (roll the attackers crit die).
- 19 The attack is rendered useless and the attacking limb is held, allowing the defender to maneuver the attacker so that all enemy attacks gain a +1d to both attack and damage rolls until the defender releases the limb or the original attacker passes a DC 13 Reflex save.
- 20 Lady Calamity has been waiting for this moment! You face a superior foe(s) and they delightfully sense your imminent demise. You are "gifted" one Hex token for every additional attack you miss for the next 10 rounds.
- 21 The defender has faced and defeated the attacker in a past life. Every move seems to be telegraphed and countered, while the attacker's defenses seem useless. For the duration of the encounter, the original attackers AC is reduced by -4 and attack rolls suffer -1d.
- 22 The attacker has a split-second vision causing the attack to miss, as the attacker is overwhelmed by seeing their fate sealed instead of the threat at hand. The attacker must spend their next action running directly away from the source of the fumble, giving it a free attack. Should the attacker survive the encounter, they're left with a permanent minor phobia related to the encounter.
- 23 Your attack is horribly off mark and catches an ally off guard at the worst possible moment. Your attack lands on the ally and scores an automatic critical result. For the duration of the melee you're troubled by your action, suffering a -1d to both attack and damage rolls.
- 24 Lady Calamity has had her eye on the attacker for some time and wants to make certain their meddling in her plans ends today. Instead of earning one Hex token for the fumble, they gain 1d4+1 Hex tokens. In addition, the attacker's weapon is jerked mysteriously from their hand (if appropriate) and scatters 1d20' away.
- 25+ Lady Luck has turned her attention to the attacker's opponent, seeing them as playing an important part in some future event. She grants 1d4 temporary Boons to the adversary to be used against the original attacker and the critical hit range threshold is increased by one with each successful strike the opponent lands against the original attacker only.

FUMBLE CHART: RANGED

ROLL	RESULT
0-1	Attacker's weapon slips slightly in their hand! The attack not only misses, but the following attack is made with a -1d penalty on the attack roll.
2	Something on the ground causes the attacker to slip or trip, throwing the attack off and wasting the shot. Additionally, the attacker must immediately pass a DC 10 Reflex save to avoid falling prone.
3	Perhaps the sun or maybe a reflective light of some sort causes the shot to drift from the target. The attack not only misses, but the attacker continues to see spots for the next 1d3 rounds, causing a -2 penalty to attack rolls while in effect.
4	Your weapon malfunctions (bow string breaks, axe head flies off the shaft, etc.) and must be tend to it before it can be used again. Your attack is lost and the affected weapon must be repaired with a DC 8 skill check. Magical weapons lower the DC by one for each +1.
5	The shot ricochets, potentially rebounding towards the attacker! Make a second attack without ranged modifiers against the attackers AC. Success results in standard damage for the weapon.
6	The attack is poorly aimed and made strikes a random ally for standard damage. No additional attack roll is needed.
7	The attack blunders as the attacker drops the weapon used to make the attack. The weapon is dropped and must be picked up by spending the next available action and may not be used on the round it is retrieved.
8	The attack strikes the target but in an area that causes no damage, instead invoking the anger of the target and directing their next attack on the attacker with a +1d bonus.
9	Sweat or blood from the attacker trickles into their eyes just as the attack is made, blurring their vision until they can wipe their eyes clear using a standard action with a free hand. Additional attacks suffer a -1d penalty until this can happen.
10	The attack is knocked wild by an ally engaged in melee, or perhaps due to slipping on something lying on the ground. The attack not only strikes an ally but stuns them for 1d3 rounds as they have suffered a wound from the hands of a trusted friend.
11	The weapon malfunctions or you slip during the process of release, hitting yourself. No roll is required and you suffer the normal damage of the weapon.
12	Attacker slips and falls prone as they move to gain a better vantage point. Bows must pass a DC 10 save to avoid breaking, while thrown weapons cause their unmodified damage to the attacker. The attacker is left prone until they take an action to stand.

ROLL	RESULT
13	The attack goes wide and leaves the attacker open for a bonus charge attack from the target. The target must have a direct path to the attacker and be within normal movement range. The charge attack is made at a +2, but leaves the charger at a -2 to AC for the remainder of the round.
14	The attacker is caught by a target with supernatural reflexes. They snap the arrow/ thrown weapon in half while piercing you with a doom-tinged glare. The attacker is intimidated for the duration of the encounter, suffering a -1d to all further attack rolls directed against the original target.
15	Lady Calamity smiles upon the attacker and marks them for doom. The attacker's fumble range improves by one (for example 1-2 after the first miss, 1-3 after the second, etc..) for each successive miss for the duration of the melee.
16	Lady Luck has chosen to intervene on behalf of the defender for reasons known only to major forces at play. The defender is given 1d3 Boons that may be used in standard fashion when the attacker is involved.
17	The attack is on target, but a random ally steps in the path of the attack in such a way that they suffer normal damage and the effects of a critical hit.
18	The attack misses wildly, but the attacker garners the attention of not only the defender, but all allies of the target not currently involved in combat. All allies of the defender will be aimed at the attacker as they're seen as a threat that must be taken down. All attacks against the attacker are made with a +2 bonus.
19	Attacker receives a brief vision of a violent death resulting from the current encounter. The attacker must attempt to withdraw from harm's way for the duration of the combat. If the attacker cannot escape, all attacks are made with a -2d penalty.
20+	Lady Calamity directly intervenes as a ghostly female form materializes, catches the attack, and sends it back towards the attacker with deadly precision. This return attack not only inflicts maximum damage, but also scores a critical hit to the original attacker. Use a d16 as the Crit die.

FUMBLE CHART: FIREARMS

ROLL	RESULT
0-1	The gun accidentally discharges before proper aim can be taken, alerting the target to your bad intentions. Their next attacks against you gain a +2 attack bonus.
2	The cylinder is over-packed, sounding off with a deafening boom! You are effectively stunned for 1d2 rounds as you try to regain your senses as the ringing in your ears subsides.
3	Flaming debris from the spent cartridge or possible blow-back from a faulty round burns your hands. You suffer 1d3 damage and must pass a DC 10 Reflex save to keep hold of the firearm.
4	The cylinder is over-packed and goes off with a deafening boom and fiery flash. The attacker is not only stunned for 1d3 rounds, but all ranged attacks within 50' suffer a -2 to attack rolls due to opponents and allies seeing spots.
5	The shot goes off, but the sweat from the attacker's palm causes the firearm to fly from the attacker's hand, landing 1d10' away. The shot misses, and the attacker must spend their next entire action retrieving their weapon (if they expect to use it).
6	The chamber is overloaded causing a minor explosion as the shot fires. The force of the shot catches you off guard, throwing you to the ground. You are considered prone and must pass a DC 12 Reflex save to avoid dropping the weapon.
7	All rounds in the firearm are fouled, and the gun must be emptied and cleaned before being used again.
8	The shot misses, hitting a hard surface that causes the round to ricochet back towards the attacker. Make a normal attack roll versus the attacker's AC to see if the fateful shot finds its new mark.
9	Somehow your grip is off, causing the hammer or some other part of the firearm to catch one of your fingers or part of the hand. The attacker suffers 1d4 damage and a -1d attack penalty with the affected hand for 1d6 rounds.
10	The shot strikes the target but lands harmlessly on some gear. The defender spins and curses up a storm using very imaginative language. The attacker flies into a rage and must direct all attacks at the defender with a -1d penalty to all actions for the duration of the encounter.
11	The shot explodes before leaving the barrel of the gun, causing a fiery backblast of gunpowder to temporarily blind the attacker for 1d6 rounds in addition to inflicting 1d6 burn damage.
12	The shot is knocked wide by someone or something, causing the shot to strike a random ally. The attack automatically hits for normal damage and stuns them for 1d3 rounds as they try to make sense of the apparent betrayal.
13	The shot kicks back from an over-packed round, striking the shooter in the face for 1d8 damage. The wound cuts into the forehead causing blood to seep into the attacker's eyes. The wound must be tended by spending the next 1d3 rounds to stop the bleeding to avoid a -1d to all attack rolls.
14	The shot goes wide but gains the full undivided attention of the attacker's intent to put them in a pine box. Rather than face another shot, the defender makes an immediate bonus charge attack at +2 with a -2AC penalty incurred against any additional attacks against them during the round.
15	The shot fires and strikes something causing the round to ricochet back towards the attacker to inflict maximum damage. The shot also stuns the attacker for 1d3 rounds as they try to gather their senses.

