

A NUELOW GENERAL ROLE-PLAYING GAME PRODUCT:

NUELOW: NL02 "Lust And Dust!"

Role-Playing Adventures with Dancehall Girls and Fast-Shooting Cowboys

Lyric of the Month:

"I breathe in the possibilities/I breathe out romance..."

-Rob Jungklass "Ton of Bricks," from Work Songs for a New Moon, RCA, 1989

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Afterword

Introduction

The NUELOW design team recognizes that regardless of the role-playing game system being used, player characters will invariably engage in lecherous behavior and the odd romantic pursuit. In most game systems, GMs ("Game Master") have to rely on their own limited experience with lechery to give the characters what they want. That is, after all, the only way to please the character's player, and isn't that what the game is ultimately about?

But NUELOW doesn't abandon the GM. Instead, this game merely provides a framework within which gamers can "play house" with imaginary people, a way to ensure that everyone's playing the same game. We provide ideas for how to handle love (in both the carnal and ideal sense) within the context of a role-playing game.

It is not our intention to encourage promiscuity and debauchery among gamers. This product line is a

response to the way many players already approach role-playing games. We are aware that many gamers are impressionable children, and as parents ourselves, know the importance of providing young children with entertainment that displays sound values. For this reason, there is nothing in the NUELOW series that couldn't make it onto prime-time television, or that hasn't been approved by SMOSM (Steve Miller's Overly Sensitive Mother.)

Readers might also want to consider the educational value present in this entry of the NUELOW series. In preparation for "Lust and Dust!," the design team watched several Clint Eastwood and Terrence Hill & Bud Spencer spaghetti westerns; a "Wild, Wild West" marathon on cable; and every episode of "The Adventures of Brisco County, Jr." "Lust and Dust!" is a perfect example of what happens when no real research goes into the development of a historical game.

What You Need To Play

You already have all the rules right here in this book. Now, you need at least one six-sided die, some friends, a pencil or two, and some paper to write your character up on (or perhaps copies of the handy character sheets provided with this booklet). Oh, and munchies. Don't forget the munchies.

Using "Lust And Dust!" With Other NUELOW Products

"Lust and Dust!" details but one world in the NUELOW universe. Owners of "Fairies!" may wish to have their magical woodland creatures of questionable gender cross into the Old West and frolic on the range. While "Lust and Dust!" characters are generated in a slightly different fashion, there are no contradictory rules or game mechanics. Unlike certain other "universal" role-playing systems, mixing worlds presents no problems since each new entry in the NUELOW line is designed to complement that which has gone before. This is, after all, a fantasy role-playing game, and we're trying to create a game that will accommodate whatever the GMs and players can dream up.

Personal pronouns in nuelow products

Since the designers and editors of this series find "he" and "she" equally offensive, oppressive, exclusionary, or whatever, all characters in NUELOW will be referred to as "it." (except in those cases where the character's gender is clear from the context).

Character generation

In "Lust and Dust!" players assume the roles of archetypal characters in the American West of 1880. Unlike "Fairies!" (NL01), all characters created with the rules in this product are human.

Players may choose to create characters from four different cultural and racial backgrounds, thirteen different occupations and two genders. Race and gender do play a factor in what the character does in life, as the Wild West of the 1880s was a less enlightened time. This doesn't mean that players shouldn't create characters that break the stereotypes, just that this game doesn't make much of an effort to sanitize the world

on which it is based. A blanket apology to all those with delicate, politically correct skin is hereby issued. (We also hope that the "its" dull the pain a bit.) Please don't hurt us.

Attributes

Regardless of race and gender, all characters have seven attributes: Strength, Agility, Looks, Intelligence, Personality, Health, and Pain Threshold. Attributes are rated on a scale of 1-15. and players must spend character points (explained below) to gain attribute ratings:

<u>Attribute Rating</u>	<u>Cost Per Point</u>	<u>Level</u>
1- 3	1	Attribute Impaired
4- 7	3	Average
8-10	10	Exceptional
11-12	30	Legendary
13-15	60	Divine

Attributes are a measure of a character's natural talents in certain areas. An Attribute Rating of zero, while possible, is not recommended, as other players will make fun of zero-ratings.