ROLL	RESULT
16	An integral part of the gun breaks, making the weapon useless until proper tools and time can be spent to repair it by making a DC 13 skill check. Magical firearms gain a DC 14 save modified by +1 for each bonus of the gun.
17	Several rounds in the gun go off prematurely. Roll a random die for each round remaining to determine how many rounds explode. Each round causes 1d4 burn damage to the attacker, who is also knocked prone from the mishap.
18	Lady Luck intervenes on the behalf of the target for reasons only known to the powers that be. The defender is given 1d3 Boons that can be used as normal when related to the source of the attack.
19	The shot misses the mark, but the noise and flash from the shot attracts the attention of all enemies involved in the combat. Until the attacker's next attack, all ranged attacks from the defender and their allies are directed at the attacker with a +1d attack bonus.
20	Lady Calamity intervenes as a ghostly female form materializes, catches the bullet, and directs it back towards the shooter with deadly precision. The shot not only causes maximum damage, but inflicts a critical hit to the shooter with a d16 Crit die.
21	The attacker receives a brief vision of a violent death stemming from the current encounter, which fills them with dread. The attacker must attempt to withdraw and pull out of harm's way for the duration of the combat. Should escape not be possible the attacker suffers a -2d penalty to all saves and attack rolls.
22	The attacker screams in agony as the gun backfires, sending smoldering shrapnel into one of the attacker's eyes, popping it like an over-sized grape. The attacker suffers maximum damage from the gun and loses one eye. Only magical healing will restore the eye and the attacker suffers a permanent -2 attack penalty to all ranged attacks.
23	Lady Calamity manifests in front of the attacker appearing as a ghostly hag. She rips the gun from the attacker and immediately begins fanning the hammer amidst maniacal cackling. The first shot is aimed at the attacker, while remaining shots are aimed at allies of the attacker. Shots are made with no modifier, but successful strikes inflict a critical hit using a d8 as the Crit die.
24	Your firearm chain-fires before you can take aim, causing all remaining rounds to explode. The firearm is ruined (including magical firearms) and explodes in a 10' area. All allies, including the attacker, suffer normal damage for each remaining round in the gun. A DC 12 Reflex save will halve the damage.
25+	The attacker's shot explodes with the force of all remaining rounds, causing a part of the gun to blowback, penetrating deep into the skull of the attacker. With a blood curdling scream the attacker drops to the ground, clawing at the mangled pulp that was once their face. The attacker suffers instant death and all allies must pass a DC 8 Fortitude save to avoid throwing up and suffer a -2 penalty to their next attacks.

FEAR TABLE

Roll 1d20 modified by: the amount the Grit check failed by plus Luck (positive Luck reduces the total) and any Hex tokens attached to the character (this adds to the total)

ROLL 1D20	RESULT	ROLL 1D20	RESULT
1 or less	Your hairs stand on end as prickly bumps rise on your skin. This could be the end! You suffer a -2 penalty to all actions for the next d3 rounds.	12	The best remedy for this tragic episode is to just forget you're even in it! You lose any valuable information related to the current adventure as your short-term memory flees your skull.
2	You grab your gut, dry heave, and fight the urge to empty its contents. The horrific retching noises you make distract all allies within earshot causing them to suffer a -2 penalty to their next action while you lose your next action.	13	The scent of your fear fills the nostrils of the thing that just turned you yeller! It figures yer' an easy kill, and you ain't in no position to disagree at the moment. For 1d6 rounds you suffer a -1d attack and damage penalty versus the source of the Grit check, while the source gains a +1d bonus to attack and damage against you!
3	"Momma said there weren't no such thing as boogers, but I'll be damned if I ain't staring at something born from the Devil himself!" The source of fear that made ya' turn yeller' causes you to drop whatever you're holding.	14	The dreams you've been having all make sense now as you face the source of those nightmares. For 1d8 rounds, you tremble in fear as you feel that you're facing death itself. Should the source of the fear attack you, all successful strikes hit for maximum damage.
4	Icy chills race from the base of your spine all the way to that thing you call a brain. You freeze with panic and can't even speak for 1d3 rounds (unable to take any actions for the duration).	15	The shock to your system momentarily causes neurons to misfire, releasing an excess of serotonin. You laugh uncontrollably, as death seems an unavoidable joke. All stealth attempts within earshot are negated, and your cackling unnerves allies, causing a -3 penalty to all action checks for 1d6 rounds.
5	You feel the grip of fear on your bladder and it gives a good squeeze! Should the source of your fear be a creature, it smells the fear and gains a +2 attack bonus against you for the encounter. Additionally, you suffer a -1d to all actions for 1d3 rounds.	16	That thing is uglier than the neighbor's baby! You lose the remains of that delicious chicken-fried steak by violently heaving for the next 1d8 rounds (unable to take other actions) unless a Fort save at DC 10+HD of creature is passed. Allies suffer a -1d penalty to all action rolls as they fight the urge to purge alongside you.
6	A piercing shrill leaves your mouth, alerting everyone to the yeller in your heart! All attempts at stealth are ruined and you can take no action other than screaming for 1d3 rounds or until a Willpower save is passed (DC 12).	17	What you just saw can't be unseen! The fear causes you to suffer a mild stroke. Part of your face droops from paralysis, and your words slur as drool runs down your pie-hole. All spell casting and attempts at speaking suffer a -1d penalty for the next 1d3 days.
7	Ain't no beating this thing! Whatever it is you just took a gander at spells certain doom for you and the poor folks in yer' company. The best course of action is to get to steppin' before your friends beat you to it, as the slowest to act is the first to get eaten! You immediately flee with your next action and continue to run for 1d6 further rounds if a DC 12 Will save is not made.	18	You feel the blood in your veins boil as certain doom takes a saddle to you! You immediately charge the source of fear with your next available action, gaining a +1d to attack and damage rolls at the expense of suffering a -4 to AC. The effect lasts for 1d6 rounds. Should the source of the fear expire, you will attack a new target (even an ally).
8	The source of the fear reaches deep to something you experienced as a child, the Bogeyman incarnate! Since there's no bed to crawl under, you drop to your knees and begin begging for your life between cowardly sobs. You are at -2d to all actions against the source of your fear. The source gains a +2d attack bonus against you.	19	If it weren't for these blamed idiots you call friends, you wouldn't be in this mess. You're sure that the source of the threat will spare you if you show it you're willing to turn traitor on your posse! You immediately attack a random ally and continue to do so until you can pass the Grit check you just failed (do not roll further on this chart if you continue to fail). You attack using your most potent ability.
9	The sight you just witnessed paints a picture in your mind that won't soon be erased. Your mind reels from the horror before causing a -1d action penalty until you can pass another Grit check (at a -1d penalty) with the same DC as the original (do not roll further Fear chart effects if failure continues).	20	You feel the current situation will only result in your death, and to save your allies, you rouse up one last attempt at bravery and throw yourself directly into the face of death. You shield your allies from the biggest threat in the combat at the cost of every successful attack resulting in a critical hit.
10	You mean no offense when you take the closest ally and toss them toward whatever intends to pick its teeth with your ribs. You gain an additional +4 to your AC for 1 round while your target ally is attacked with a +1 bonus during the same round. Should the attack strike your ally, it results in a critical hit.	21	The source of terror plays directly upon a childhood fear and takes you down a path you've spent a lifetime trying to forget. You lose control of all bodily functions and pass out for 1d10 rounds or until roused. All standard reaction rolls suffer a -1d penalty until you can properly clean up and fetch a change of clothes.
11	Sometimes, when you look death in the eye, the demise you see for yourself is too much to handle. That's when your brain does you a "solid" and blows out the candles. You faint and fall unconscious to the ground until you're roused by smacks to the face, cold water being splashed on you, or other methods. A Will save against a DC of 10 + creature's HD will negate the effect.		