Characters who attempt a difficult or dangerous action roll two six-sided dice, or one six-sided die twice, adding the results and checking them against the appropriate Attribute Rating. If the number is equal to or less than the Attribute Rating, the character is successful. If the attempt fails, the GM is at liberty to decide what the result is. Each character can perform one action per round, unless the GM, or rules say otherwise. GMs are also allowed to apply modifiers to any checks. (Attribute Rating checks are discussed further under "Skills.")

Strength

This is a measure of the character's ability to inflict damage upon another character while exchanging blows, or how much it can lift and/or carry. A character's base punching damage is listed on the chart below, in the "Damage Modifier" column. The maximum load a character can handle is equal to the Strength Rating times 10 pounds. Equipment weights are given in pounds. For every 15 pounds the character is over its weight limit, its movement rate is cut by one-third. When punching characters, or attacking with blunt or edged hand-held weapons, the character has the following modifiers to damage inflicted due to its Strength Attribute (results less than one do no damage):

<u>Strength Rating</u>	<u>Damage Modifier</u>
0- 3	-2
4- 7	0
8-10	+1
11-12	+2
13-15	+4

Agility

This reflects how naturally coordinated the character is. Anything from tightrope walking to eating a bowl of Jello-brand gelatin-cubes ("Jigglers!") with a fork would be checked against Agility. The Agility rating also allows the characters to dodge hand-to-hand (or kick) attacks, if half the rating or less is rolled on two six-sided dice.

Looks

This is the character's physical attractiveness to any species or sex that could possibly be affected by it. The Looks Rating modifies the character's Personality Rating so:

<u>Looks Rating</u>	<u>Personality Rating</u>	<u>Modifier</u>
0- 3	-3	
4- 7	0	
8-10	+1	
11-12	+3	
13-15	+6	

The negative modifiers represent the first-impression reactions character's with bad looks get from the surrounding world. This penalty may be negated (GM's option) once characters get to know each other.

Intelligence

This reflects the character's ability to understand abstract ideas, adapt to unexpected situations, and find its way out of a wet paper bag should the need arise. Further, the Intelligence Rating allows the character to see through subterfuge (on a successful check, of course). The Intelligence Rating also modifies the Personality Rating.

<u>Intelligence Rating</u>	<u>Personality Rating</u>	<u>Modifier</u>
0- 3	-2	
4-10	0	
11-12	+1	
13-15	-3	

Readers will note that at either extreme on the scale, the character has a negative modifier. Again, this reflects first impressions. Let's face it, the general public is not likely to react kindly to someone who constantly drools, or a character whose first words are: "I am the Lord, thy God. Bring my commandments unto the people." On the other hand, the positive modifier reflects the fact that mid-level geniuses each have their own special brand of charm.

Personality

This is how commanding a presence the character has, as well as how well it relates to other characters. This is the Attribute against which most attempts at socializing are checked. (A character looking for a one-night stand would check against Looks, but a character looking for marriage would check against Personality.)

Health

This is a rating of how much physical punishment a character can take, and how well it can resist and/or recover from illnesses. When the Health Rating goes to zero from non-lethal attacks (fists, certain toxins, over-exertion, etc.) the character goes unconscious. When the Health Rating goes to zero from lethal attacks (swords, shotguns, being thrown from a great height, etc.) the character is dead. Non-lethal damage is recovered at the rate of 1 point per hour, or 2 points per hour of total rest. Lethal damage is recovered at the rate of 1 point per day if properly cared for (by someone with the Healing Skill), 1 point per week if left unattended. Dead characters do not recover damage--they just decompose.

Pain Threshold

This measures how well a character endures physical punishment. Whenever a character suffers 3 points or more points of damage in one round, it must make a check against the Pain Threshold Rating. A failed check means the character has fainted from unbearable agony. Honorable or merciful opponents will refrain from attacking (or whatever) the character.

Player Character Races, Genders and Occupations

Players familiar with "Fairies!" will find that the method for generating "Lust and Dust!" characters deviates from NL01 at this point. First, rather than create characters of different species, the players will create human characters that are either male or female, of a certain race, and who make a living in a specific line of work.

There are two reasons for this change, which essentially represents an alternative character generation method. First, any character native to a Wild West setting could hardly be any species but human (unless we introduced a Talking Horse species). Second, this method ties in with mechanics that simulate the racism and sexism inherent to the time period in which this product is set.

After generating the Attributes, the player needs to choose a gender (male or female) and a race for the character. "Lust and Dust!" characters are either White, Mexican, Black, or Chinese. Once race and gender have been chosen, the player should choose an occupation for the character.

Several sample occupations are described below, grouped under genders. Each description includes the character's main activities, which races are generally accepted in that capacity--those in parentheses are uncommon in those jobs but not unheard of--and Skill(s) that character gains at Level 1 free of charge. Countless other occupations are possible, and GMs and players are encouraged to come up with lines of work fitting their characters.

A character that bucks society's standards receives automatic penalties to social Attribute Checks (mostly Looks and Personality-based skills) if NPCs are aware of their "weirdness." Females who have male jobs have a +3 penalty to Personality Attribute Checks, while males in female occupations have a +4 penalty. Characters of unusual racial stock are +2 to all Looks and Personality Attribute Checks. These penalties are cumulative, which means that a female Chinese Gambler in 1880 is definitely not on the path of least resistance.

A Man's Work

Cowboy

Mexican, White (Black); receives Rope Use and Riding. Rounds-up and herds livestock, either on epic "cattle drives" or within the boundaries of a ranch. Lives exclusively on booze and baked beans. Cowboys make \$30/month.

Entertainer

A category including several occupations.

Piano Player

White (Mexican); receives Play Instrument (Piano). Plays an upright piano in brothels and saloons, typically shouting, "Don't shoot! I'm just the piano player!" Piano players make \$12/month, plus tips.

Farmer/Rancher

Black, Mexican, White (Chinese); receives Rope Use. Tills the soil or runs cattle or sheep. Farmers and ranchers are often at odds over the use of land. Farmers clear \$9/month. Ranchers clear \$10-60/month.

Gambler

Mexican, White (Black); receives Gaming and Seduction. Fleeces other characters in high-stakes card games, and generally tries to get by on as little real work as possible. A dangerous line, because drunken cowboys are sore losers. Gamblers make \$70, plus or minus \$10-60/month (1-3 on six-sided means plus.)

Gunslingers

A category including several occupations. Characters with at least one weapons skill devoted to a ranged weapon can be considered part of this group and may hire out for \$5/day when someone needs armed muscle.

Bounty-Hunter

Black, White, Mexican (Chinese); receives Weapons Use and Tracking. Hunts outlaws for \$100-\$600 per bad guy brought to justice.

Lawman

White (Mexican); receives Weapons Use. Often the only defense that innocent, cowardly townsfolk have from brutal outlaws. The words "High Noon" send chills down a lawman's spine. Lawmen make \$60/month, plus \$1 per convicted criminal.

Outlaw

Black, Mexican, White (Chinese); receives Weapons Use and Riding. Outlaws make whatever they can rob from innocents.

Miner

Black, Mexican, White (Chinese): receives Engineering. A claim has been staked and now the character's trying to strike that elusive motherload. Generally a loner. If the claim actually contains silver (1-2 on a six-sided die,) the miner makes \$100-600/month.

Railroad Worker

Chinese (Black, Mexican, White); receives 1-6 Strength Attribute points free. (Roll six-sided die to determine how many). Despite being the breaking backbone of the railroad and industrialization of the West, these characters are looked down on by all others, often including their fellow workers. A Railroad Worker makes \$10/month.

A Woman's Place

Entertainer

A category including several occupations, detailed below.

Dancing Girl

Black, Chinese, Mexican, White; receives Dancing and Seduction. Entertains in saloons and brothels. The nature of the establishment dictates the type of dances and how much of a costume is worn. Dancing girls make \$20/month.