FEAR TABLE CONTINUED

ROLL	RESULT
22	The source of fear is so horrific that you take a temporary plunge down the rabbit hole as you attempt to remove your own eyes. Each round you suffer 1d3 Stamina damage as you claw at your eyes. In addition, you suffer from temporary blindness. You must pass the same Grit check you failed each round to avoid permanently destroying your eyes (do not roll for further effects on this chart for failures). Reach 0 Stamina and your eyes are permanently destroyed unless magically healed.
23	The vision of terror you're forced to take a gander at is more than your poor brain can handle. You fall uncontrollably to the ground and enter a violent seizure. You're helpless as you succumb to the tremors taking over your body. The seizure lasts for 1d8 rounds, after which you suffer an additional 1d6 rounds of confusion (-2 to all rolls).
24	You feel waves of fear overwhelm you, making what would normally seem an insane reaction seem perfectly logical. You feel certain that showing the source of the fear that you have no fear of dying will help win the day. Use your next action to inflict harm upon yourself. The source of the fear will ignore you as long as it has a low level of intelligence, as it assumes you're ending your own life. You may attempt to pass the failed Grit check each round to regain your senses and stop the self harm (do not make further rolls on this chart for failures).
25	You've heard of folks being scared blind, and that's just what happens when you gaze on the source of the Grit check. A nervous response makes you go blind until a Fort save at DC 10+HD of creature is made (check each day) or you are healed for 4HD.
26	You find no solution to the threat at hand other than to run directly away from the source of fear. You flee for 1d10 rounds, and the event that caused the Grit check leaves a permanent mark upon your sanity—you collect a permanent phobia related to the encounter.
27	Your body goes into shock as you realize the source of the threat is unbeatable and so vile that you pull deep within yourself to shield what little sanity you have left. You are helpless as you go into shock for 1d10 rounds. Surviving the encounter will leave you with a permanent phobia related to the encounter.
28	The event unfolding in front of you is too big a burden for your fragile psyche. You must remember something about the encounter (if you survive!) to keep you from ever finding yourself in this situation again. Your body hair turns white as you suffer a full-blown stroke. You fall prone to the ground and all your ability scores are permanently reduced by 1d3. You are helpless for the duration of the encounter and face a slow road to healing to regain your lost health.
29	Death is in the eyes of the threat you now face. There is no escape this time, no narrow victory, only death. You grasp at your chest on the way to the ground and must pass a DC 15 Fortitude save or drop dead from fright. A roll the body check can still save your hide, but you'll age 1d20 years and find your hair has turned alabaster white. The judge may assign 1d4 in permanent ability loss to chosen scores if you've suddenly entered your dotage.
30+	Some things man just ain't meant to see, and when you realize they're breathing the same air as you, the heart can't bear the load! You clutch at your chest as you feel the terror serve such a shock to your system that death is instant and permanent. You feel your spirit leave its mortal shell and move onto whatever afterlife you carved out for yourself in recent years. A roll the body check will not save you.

MADNESS TABLE

Determine the type of madness by rolling a d% and modify the roll by -10% for each +1 Luck modifier, or +10% for each -1 Luck Modifier. Hex tokens impose a +10% modifier per hex.

0-25%	: Minor Phobia
26-50%	: Minor Disorder
51-75%	: Major Phobia
76-100%	: Major Disorder

Minor phobia: The encounter leaves the character with a permanent minor phobia relating to the encounter that caused the mental breakdown. Should the character know they are in the source's presence, an immediate DC12 Willpower save must be passed to avoid a -1d penalty to all rolls until the source of the phobia is no longer present.

Minor disorder: The encounter leaves the character with a permanent minor disorder relating to the encounter that caused the mental breakdown. The type and in-game effects of the disorder are determined by the character's player and their judge. Minor disorders typically attach a -1d penalty to social or physical rolls. To momentarily shrug off the effects, pass a DC15 Willpower save with success resulting in temporarily pushing the disorder down for the duration of this encounter.

Major phobia: The encounter leaves the character with a permanent major phobia relating to the encounter that caused the mental breakdown. Should the character know they are in the source's presence, an immediate DC15 Willpower save must be passed to avoid a -2d penalty to all rolls until the source of the phobia is no longer present.

Major disorder: The encounter leaves the character with a permanent major disorder possibly relating to the encounter that caused the mental breakdown. The type and in-game effects of the disorder are determined by the character's player and their judge. Major disorders typically attach a -2d penalty to social or physical rolls. To momentarily shrug off the effects, pass a DC17 Willpower save with success resulting in temporarily pushing the disorder down for the duration of this encounter.

FEAR TABLE

ROLL	RESULT
1 or less	Your hairs stand on end as prickly bumps rise on your skin. This could be the end! You suffer a -2 penalty to all actions for the next d3 rounds.
2	You grab your gut, dry heave, and fight the urge to empty its contents. The horrific retching noises you make distract all allies within earshot causing them to suffer a -2 penalty to their next action while you lose your next action.
3	"Momma said there weren't no such thing as boogers, but I'll be damned if I ain't staring at something born from the Devil himself!" The source of fear that made ya' turn yellor' causes you to drop whatever you're holding.
4	Icy chills race from the base of your spine all the way to that thing you call a brain. You freeze with panic and can't even speak for 1d3 rounds (unable to take any actions for the duration).
5	You feel the grip of fear on your bladder and it gives a good squeeze! Should the source of your fear be a creature, it smells the fear and gains a +2 attack bonus against you for the encounter. Additionally, you suffer a -1d to all actions for 1d3 rounds.
6	A piercing shrill leaves your mouth, alerting everyone to the yellor in your heart! All attempts at stealth are ruined and you can take no action other than screaming for 1d3 rounds or until a Willpower save is passed (DC 12).
7	Ain't no beating this thing! Whatever it is you just took a gander at spells certain doom for you and the poor folks in yer' company. The best course of action is to get to steppin' before your friends beat you to it, as the slowest to act is the first to get eaten! You immediately flee with your next action and continue to run for 1d6 further rounds if a DC 12 Will save is not made.
8	The source of the fear reaches deep to something you experienced as a child, the Bogeyman incarnate! Since there's no bed to crawl under, you drop to your knees and begin begging for your life between cowardly sobs. You are at -2d to all actions against the source of your fear. The source gains a +2d attack bonus against you.
9	The sight you just witnessed paints a picture in your mind that won't soon be erased. Your mind reels from the horror before causing a -1d action penalty until you can pass another Grit check (at a -1d penalty) with the same DC as the original (do not roll further Fear chart effects if failure continues).
10	You mean no offense when you take the closest ally and toss them toward whatever intends to pick its teeth with your ribs. You gain an additional +4 to your AC for 1 round while your target ally is attacked with a +1 bonus during the same round. Should the attack strike your ally, it results in a critical hit.
11	Sometimes, when you look death in the eye, the demise you see for yourself is too much to handle. That's when your brain does you a "solid" and blows out the candles. You faint and fall unconscious to the ground until you're roused by smacks to the face, cold water being splashed on you, or other methods. A Will save against a DC of 10 + creature's HD will negate the effect.
12	The best remedy for this tragic episode is to just forget you're even in it! You lose any valuable information related to the current adventure as your short-term memory flees your skull.
13	The scent of your fear fills the nostrils of the thing that just turned you yellor! It figures yer' an easy kill, and you ain't in no position to disagree at the moment. For 1d6 rounds you suffer a -1d attack and damage penalty versus the source of the Grit check, while the source gains a +1d bonus to attack and damage against you!
14	The dreams you've been having all make sense now as you face the source of those nightmares. For 1d8 rounds, you tremble in fear as you feel that you're facing death itself. Should the source of the fear attack you, all successful strikes hit for maximum damage.
15	The shock to your system momentarily causes neurons to misfire, releasing an excess of serotonin. You laugh uncontrollably, as death seems an unavoidable joke. All stealth attempts within earshot are negated, and your cackling unnerves allies, causing a -3 penalty to all action checks for 1d6 rounds.
16	That thing is uglier than the neighbor's baby! You lose the remains of that delicious chicken-fried steak by violently heaving for the next 1d8 rounds (unable to take other actions) unless a Fort save at DC 10+HD of creature is passed. Allies suffer a -1d penalty to all action rolls as they fight the urge to purge alongside you.
17	What you just saw can't be unseen! The fear causes you to suffer a mild stroke. Part of your face droops from paralysis, and your words slur as drool runs down your pie-hole. All spell casting and attempts at speaking suffer a -1d penalty for the next 1d3 days.
18	You feel the blood in your veins boil as certain doom takes a saddle to you! You immediately charge the source of fear with your next available action, gaining a +1d to attack and damage rolls at the expense of suffering a -4 to AC. The effect lasts for 1d6 rounds. Should the source of the fear expire, you will attack a new target (even an ally).
19	If it weren't for these blamed idiots you call friends, you wouldn't be in this mess. You're sure that the source of the threat will spare you if you show it you're willing to turn traitor on your posse! You immediately attack a random ally and continue to do so until you can pass the Grit check you just failed (do not roll further on this chart if you continue to fail). You attack using your most potent ability.
20	You feel the current situation will only result in your death, and to save your allies, you rouse up one last attempt at bravery and throw yourself directly into the face of death. You shield your allies from the biggest threat in the combat at the cost of every successful attack resulting in a critical hit.
21	The source of terror plays directly upon a childhood fear and takes you down a path you've spent a lifetime trying to forget. You lose control of all bodily functions and pass out for 1d10 rounds or until roused. All standard reaction rolls suffer a -1d penalty until you can properly clean up and fetch a change of clothes.