Saloon Girl

Black, Chinese, Mexican, White; receives Seduction or Sexual Prowess, depending on the nature of the establishment in which she works. All saloon girls also receive a -2 modifier to rolls against Seduction attempts. Straight saloon girls are expected to make the customers feel liked and welcome, while those employed in brothels (where "saloon girl" is a euphemism for a different kind of professional) are expected to perform duties beyond that for money. This fee ranges anywhere from \$2 to \$20, depending on the nature of the establishment. Straight saloon girls make \$13/month, plus tips and free room and board.

Homemaker

Black, Chinese, Mexican, White; receives Cooking and Rope Use. The true strength of the West, the unrecognized women who made sure children didn't die and often worked harder on farms than the loud-mouthed men did. Lucky homemakers don't get beaten by their husbands, and work for room and board.

School Teacher

White (Black, Mexican); receives Reading/Writing and Math. One of the few literate people in smaller communities, this often-unwed woman teaches both children and adults the three Rs and socially acceptable behavior. Teachers make \$18/month.

Finally, the player must decide if the character is left- or right-handed. This is particularly important for Gunslingers. (See "Combat.")

Character Points

All characters start with 40 character points. As mentioned above, these are used to buy attributes. They are also used, however, to buy skills and advantages, and may be split between these three categories as the player sees fit. The beginning total may also be increased by taking disadvantages, which may only be selected at character creation. (Unlike Skills, which can be bought and improved whenever the character has enough points to do so.)

As the character adventures, the GM awards additional character points. Players who are close friends of the GM get lots of points. Everyone else gets shafted. These points are applied, just like the first 40 were, toward improving Attributes or Skills, buying new Skills and Advantages, and "buying off" disadvantages.

Advantages

Ambidextrous

This allows the character to fire small ranged weapons with either hand without suffering off-hand penalties. (See Two-Handed Shooting under "Combat.") This advantage costs 5 points.

Attractive Appearance

The player rolls a six-sided die and adds the result to the character's Looks Attribute Rating. This advantage costs 3 points, regardless of what the player rolls.

Boyish Looks

This advantage can only be taken at character creation. The character is lightly built with fine facial features. A character who has this advantage receives a -1 modifier on Attribute Rating checks when Cross-Dressing, but the slightly androgynous appearance results in a +1 penalty on Seduction attempts. This advantage costs 1 point.

Busty (women only)

The character's chest bears a strong resemblance to Dolly Parton's. This advantage provides a -1 modifier on Seduction attempts, and a +2 penalty to Cross-Dressing and Dodging attempts. Cannot be paired with Boyish Looks. This advantage costs 2 points.

Eye-Hand Coordination

Negates "called-shot" penalties while the character is using ranged weapons. This advantage costs 7 points.

High Pain Threshold

The player rolls a six-sided die and adds the result to the character's Pain Threshold Attribute Rating. This advantage costs 3 points, regardless of what the player rolls.

Keen Senses

Upon making a successful Intelligence Attribute check, the character can pick out strange sounds or smells, thus lowering its chance of being ambushed. This advantage costs 2 points.

Musical Talent

The character may play instruments not selected under the Skill "Play Musical Instrument" with only +3 to the Attribute Check. Further, the character receives a -2 bonus to any attempts at Seducing another through music. This advantage costs 4 points.

Poker Face

The character excels at concealing its emotions. As the title implies, this advantage aids the character in card games, to the tune of -2 on Gambling Attribute checks. In certain tricky role-playing situations, such as when a character is negotiating with an enemy or conversing the morning after, ("Of course I still respect you"), the player may fall back on a die roll against its Personality Attribute rating. This advantage costs 3 points.

Robust Health

The player rolls a six-sided die and adds the result to the character's Health Attribute Rating. This advantage costs 4 points, regardless of what the player rolls.

Well-Hung (men only)

This character can look impressive in jeans without using a sock, and receives -1 to Seduction attempt rolls. This advantage costs 2 points.

Disadvantages

As mentioned above, taking disadvantages can provide extra character points. GMs should try to place characters in situations where their disadvantages might come into play. (Don't overdo it, though.) Certain disadvantages have Attribute bases and modifiers listed. The modifiers are added to the character's roll when it checks to avoid letting weakness get the best of it. There might be some disadvantages characters don't want to resist, of course. GMs shouldn't force players to roll if they want their characters to engage in certain generally unacceptable behaviors.

Characters may spend points to negate disadvantages as they earn points. When a character has "repaid" the points it earned from taking the disadvantage, he is "cured" of whatever his weakness was.

Alcoholism (Intelligence-based, +2)

Whenever the character is presented with alcohol or finds itself in a stressful situation, it needs to make a check to see if it turns to the bottle. If the Attribute check is failed, the character drinks until it passes out or is prevented from drinking by other characters. The alcoholic character, however, doesn't want to be stopped. For every 30 minutes of drinking, a Health Attribute check must be made. For each failed check, the alcohol affects the character as such:

First Failed Health Attribute Check

+1 to Personality; -1 to Agility and Intelligence. The Hand-Eye Coordination is negated, and a character without that advantage has its off-hand and Two-Handed Shooting penalties raised to +2/+4.

Second Failed Health Attribute Check

+1 to Strength and Pain Threshold; -2 to Agility, Intelligence and Personality. The intoxicated character automatically fails any Seduction attempts on sober characters, but receive -2 on the Attribute Check against characters who are also intoxicated.

Third Failed Health Attribute Check

+1 to Strength, +2 to Pain Threshold; -3 to Agility, Intelligence and Personality. A Character with Sexual Prowess automatically fails the Attribute Check. Hitting targets (stationary or otherwise) using Two-handed shooting is impossible.

Fourth Failed Health Attribute Check

The character falls unconscious for an amount of hours dictated by the roll of one six-sided die. When the character wakes up, it feels ill and sluggish (3 non-lethal points of Health damage), has a throbbing headache (-2 to Intelligence and -1 to Agility) and generally feels hung-over.

This disadvantage is worth 4 points.

Chafing

The character has sensitive skin and can't ride for more than 4 hours per day or sleep comfortably in wool blankets. This disadvantage is worth 5 points.

Cowardly (Intelligence-based, +1)

When faced with danger, the character must make an Attribute Check or flee. A character with this disadvantage automatically gains initiative during gunfights, but receives a +2 penalty on to-hit roles since the character is shooting in near-panic. This disadvantage is worth 3 points.

Delicate Stomach (Health-based, +2)

Most foods give the character heartburn and/or gas, which can lead to embarrassing social situations. Flatulence results in a +3 penalty to all social skills and the automatic failure of Seduction attempts. This disadvantage is worth 3 points.

Heart of Gold (Intelligence-based, +3, women only)

The character has an over-developed mother-instinct, but lacks common sense to counteract it. She is always giving the men in her life money/shelter/favors/food on demand, while feeding stray dogs and adopting orphaned children. At GM's option, the Heart of Gold Attribute modifier may be applied to attempts at resisting Seduction. This disadvantage is worth 4 points.

Klutzy

The character's Agility can't exceed 5 until the disadvantage has been "repaid." This disadvantage is worth 10 points.

Sense of Honor

The character never attacks a foe who is down, unarmed, or otherwise ill-equipped to defend itself. The character always "calls out" opponents, and never cheats at games. This disadvantage is worth 3 points.

Sexual preference, animal (Intelligence-based, +1)

Self-explanatory. The character's player may choose the animal. This disadvantage is worth 10 points.

Sickly

The character's Health can't exceed 4 until the disadvantage has been "repaid." This disadvantage is worth 10 points.

Vengeful (Intelligence-based, +5)

The character wants to kill something... anything. When the character takes damage, it must pursue the attacker, intent on killing it, until the pursuit is obviously hopeless (the GM's call, or another Intelligence check at +3). This disadvantage is worth 3 points.

Skills

To successfully use a skill, a character must make a check (on two six-sided dice) against the appropriate attribute. Character points can be used to improve skills.