FEAR TABLE CONTINUED

- 22 The source of fear is so horrific that you take a temporary plunge down the rabbit hole as you attempt to remove your own eyes. Each round you suffer 1d3 Stamina damage as you claw at your eyes. In addition, you suffer from temporary blindness. You must pass the same Grit check you failed each round to avoid permanently destroying your eyes (do not roll for further effects on this chart for failures). Reach 0 Stamina and your eyes are permanently destroyed unless magically healed.
- 23 The vision of terror you're forced to take a gander at is more than your poor brain can handle. You fall uncontrollably to the ground and enter a violent seizure. You're helpless as you succumb to the tremors taking over your body. The seizure lasts for 1d8 rounds, after which you suffer an additional 1d6 rounds of confusion (-2 to all rolls).
- 24 You feel waves of fear overwhelm you, making what would normally seem an insane reaction seem perfectly logical. You feel certain that showing the source of the fear that you have no fear of dying will help win the day. Use your next action to inflict harm upon yourself. The source of the fear will ignore you as long as it has a low level of intelligence, as it assumes you're ending your own life. You may attempt to pass the failed Grit check each round to regain your senses and stop the self harm (do not make further rolls on this chart for failures).
- 25 You've heard of folks being scared blind, and that's just what happens when you gaze on the source of the Grit check. A nervous response makes you go blind until a Fort save at DC 10+HD of creature is made (check each day) or you are healed for 4HD.
- 26 You find no solution to the threat at hand other than to run directly away from the source of fear. You flee for 1d10 rounds, and the event that caused the Grit check leaves a permanent mark upon your sanity—you collect a permanent phobia related to the encounter.
- 27 Your body goes into shock as you realize the source of the threat is unbeatable and so vile that you pull deep within yourself to shield what little sanity you have left. You are helpless as you go into shock for 1d10 rounds. Surviving the encounter will leave you with a permanent phobia related to the encounter.
- 28 The event unfolding in front of you is too big a burden for your fragile psyche. You must remember something about the encounter (if you survive!) to keep you from ever finding yourself in this situation again. Your body hair turns white as you suffer a full-blown stroke. You fall prone to the ground and all your ability scores are permanently reduced by 1d3. You are helpless for the duration of the encounter and face a slow road to healing to regain your lost health.
- 29 Death is in the eyes of the threat you now face. There is no escape this time, no narrow victory, only death. You grasp at your chest on the way to the ground and must pass a DC 15 Fortitude save or drop dead from fright. A roll the body check can still save your hide, but you'll age 1d20 years and find your hair has turned alabaster white. The judge may assign 1d4 in permanent ability loss to chosen scores if you've suddenly entered your dotage.
- 30+ Some things man just ain't meant to see, and when you realize they're breathing the same air as you, the heart can't bear the load! You clutch at your chest as you feel the terror serve such a shock to your system that death is instant and permanent. You feel your spirit leave its mortal shell and move onto whatever afterlife you carved out for yourself in recent years. A roll the body check will not save you.

MADNESS TABLE

Determine the type of madness by rolling a d% and modify the roll by -10% for each +1 Luck modifier, or +10% for each -1 Luck Modifier. Hex tokens impose a +10% modifier per hex.

0-25%	: Minor Phobia
26-50%	: Minor Disorder
51-75%	: Major Phobia
76-100%	: Major Disorder

Minor phobia: The encounter leaves the character with a permanent minor phobia relating to the encounter that caused the mental breakdown. Should the character know they are in the source's presence, an immediate DC12 Willpower save must be passed to avoid a -1d penalty to all rolls until the source of the phobia is no longer present.

Minor disorder: The encounter leaves the character with a permanent minor disorder relating to the encounter that caused the mental breakdown. The type and in-game effects of the disorder are determined by the character's player and their judge. Minor disorders typically attach a -1d penalty to social or physical rolls. To momentarily shrug off the effects, pass a DC15 Willpower save with success resulting in temporarily pushing the disorder down for the duration of this encounter.

Major phobia: The encounter leaves the character with a permanent major phobia relating to the encounter that caused the mental breakdown. Should the character know they are in the source's presence, an immediate DC15 Willpower save must be passed to avoid a -2d penalty to all rolls until the source of the phobia is no longer present.

Major disorder: The encounter leaves the character with a permanent major disorder possibly relating to the encounter that caused the mental breakdown. The type and in-game effects of the disorder are determined by the character's player and their judge. Major disorders typically attach a -2d penalty to social or physical rolls. To momentarily shrug off the effects, pass a DC17 Willpower save with success resulting in temporarily pushing the disorder down for the duration of this encounter.

ABILITY MODIFIER TABLE

ABILITY SCORE	MODIFIER	BONUS LANGUAGES
3	-3	0
4	-2	0
5	-2	0
6	-1	0
7	-1	0
8	-1	0
9	0	0
10	0	0
11	0	0
12	0	0
13	+1	+1
14	+1	+1
15	+1	+1
16	+2	+2
17	+2	+2
18	+3	+3

Every 3 points above 18 grants a +1 bonus (example: 21=+4, 24=+5, etc.).

GRIT

Grit Score = (Stamina + Personality) / 2 (round down)

Grit Check = 1d20 + Willpower save Mod. Vs. DC 8 + creatures #HD + current Hex tokens.

Regaining Grit = Recover all Grit up to original starting total at the end of each *adventure* unless the character was reduced to a Grit score of zero during the current adventure. If this is the case, Grit is permanently reduced by 1 when Grit renews.

EXPERIENCE NEEDED PER LEVEL

LEVEL	XP REQUIRED
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090

HEXES

- ♠ Each Hex token adds a cumulative +1d penalty on any Fumble table. Should a Hex be acquired by a failed attack roll, count this Hex along with any already attached to the character before rolling on a fumble chart.
- ♠ Hex tokens modify any interaction rolls with NPCs by -1d per Hex. This reflects the dark cloud following the hexed individual that others sense.
- ♠ Each Hex token makes the Grit check that much harder. EACH Hex token adds +1 to the Grit check DC and a +10% modifier to Madness chart rolls.

SAMPLE DCs

DC 5 tasks are so easy a kid wet behind the ears could do it. Typically, you don't roll for these minor challenges unless there is a consequence for failure. Example: Walking on a four-foot-wide cliff edge requires no check, but walking a four-foot cliff that forms a natural bridge across a yawning chasm does, as there is a significant consequence to failure.

DC 10 tasks are real work. The weak and unskilled could not likely achieve these tasks. Example: kicking down a door, scaling a smooth cliff wall, or hearing the approach of a mountain lion stalking its prey.

DC 15 tasks are feats that can present quite a pickle. It takes someone special to accomplish these tasks. Examples: jumping a gorge, attempting to snatch an object out of a target's hand while galloping on a horse, lassoing a jutting rock as the hero falls from a cliff.

DC 20 tasks are a hero's work. Only the seasoned veterans of a posse can accomplish these monumental deeds.

BOONS

- ♠ Spend a Boon for a +1d modifier (per Boon spent) to both attack and damage rolls on any one attack.
- ♠ Spend a Boon at any time to allow an instant reshuffle of the character's Gun deck.
- ♠ Spend a Boon(s) to rid the character of Hex tokens they currently have on hand on a 1:1 basis.
- ♠ Spend a Boon for a reroll—with the exception of a natural 1 (fumble) which can not be rerolled.
- ♠ Spend a Boon for a +1d modifier to any roll (or a -1d if that is more favorable).
- ♠ Spend a Boon to give an ally a +1d modifier to their next action.

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10	0	0
11	0	0
12	0	0
13	+1	+1
14	+1	+1
15	+1	+1
16	+2	+2
17	+2	+2
18	+3	+3

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COMBAT MODIFIERS TABLE		
CONDITION	ATTACK ROLL MODIFIER	
	MELEE	RANGED
Missile Fire Range Is...		
Short	N/A	+1
Medium	N/A	0
Long	N/A	-1
Attacker is...		
Invisible	+2	+2
Blinded	-2	-4
On higher ground or mounted	+1	+1
Squeezing through a tight space	-1d	-1d
Entangled	-1d	-1d
Using a non-signature weapon	-2	-2
Firing into melee combat	N/A	50% chance of hitting ally
Firing more than 1 shot in a round		-1 for each shot after the first, cumulative
Fanning the hammer and NOT a gunslinger		-1d for each shot after the first, cumulative
Defender is...		
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, or bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2
Invisible	-4	-4
Behind partial cover	N/A	+1 to defender's AC
Behind half cover	N/A	+2 to defender's AC
Behind full cover	N/A	+4 to defender's AC

USING TWO WEAPONS TABLE			
AGILITY	PRIMARY HAND DIE	OFF HAND DIE	CRITICAL HITS
8 or less	-3d	-4d	Cannot score a critical hit dual-wielding.
9-11	-2d	-3d	Cannot score a critical hit dual-wielding.
12-15	-1d	-2d	Cannot score a critical hit dual-wielding.
16-17	-1d	-1d	Cannot score a critical hit dual-wielding.
18+	Normal die	-1d	Primary hand scores a critical hit as normal

EXPLANATION OF WEAPON TRAITS

Defensive

Weapons with the Defensive trait make attacks against their wielder more difficult to land. Wielders may choose to use the weapons in a defensive fashion to gain a temporary +2 AC bonus against all attacks during the current round, but suffer a -2 to any subsequent attacks. Wielders must not have taken an attack yet to declare the use of the defensive trait.