There are four skill levels, and it costs 2 character points to buy a skill at first level. The price goes up from there, but at higher levels, the character receives a bonus to Attribute Checks, (a negative modifier on the die roll). On the other hand, a character has a penalty for attempting to perform an action it isn't skilled in. GMs should use their judgement in determining the results of a failed skill check, and even if the character can do what is required without the skill. (Tracking, for example, is not something a character without the skill could even attempt... unless it's tracking someone through fresh mud.)

<u>Skill</u>	<u>Level</u>	<u>Point Cost</u>	<u>Bonus to Checks</u>
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0	0	+4
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1	2	0
---	---	---

2	4	-2
---	---	----

3	8	-4
---	---	----

4	16	-6
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Characters may attempt to use more than one skill per round. All checks must be successful for the desired effects to come about, and often all Attribute Bonuses should be added to both checks. Common sense (as interpreted by the GM) should be applied.

Cheating (Personality-based)

Through strength of personality, a character may try to hoodwink others while playing games of chance. If the player has the appropriate Gambling skill, the modifiers from both skills are applied to Attribute Checks. If the character doesn't know the game, a roll with a +3 modifier against the character's Personality Attribute may be made to check victory. Other characters (if they possess the Gambling skill) receive an Intelligence check to see if they catch on to the cheating.

Cooking (Intelligence-based)

The character can prepare certain types of meals, as chosen by the player. (A cowboy, for example, might cook a mean pot of baked beans, while a saloon girl might turn out a great rare T-bone steak.) A separate skill must be purchased for each type of cuisine. A failed Attribute Check means the meal is ill-prepared, ranging from too spicy or bland to inedible. The GM decides how bad the meal is (based perhaps on how much the check was failed by) and what effects it has on the diners. (Food poisoning is a major turn-off. If the cooking character was trying to test the adage that the way to a man's heart is through his stomach, any Seduction attempt is made with a +3 penalty to the dice roll.)

Cross-Dressing (Intelligence-based)

A crucial skill for the woman who wants to make it in a man's world. This skill enables a character to dress like and mimic gender traits of the opposite sex, such as body movements, etc.

Dancing (Agility-based)

The character knows a variety of dance styles, ranging from clogging to formal dance. (GMs may rule that characters are familiar with dance types particular to only one cultural group per skill slot devoted to dancing.) Characters with this skill may apply any Skill Bonus to Seduction attempts, if the two skills are being used in conjunction.

Dodging (Agility-based)

This skill increases the effective Agility Attribute Rating for purposes of dodging hand-to-hand and ranged attacks by half (round up). Unless paired with a successful Unarmed Combat Skill check, however, the dodging character's chance to strike targets while dodging is also reduced by half.

Engineering (Intelligence-based)

The character can design and oversee the construction of simple structures, mines, bridges and tunnels. Further, the character can use dynamite to demolish structures or as a thrown weapon without risk of blowing itself up in the process.

Gambling (Intelligence-based)

For each skill-slot devoted Gambling, the character is familiar with all common games of a specific type. Card games, board games, and dice games, each require separate skill slots. A game of chance or skill can be simulated quickly by rolling dice (with results modified by bonuses from Gambling and possibly Cheating skills), with the high roll winning the game.

Healing (Intelligence-based)

The character knows human anatomy ("No, I'm pretty certain both feet are supposed to point in the same direction..."), and has a passing familiarity with home remedies and bandaging wounds. A successful check will cure 2 points of non-lethal damage or 1 point of lethal damage. This may only be attempted once on each group of wounds (one gunshot wound, one fall from a great height, etc.). The character with healing skill may only use it on itself to cure non-lethal damage (it's hard to treat a wound with blood spraying in one's eyes).

Math (Intelligence-based)

The character can do calculations that exceed the number of fingers and toes it possesses, as well as simple multiplication and division.

Play Musical Instrument (Personality-based)

This skill enables the character to play a musical instrument without embarrassing itself, unless the Attribute Check is failed. (Then, the results can be quite embarrassing... GM's choice.) For each instrument the character wishes to play, it must buy a different Play Musical Instrument skill.