Disarm

With a successful attack against opponents weapon at -2, defender must make a successful Reflex save versus a DC matching the total attack roll to avoid having the weapon thrown 1d20 feet.

Paired

Weapons with the Paired trait may be wielded in each hand giving the attacker an extra attack if normally allowed, or a +1d to attack with one weapon should the attacker be limited to only one melee attack per round.

Slow

Weapons with the Slow trait take an extra round to reload or ready.

Thrown

Weapons with the Thrown trait may be used in melee or thrown at the listed range for the same listed damage type.

Trip

Weapons with the Trip trait successfully striking a man sized target may forego damage in exchange for a trip attack, in which case the defender must immediately pass a Reflex save versus a DC matching the total attack number to avoid being knocked prone.

Two-handed

Two-handed melee weapons strike with a -1d initiative penalty.

COMBAT MODIFIERS TABLE

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Entangled	+1d	+1d
Helpless (paralyzed, sleeping, or bound)	+1d	+1d
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FIREARMS (SIMPLIFIED)											
WEAPON	CALIBER	TYPE	AMMO	DAMAGE	ROF	LOAD	RELOAD TIME	RANGE	CONCEAL	PRICE	YEAR
Derringer	.41	Single	C&B	d8	2	2	3	2/8/15	4	\$7	1850
Pocket Pistol	.30	Single	C&B	d6	2	5	3	5/15/50	2	\$10	1850
Light Pistol	.36	Single	C&B	d8	2	6	3	10/20/60	1	\$12	1850
Heavy Pistol	.44	Single	C&B	d10	2	6	3	10/20/60	0	\$18	1847
Rifle-Musket	.58	Muzzleloading Single	C&B	d16	1	1	3	25/50/75	-8	\$15	1800s
Breechloading Carbine	.56	Breechloading Single	C&B	d14	1	1	1	40/80/150	-3	\$25	1860
Lever-Action Rifle	.44	Lever	Cart.	d12	3	16	1/3	40/80/150	-4	\$40	1864
Breechloading Long-Range Rifle	.50	Breechloading Single	C&B	d16	1	1	1	200/400/600	-6	\$50	1850
Muzzleloading shotgun	10-12ga	Muzzleloading Single	C&B	d14/d10/d7	1	1 or 2	3	15/30/60	-6	\$8	1600
Scattergun	10-12ga	Muzzleloading Single	C&B	d16/d8/d4	1	1 or 2	3	10/20/40	-2	\$8	1600
Revolving Shotgun	12ga	Single	C&B	d12/d8/d5	2	5	3	15/30/60	-6	\$30	1857

RANGED WEAPONS						
WEAPON	DAMAGE	TYPE	RANGE	WEIGHT	COST	NOTES
Axe, throwing	d5	S	10/15/25	2	\$2	
Bola	d3	B	20/40/60	2	\$3	May be used to trip an opponent.
Boomerang	d6	B	30/60/120	2	\$6	Exotic Weapon, will return if target is missed. DC10 Reflex save to catch upon return.
Blowgun	d2	P	10/20/30	1	\$1	
Bow	d8	P	70/140/210	4	\$10	
Crossbow	d10	P	80/160/240	5	\$20	Weapon takes one full round to reload.
Dynamite	see pg 147	*	10/20/30	.05	\$.50 per stick	Explosives. See page 147 for use.
Shuriken	d4	P	10/20/30	.05	\$2	Exotic Weapon, two may be thrown each round.
Sling	d4	B	20/40/60	.05	\$1	
Slingshot	d5	B	10/20/30	1	\$2	
Throwing Knife	d5	P	10/20/30	1	\$3	

Type: Single or double action refers to how a gun operates when you pull the trigger.

A single action gun can be “fanned” (see **Firearms** rules in the **Combat** section).

For the Ranged Weapons chart, S=Slashing, B=Blunt, and P=Piercing for Critical Hit chart purposes.

Caliber and Ammunition: Caliber and type of ammunition used.

Conceal: Modifier applied to conceal the weapon— Intelligence check + Conceal Mod. vs. target’s check.

Load: How many bullets the gun holds at one time.

ROF: How many shots in a round the gun can mechanically fire without fanning. Each bullet fired on the same action die per round after the first shot has a cumulative -1 penalty to the attack roll (first shot at no modifier, second at -1, third at -2, a fourth at -3, etc)

Reload Time: The reload time reflects the number of rounds it takes to reload a single bullet into the firearm.

FIREARMS (SIMPLIFIED)											
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Bow	d8	P	70/140/210	4	\$10	
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Reload Time: The reload time reflects the number of rounds it takes to reload a single bullet into the firearm.

MELEE WEAPONS					
WEAPON	DAMAGE	TYPE	WEIGHT	COST	NOTES
Axe, hand	d6	S	4	\$3	
Bagh Nakh	d5+1	S	1	\$1	Exotic
Battleaxe	d10	S	5	\$12	Exotic
Bayonet	d7	P	2	\$1	Must be mounted on a rifle
Brass Knuckles	d6	B	0.5	\$2	
Cane	d4	B	1	\$1	
Cane Sword	d6	S	1	\$3	+4 to concealment rolls
Cestus	d5	P	1	\$3	Exotic, grants +1 to AC vs 1 melee attack per round
Chain	d4	B	5	\$2	May be used to trip or disarm. Target must beat attack result or fall, become grappled, etc.
Club	d6	B	3	\$1	
Halberd	d10/d6	S/P	6	\$20	Exotic, when used as a piercing weapon attacker gains a +1d bonus to attack rolls versus armored foes. Halbreds may also be used to trip opponents.
Katana	d10	S	6	\$20	Exotic, may be used two handed (d12 dmg)
Katar	d5+1	P	3	\$5	Exotic, wielder gains a +1d bonus to attack rolls versus armored foes.
Knife, Bowie	d6	S	1	\$5	
Knife, Pocket	d4	S	.5	\$2	
Kusari Gama	d4/d6	S/B	4	\$15	Exotic, may be used as a chain or edged weapon, capable of tripping, or disarming.
Mace	d6	B/P	3	\$10	Exotic, attacker gains a +1d bonus to attack rolls versus armored opponents in melee.
Machete	d7	S	3	\$3	
Naginata	d8	S	9	\$20	Exotic, reach 10'
Nunchaku	d5	B	2	\$5	Exotic, may be used to entangle, see chain entry

MELEE WEAPONS (CONTINUED)					
WEAPON	DAMAGE	TYPE	WEIGHT	COST	NOTES
Pick	d5	P	2	\$2	Attacker gains a +1d bonus to attack rolls versus armored opponents in melee.
Pitchfork	d7	P	6	\$3	
Saber	d8	S	5	\$8	
Sai	d4	P	3	\$15	Exotic, disarm.
Sap	d4	B	2	\$1	Inflicts non-lethal damage to Stamina. Target falls unconscious after reaching 0 Stamina.
Shovel	d5	B	5	\$3	
Sledge hammer	d8	B	8	\$7	
Spear	d8	P	6	\$4	May be thrown 10/20/30
Staff	d6	B	3	\$3	
Straight Razor	d3	S	.05	\$1	
Tetsubo	d10	B	5	\$30	Exotic
Tomahawk	d6	S	3	\$3	May be thrown 5/15/20
Tonfa	d5	B	2	\$8	Exotic, may be used to trip, or disarm
Trident	d8	P	5	\$10	Exotic, may be thrown 20'
Wakizashi	d7	S	4	\$12	Exotic
Warclub	d7	B	3	\$3	
Warfan	d3	S	1	\$2	Exotic, when used as a pair the weapons offer a +2 AC bonus versus melee weapons.
Weird Frontiers	d6	B	1	\$60	Beat your foes with the rules book
Whip	d2	S	1	\$2	May be used to disarm, or trip.
Zweihander	d12	S	4	\$20	Exotic, two handed, adds a +1d modifier to any critical hit chart roll

Type = (S)lashing, (P)iercing, (B)lunt for Critical Hit table rolls. If more than one type is listed, choose the type you wish.

Exotic weapons: May only be used by those trained in their use (generally calavaras, mystic monks and sin-eaters).

MELEE WEAPONS					
WEAPON	DAMAGE	TYPE	WEIGHT	COST	NOTES
Axe, hand	d6	S	4	\$3	
Bagh Nakh	d5+1	S	1	\$1	Exotic
Battleaxe	d10	S	5	\$12	Exotic
Bayonet	d7	P	2	\$1	Must be mounted on a rifle
Brass Knuckles	d6	B	0.5	\$2	
Cane	d4	B	1	\$1	
Cane Sword	d6	S	1	\$3	+4 to concealment rolls
Cestus	d5	P	1	\$3	Exotic, grants +1 to AC vs 1 melee attack per round
Chain	d4	B	5	\$2	May be used to trip or disarm. Target must beat attack result or fall, become grappled, etc.
Club	d6	B	3	\$1	
Halberd	d10/d6	S/P	6	\$20	Exotic, when used as a piercing weapon attacker gains a +1d bonus to attack rolls versus armored foes. Halbreds may also be used to trip opponents.
Katana	d10	S	6	\$20	Exotic, may be used two handed (d12 dmg)
Katar	d5+1	P	3	\$5	Exotic, wielder gains a +1d bonus to attack rolls versus armored foes.
Knife, Bowie	d6	S	1	\$5	
Knife, Pocket	d4	S	.5	\$2	
Kusari Gama	d4/d6	S/B	4	\$15	Exotic, may be used as a chain or edged weapon, capable of tripping, or disarming.
Mace	d6	B/P	3	\$10	Exotic, attacker gains a +1d bonus to attack rolls versus armored opponents in melee.
Machete	d7	S	3	\$3	
Naginata	d8	S	9	\$20	Exotic, reach 10'
Nunchaku	d5	B	2	\$5	Exotic, may be used to entangle, see chain entry
Pick	d5	P	2	\$2	Attacker gains a +1d bonus to attack rolls versus armored opponents in melee.
Pitchfork	d7	P	6	\$3	
Saber	d8	S	5	\$8	
Sai	d4	P	3	\$15	Exotic, disarm.
Sap	d4	B	2	\$1	Inflicts non-lethal damage to Stamina. Target falls unconscious after reaching 0 Stamina.
Shovel	d5	B	5	\$3	
Sledge hammer	d8	B	8	\$7	
Spear	d8	P	6	\$4	May be thrown 10/20/30
Staff	d6	B	3	\$3	
Straight Razor	d3	S	.05	\$1	
Tetsubo	d10	B	5	\$30	Exotic
Tomahawk	d6	S	3	\$3	May be thrown 5/15/20
Tonfa	d5	B	2	\$8	Exotic, may be used to trip, or disarm
Trident	d8	P	5	\$10	Exotic, may be thrown 20'
Wakizashi	d7	S	4	\$12	Exotic
Warclub	d7	B	3	\$3	
Warfan	d3	S	1	\$2	Exotic, when used as a pair the weapons offer a +2 AC bonus versus melee weapons.
Weird Frontiers	d6	B	1	\$60	Beat your foes with the rules book
Whip	d2	S	1	\$2	May be used to disarm, or trip.
Zweihander	d12	S	4	\$20	Exotic, two handed, adds a +1d modifier to any critical hit chart roll

FIREARMS (ADVANCED)

MODEL	CALIBER	TYPE	AMMO	DAMAGE	ROF	LOAD	RELOAD TIME	RANGE (FT)	CONCEAL	PRICE
Adams Revolver	.44	Double	C&B	d10	3	5	3	10/20/60	1	\$16
Beaumont–Adams	.44	Single/Double	C&B	d10	3	5	3	10/20/60	1	\$20
Caplock Pistol, double-barrel	.69	Muzzleloading Single	C&B	d10	2	2	3	5/15/40	-1	\$2
Caplock Pistol, single barrel	.69	Muzzleloading Single	C&B	d10	1	1	3	5/15/40	-1	\$4
Colt 1851 Navy Revolver	.36	Single	C&B	d8	2	6	3	10/20/60	2	\$14
Colt Army Model 1860	.44	Single	C&B	d10	2	6	3	10/20/60	0	\$20
Colt Baby Dragoon	.31	Single	C&B	d6	2	6	3	10/20/60	2	\$14
Colt Frontier	.32	Double	Cart.	d6	3	6	1/2	10/20/60	2	\$16
Colt Frontier	.44	Double	Cart.	d10	3	6	1/2	10/20/60	1	\$18
Colt House Pistol	.41	Single	Cart	d8	2	4	1/2	6/15/50	2	\$14
Colt New Army	.45	Single	Cart.	d10	2	6	1/2	10/20/60	0	\$17
Colt Open-Top Pocket Pistol	.22	Single	Cart.	d5	2	7	1/2	6/15/50	3	\$8
Colt Peacemaker	.45	Double	Cart.	d10	3	6	1/2	10/20/60	0	\$20
Colt Police	.36	Single	C&B	d8	2	5	3	10/20/60	2	\$15
Colt Walker	.44	Single	C&B	d12	2	6	4	10/20/75	-1	\$20
Elgin Cutlass Pistol	.54	Single	C&B	d10	1	1	4	5/15/40	-2	\$16
Flintlock Pistol	.69	Muzzleloading Single	Flintlock	d10	1	1	4	5/15/40	-1	\$2
John Adams Revolver	.45	Double	Cart.	d10	3	6	1/2	10/20/60	1	\$22
Lefauchaux M1854 Pinfire	12mm (.45)	Single	Pinfire Cart.	d10	2	6	1	10/20/60	0	\$17
Lefauchaux Doublebarrel Pinfire	7.65mm (.30)	Single	Pinfire Cart.	d6	2	20	1	6/15/50	-1	\$30
LeMat Revolver	.42/16ga	Single	C&B	d8 (d10/d6/d4)	2 (1)	9 (1)	3	10/20/60 (5/15/25)	-1	\$30
Merwin Hulbert Pocket Pistol	.32	Double	Cart.	d6	3	6	1/3	6/15/50	2	\$18
Merwin Hulbert Model 3 (Frontier)	.44	Single/Double	Cart.	d10	3	6	1/3	10/20/75	1	\$18
Pettengill Army Revolver	.44	Double	C&B	d10	3	6	3	10/20/60	1	\$20
Pettengill Navy Revolver	.34	Double	C&B	d8	3	6	3	10/20/60	1	\$20
Remington Navy Model - Conversion	.36	Single	Cart.	d8	2	5	1/2	10/20/60	2	\$9
Richards-Mason Army Colt Conversion	.44	Single	Cart.	d10	2	6	1/2	10/20/60	1	\$15
Smith & Wesson Frontier	.44	Single/Double	Cart	d10	3	6	1/3	10/20/60	1	\$20
Smith & Wesson Model No. 2 Army	.32	Single	Cart	d6	2	6	1/3	10/20/60	1	\$16
Smith & Wesson Model One	.22	Single	Cart.	d4	2	7	1/3	5/10/45	3	\$4
Smith & Wesson Schofield	.45	Single	Cart	d10	2	6	1/3	10/20/60	0	\$18
Smith and Wesson Model 2	.38	Single	Cart.	d8	2	5	1/3	10/20/60	1	\$15
Starr DA Army Revolver	.44	Double	C&B	d10	3	6	3	10/25/75	1	\$25

Firearms (Advanced) Continued										
Model	Caliber	Type	Ammo	Damage	RoF	Load	Reload Time	Range (ft)	Conceal	Price
Starr DA Navy Revolver	.36	Double	C&B	d8	3	6	3	10/25/75	1	\$20
Volcanic .41 Pistol	.41	Lever	Volcanic "Rocketball"	d6	3	10	1/2	5/15/40	0	\$15
Walch Revolver	.36	Single	C&B	d8	2	12	4	6/15/50	0	\$20
Derringers										
Colt Derringer	.41	Single	Cart.	d8	1	1	1	2/8/16	5	\$8
Philadelphia Deringer	.41	Single	Muzzleloading C&B	d8	1	1	4	2/5/12	3	\$15 for pair
Reid's Knuckleduster	.32	Single	Cart.	d6 (d4 melee)	2	5	3	2/4/8	4	\$10
Remington Sawhandle	.22	Single	Cart.	d4	1	1	1	2/8/15	4	5
Remington Model 95	.41	double	Cart	d8	2	2	1	2/5/12	5	\$10
Sharps Pepperbox Model 1	.22	single	Cart.	d4	2	4	2	2/5/16	3	\$8
Sharps Pepperbox Model 2, 3, 4	.32	single	Cart.	d6	2	4	2	2/6/16	3	\$10
Wesson Dagger-pistol	.41	single	Cart.	d8 (d4 with blade)	2	2	1	2/5/12	2	\$9
Dolne Apache Pistol (Brass knuckles & punch dagger)"	7mm	Double	Cart.	d6 (d5 brass knuckles/ d4 blade)	3	6	3	2/8/15	3	\$12
Allen & Wheeler Pepperbox	.32	Single	C&B	d6	2	4	3 rds	2/8/15	2	11
Marston Pepperbox Handgun	.31	Double	C&B	d6	3	4	3 rds	2/8/15	2	13
Rifles										
Burnside Carbine	.54	Breechloading Single	C&B	d12	1	1	1	50/100/200	-4	\$22
Colt Revolving Rifle	.44	Single	C&B	d12	2	6	3	25/75/150	-5	\$44
Evans Rifle	.44 Evans	Lever	Cart.	d8	3	26	2	50/100/200	-5	\$45
Plains Rifle	.53	Single	ML/C&B	d14	1	1	3	50/100/200	-6	\$28
Henry Rifle	.44	Lever	Cart	d10	3	16	1/2	25/75/150	-4	\$45
Kentucky Rifle	.40-.48	Single	ML/Flintlock	d12	1	1	4	50/100/200	-8	\$20
LeMat Carbine/Shotgun	.42/16ga	Single	C&B	d10 (d10/d8/d4)	2 (1)	9 (1)	3	25/75/150 (15/30/60)	-4	\$40
Maynard Carbine	.52	Breechloading Single	Cart.	d12	1	1	1	50/100/300	-4	\$27
Remington Rolling Block .45 Rifle	.45-70	Single	Cart.	d14	1	1	1	100/300/600	-6	\$30
Roper Repeating Rifle	.40	Single	Cart.	d12	2	4	1	100/200/300	-6	\$50
Sharps Buffalo Rifle	.50	Breechloading single	Cart.	2d8	1	1	1	150/300/700	-8	\$45

FIREARMS (ADVANCED) CONTINUED

MODEL	CALIBER	TYPE	AMMO	DAMAGE	ROF	LOAD	RELOAD TIME IN ROUNDS	RANGE (FT)	CONCEAL	PRICE
Sharps Rifle	.52	Breechloading Single	C&B	d14	1	1	1	100/250/500	-6	\$30
Spencer repeating Rifle	.56	Lever	Cart.	d12	2	7	1/2	50/100/300	-6	\$40
Springfield Army Musket	.69	Single	ML/Flintlock	d12	1	1	4	25/75/150	-8	\$5
Springfield Rifle-Musket	.58	Single	ML/C&B	d16	1	1	3	25/75/200	-8	\$20
Springfield Trapdoor Rifle	.50-.70	Single	Cart.	d16	1	1	1	50/100/400	-8	\$20
Volcanic Carbine	.41	Lever	Volcanic Rocketball	d6	2	25	1/2	20/50/100	-3	\$30
Whitworth Rifle	.45	Single	C&B	d14	1	1	6	200/400/800	-8	\$120
Winchester 1866/1873	.44	Lever	Cart.	d12	3	14	1/3	50/100/250	-6	\$40
Winchester 1876	.45-70	Lever	Cart.	d14	3	13	1/3	50/150/350	-6	\$55
SHOTGUNS										
Single-barrel Breechloader	10-12ga	Single	Cart.	d14/d10/d7	1	1	1	15/30/60	-6	\$15
Double-barrel breechloader	10-12ga	Single	Cart.	d14/d10/d7	2	2	1	15/30/60	-6	\$20
Coach Gun Breechloader (scattergun)	10-12ga	Single	Cart.	d16/d8/d4	1 or 2	1 or2	1	10/20/40	-3	\$15-\$20
Colt Revolving Shotgun	12ga	Single	C&B	d12/d8/d5	2	5	3	15/30/60	-6	\$30
Roper Repeating Shotgun	12g	Single	Cart.	d12/d8/d5	2	4	2	20/40/80	-6	\$60
Remington Rifle Cane	.32	Single	Cart.	d8 (d6 melee)	1	1	3	5/15/30	5	\$15
Dumonthier Shotgun Cane	.410	Single	Cart.	d8/d4/d3 (d6 melee)	1	1	3	5/10/20	5	\$20
18 Barrel Percussion Pepperbox	.28	Single (Hand rotated)	C&B	d6	2	18	3	2/8/15	-1	\$15

MACHINE GUNS

MODEL	CALIBER	TYPE	AMMO	DAMAGE	ROF	LOAD	RELOAD (FULL MAGAZINE/FEED)	RANGE	PRICE	WEIGHT
Ager “Coffee Grinder”	0.51	Hopper Feed	Paper Cart.	2d10/5 rounds	20	40	2 rounds	50/100/400	\$500	500
Mitrailleuse	0.5	Plate loaded	Cart.	2d14/5 rounds	25	25	2 rounds	100/300/500	\$800	1800
Gatling Gun	0.5	Hopper feed	Cart.	2d14/5 rounds	30	60	2 rounds	100/200/600	\$1,000	500
1881 Gatling Gun	0.45	Magazine	Cart.	2d12/5 rounds	50	80	1 rounds	100/200/400	\$700	350

ARTILLERY											
MODEL	BORE	SHOT WEIGHT IN LBS.	POWDER CHARGE IN LBS.	GUN & CARRIAGE WEIGHT IN LBS.	AMMO WEIGHT IN LBS.	ROF	CREW	CANISTER/ GRAPE SHOT RANGE	SOLID/ CASE SHOT RANGE	PRICE	COST OF AMMO
Swivel Gun	2"	1	0.25	100	-	2	2	300'	1500'	\$100	\$0.50
6 Pound Napoleon	3.5"	6	1.25	1700	1000	2	6	900'	4500'	\$800	\$1.00
12 Pound Napoleon	4.5"	12	2.5	2400	1500	1	8	1200'	4800'	\$400	\$1.50
Parrot Cannon	3"	10	1	1800	1200	2	8	1200'	5400'	\$500	\$1.25
Ordnance Rifled Cannon	3"	10	1	1700	1200	2	8	1200'	5400'	\$650	\$1.25
Mountain Howitzer	4.5"	9	0.5	300	300	2	4	750'	3000'	\$400	\$1.00

ARTILLERY AMMUNITION			
AMMUNITION	SHORT RANGE (1/2 MAX RANGE) DAMAGE	LONG RANGE DAMAGE	CRITICAL RESULT MODIFIERS
SOLID SHOT			
1 pound	2d10	2d8	-
6 pound	3d8*	2d8*	Automatic Critical on hit, roll 1d4 on Artillery Critical Hit chart
10-12 Pound	5d8*	3d8*	Automatic Critical on hit, roll 1d6 on Artillery Critical Hit Chart
CANISTER SHOT (15' spread at Short, 30' spread at Long; Reflex save for ½ damage)			
1 lb.	2d8	2d4	-
6 lb.	2d12	2d8	Extended Critical range: 18-20, use Critical Hit Chart: Firearms
10-12 lb.	3d12	3d8	Extended Critical range: 16-20, use Critical Hit Chart: Firearms
CASE SHOT (Reflex save for ½ damage, affects all in 30' radius)			
6 lb.	4d8	4d8	Extended Critical Range: 18-20, use Critical Hit Chart: Firearms
10-12 lb.	4d10	4d10	Extended Critical range: 16-20, use Critical Hit Chart: Firearms
GRAPE SHOT			
6 lb.	2d8*	1d8*	Automatic Critical on hit, roll 1d2 on Artillery Critical Hit Chart
10-12 lb.	3d8*	2d8*	Automatic Critical on hit, roll 1d3 on Artillery Critical Hit Chart

* = When used against personnel instead of structures, the damage die 'explodes' when the highest possible number on the damage die is rolled. Roll that die again, and add to the total; keep doing this if the high number continues to be rolled.

ARTILLERY CRITICAL HIT TABLE (MODIFIED BY LUCK)	
ROLL	RESULT
1	The cannonball smashes into the target's weapon, tearing it out of their hand and smashing it to flinders.
2	The cannonball whirs through the air, whipping towards the target as they duck and reflexively raise their hand to ward it off, neatly removing 1d4 fingers.
3	The cannonball snatches at the target as it passes on, bouncing into the air behind them and twirling them around with the force of its passing. The target falls to the ground, prone, and then notices that they are missing a hand or foot (determined randomly) and takes an additional 1d6 in damage. If now missing a foot, they suffer a permanent -5' to Movement. If a hand is taken, reload times are tripled and the target suffers a -1d when firing rifles or shotguns.
4	The iron ball smashes into the target's leg, leaving it hanging from a thread below the knee. The target is overcome by shock, requiring a DC15 Fortitude check to continue to function beyond screaming and passing out, as well as taking an additional 1d8 in damage. After extensive rehabilitation, they can revel in their new moniker of "Peg-leg." The target suffers a permanent -5' to Movement and -1 to Agility.
5	The iron ball slams through the target's arm, crushing the bones and muscles to a chunky paste. The target screams and passes out (DC 15 Fortitude save to resist), taking an additional 1d8 in damage and suffers a permanent -1 to Strength.
6	The target is smashed to the ground by the sheer force of the cannonball strike, with multiple broken bones and shattered ribs. The target is knocked out for 1d10 rounds, takes an additional 2d6 in damage, and permanently loses 1 Stamina.
7	The target is struck in the torso, smashing their pelvis, and leaving them twisted and broken. The target takes an additional 2d8 in damage and is knocked prone, able to only drag themselves along the ground at a Movement rate of 2' until fully healed. The target permanently loses -1 Agility and -10' Movement but gains a new nickname of "Sidewinder" to match their gait.
8	The target's head is whipped from their shoulders by the passing cannonball, killing them outright, splashing everyone within 20' in the blood fountaining from their neck. All seeing this must make a DC13 Grit check.

ARTILLERY											
MODEL	BORE	SHOT WEIGHT IN LBS.	POWDER CHARGE IN LBS.	GUN & CARRIAGE WEIGHT IN LBS.	AMMO WEIGHT IN LBS.	ROF	CREW	CANISTER/ GRAPE SHOT RANGE	SOLID/ CASE SHOT RANGE	PRICE	COST OF AMMO
Swivel Gun	2"	1	0.25	100	-	2	2	300'	1500'	\$100	\$0.50
6 Pound Napoleon	3.5"	6	1.25	1700	1000	2	6	900'	4500'	\$800	\$1.00
12 Pound Napoleon	4.5"	12	2.5	2400	1500	1	8	1200'	4800'	\$400	\$1.50
Parrot Cannon	3"	10	1	1800	1200	2	8	1200'	5400'	\$500	\$1.25
Ordnance Rifled Cannon	3"	10	1	1700	1200	2	8	1200'	5400'	\$650	\$1.25
Mountain Howitzer	4.5"	9	0.5	300	300	2	4	750'	3000'	\$400	\$1.00

ARTILLERY AMMUNITION			
AMMUNITION	SHORT RANGE (1/2 MAX RANGE) DAMAGE	LONG RANGE DAMAGE	CRITICAL RESULT MODIFIERS
SOLID SHOT			
1 pound	2d10	2d8	-
6 pound	3d8*	2d8*	Automatic Critical on hit, roll 1d4 on Artillery Critical Hit chart
10-12 Pound	5d8*	3d8*	Automatic Critical on hit, roll 1d6 on Artillery Critical Hit Chart
CANISTER SHOT (15' spread at Short, 30' spread at Long; Reflex save for ½ damage)			
1 lb.	2d8	2d4	-
6 lb.	2d12	2d8	Extended Critical range: 18-20, use Critical Hit Chart: Firearms
10-12 lb.	3d12	3d8	Extended Critical range: 16-20, use Critical Hit Chart: Firearms
CASE SHOT (Reflex save for ½ damage, affects all in 30' radius)			
6 lb.	4d8	4d8	Extended Critical Range: 18-20, use Critical Hit Chart: Firearms
10-12 lb.	4d10	4d10	Extended Critical range: 16-20, use Critical Hit Chart: Firearms
GRAPE SHOT			
6 lb.	2d8*	1d8*	Automatic Critical on hit, roll 1d2 on Artillery Critical Hit Chart
10-12 lb.	3d8*	2d8*	Automatic Critical on hit, roll 1d3 on Artillery Critical Hit Chart

ARTILLERY CRITICAL HIT TABLE (MODIFIED BY LUCK)

ROLL	RESULT
1	The cannonball smashes into the target's weapon, tearing it out of their hand and smashing it to flinders.
2	The cannonball whirs through the air, whipping towards the target as they duck and reflexively raise their hand to ward it off, neatly removing 1d4 fingers.
3	The cannonball snatches at the target as it passes on, bouncing into the air behind them and twirling them around with the force of its passing. The target falls to the ground, prone, and then notices that they are missing a hand or foot (determined randomly) and takes an additional 1d6 in damage. If now missing a foot, they suffer a permanent -5' to Movement. If a hand is taken, reload times are tripled and the target suffers a -1d when firing rifles or shotguns.
4	The iron ball smashes into the target's leg, leaving it hanging from a thread below the knee. The target is overcome by shock, requiring a DC15 Fortitude check to continue to function beyond screaming and passing out, as well as taking an additional 1d8 in damage. After extensive rehabilitation, they can revel in their new moniker of "Peg-leg." The target suffers a permanent -5' to Movement and -1 to Agility.
5	The iron ball slams through the target's arm, crushing the bones and muscles to a chunky paste. The target screams and passes out (DC 15 Fortitude save to resist), taking an additional 1d8 in damage and suffers a permanent -1 to Strength.
6	The target is smashed to the ground by the sheer force of the cannonball strike, with multiple broken bones and shattered ribs. The target is knocked out for 1d10 rounds, takes an additional 2d6 in damage, and permanently loses 1 Stamina.
7	The target is struck in the torso, smashing their pelvis, and leaving them twisted and broken. The target takes an additional 2d8 in damage and is knocked prone, able to only drag themselves along the ground at a Movement rate of 2' until fully healed. The target permanently loses -1 Agility and -10' Movement but gains a new nickname of "Sidewinder" to match their gait.
8	The target's head is whipped from their shoulders by the passing cannonball, killing them outright, splashing everyone within 20' in the blood fountaining from their neck. All seeing this must make a DC13 Grit check.

THE GUN DECK

The steps for using the Gun deck and interpreting the results are as follows:

- ♠ Each player should shuffle the cards before the session begins, placing them within arm's reach of their character sheet.
- ♠ Players flip a card each time their character discharges a firearm.
- ♠ Flipping a 2,3,4,5,6,7,9, or 10 has no effect, the player should roll normally for a ranged attack.
- ♠ Flipping a black or red-suited face card results in good fortune for the attacker. Face cards offer a one-time bonus to attack and damage rolls depending upon the card flipped: Jacks +1, Queens +2, Kings +3.
- ♠ Aces and eights (a deadman's hand) spell disaster for the attacker and result in a misfire. The shot misses and the attacker must immediately roll on the Firearm Fumble chart with the appropriate fumble die modified by the reverse of any Luck modifier.
- ♠ Flipping a red Joker results in an automatic critical hit (Lady Luck is keeping an eye on ya!) and the character receives 1d3 Boon tokens.
- ♠ Flipping a black Joker results in an automatic misfire (Lady Calamity is giving you the stink-eye!) and the character receives 1d3 Hex tokens.

RESHUFFLING THE GUN DECK

Typically, you only shuffle the Gun deck once the last card has been flipped, but characters can declare they are "cleaning my gun(s)" and reshuffle their deck during a point in the game when there is downtime. You can also spend a Boon to reshuffle the Gun deck at any point during play.

ROLLING A NATURAL 1 AFTER A SAFE DRAW FROM THE DECK

It would be unfair to declare a ranged attack result of a natural 1 a misfire if the attacker took a flip from the Gun deck. In this case, count the attack as a miss and the attacker earns a Hex token for the blunder.

ROLLING A CRITICAL SUCCESS AND DRAWING AN ACE OR EIGHT

It's possible to roll a Critical success and still draw a bad card. In these instances, the misfire still happens, but the Fumble chart roll does not (do not roll for a fumble). Any stated Hex tokens are still earned as well.

RELOADING FIREARMS

Reload times are listed with each firearm (pgs 856-861 & 844) and represents how many rounds it takes to load *one* bullet.

The judge may ask for an Agility check vs. DC 10 each round to do so reliably if the character is under distress/being fired at. Failing the check causes 1d6 rounds of ammo to drop on the ground (for higher shot capacities, roll a die that appropriately matches the firearm).

GUNSMITHING

Any character with a background occupation considered to lean heavily on the use of firearms can be assumed to have received training on the maintenance and minor repairs for the firearms they carry. In game terms, characters may announce they wish to "tune the rig" (clean, oil, and perform any maintenance the weapon needs) during downtime in a session. Tuning the rig typically happens before the character turns in for the night or during morning hours when they awaken. Each firearm requires a number of rounds and a proper cleaning kit must be on hand.

Once the proper time has been spent on the firearm in question, have the player make a gunsmithy skill check with a standard DC 5. For every multiple of 5 the check is passed by, have the player remove one Ace or Eight from their gun deck before reshuffling their deck for the start of the day. For example, Zander rolls a 5 on his skill check to clean his trusty Colt Navy revolver. He not only succeeds at cleaning and oiling his rig, but is allowed to remove 1 misfire card from his gun deck before shuffling it for play. Should Zander have rolled a natural 20 he would have pulled 4 misfires from the deck (and snagged a Boon for rolling that 20!).

FANNING THE HAMMER

[NOT a Gunslinger] Each shot past the first suffers a cumulative -1d penalty due to kickback (first shot at full, second at -1d, third at -2d, fourth at -3d, etc.). A card from the Gun deck must be flipped for each shot fired. Note that a critical success may only be achieved on a d20 or higher-sized die. A single-action pistol must be used and the other hand must be free. If shooting at multiple targets, each target must be within 10' of one another.

[Gunslinger] Each shot past the first suffers a cumulative -1 penalty; however, if using their ghost-irons, the original Deadeye die result applies to *each* shot fired. The first shot will be with no penalty, the second will be at -1, the third at -2, the fourth at -3, etc. A card from the Gun deck must be flipped for each shot fired. A single-action pistol must be used and the other hand must be free. If shooting at multiple targets, each target must be within 10' of one another.



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