Quick-Draw (Agility-based)

During gunfights, the character receives +2 to its Agility for purposes of determining who acts first (draws a weapon) in the round. (See "Combat" for details on determining actions in a round.) If a

second successful Agility Check (on the characters actual Agility score, unmodified by the Quick-Draw skill) is made, the character may apply Skill Bonuses to to-hit results. The Quick-Draw skill only applies to one weapon, as chosen by the player. A separate skill is required for each weapon.

Reading/Writing (Intelligence-based)

The character can read and write a language specified by the player. A separate skill is required for each language the character can read/write. (GMs may choose to apply this skill toward spoken language as well, but it is recommended that all characters get at least one spoken language free. This is, after all, not NUELOW "Hominids!")

Riding, Horse (Agility-based)

All characters in "Lust and Dust!" can ride horses as long as they are at a slow trot. Without this skill, however, a character needs to make an Agility Attribute Check every round the horse is galloping, can't coax the horse into performing jumps or other tricks, and gets really sore in the backside after riding for more than two hours. The character with Riding skill can ride indefinitely without soreness, ride a gallop without Agility Attribute Checks, and perform cool-looking stunts, such as leaping from second-story windows and straight into the saddle.

Rope Use (Agility-based)

The character knows how to make a variety of knots--from bows, to slip-knots, to knots that hold tightly. Additionally, the character may lasso cattle, horses, people, etc. on a successful Attribute Check.

Seduction (Looks-based)

The character may attempt to use a variety of techniques, mental and physical, to sway one or more other characters who have even the faintest physical attraction to the seducer to perform... uh, services and favors for it. The nature of these services is up to the seducer. A seduced creature can perform no actions (other than perhaps kiss or fondle the seducer) for the first round of seduction. On subsequent rounds, the seduced character always acts last. However, a target may roll against its Intelligence score if it wish to attempt to resist the seduction attempt. The following modifiers apply to the character's check to resist being seduced:

Intelligence Mitigating

<u>Modifier</u>	<u>Circumstance</u>
-3	Giving in will be dangerous
-2	Seducer is personal enemy
-1	Seducer attacked target earlier
+1	Eye-contact with seducer
+2	Physical contact with seducer
+3	No negatives from succumbing
+4	Expects pleasure beyond dreams

Modifiers are cumulative where one or more applies. There are many other circumstances that might result in modifiers, and GMs should use their best judgment in the individual situations.

The seduction effect remains in full force for as long as the seducer and the seduced are within line-of-sight of each other, and for a number of rounds rolled on two six-sided dice, minus the seduced character's Intelligence Attribute bonus, afterward. Once a character has been seduced, it will always be susceptible to the wiles of that particular seducer--to the tune of +1 on its Intelligence roll, +3 if the seduction resulted in carnal delights. (See the Expanded Seduction Rules at the end of this section for additional details.)

Set Traps (Intelligence-based)

The character may set small traps to catch game. If the character wants to build a trap to capture an intelligent creature, it must make an Attribute check at +2 to construct an effective, well-concealed

trap.

Sexual Prowess (Agility-based)

Self-explanatory, yes? This is one of those rare skills where two or more characters who possess it need to interact for maximum effectiveness. If only one of the characters has the skill, that character will probably feel cheated when all is said and done. It perhaps goes without saying, but there are few skill checks more embarrassing to fail than one for Sexual Prowess. Strength modifiers may be applied to the check at the GM's option. Possibly, a Health and/or Pain Threshold Attribute Check might be necessary for strenuous, extended, or unusual bouts of whoopy. (At any rate, Strength Ratings are used to decide who's on top if there's a dispute...) At GM's option, characters with Sexual Prowess may subtract their Agility Attribute bonus from a target's attempts to resist seduction.

Sneaking (Agility-based)

This allows the character to move about almost invisible in areas with foliage, tall grass, or heavy shadows. Successful use of this skill grants the character one free attack, as if invisible. It also places a +3 penalty on a Tracking roll on the character's trail.

Tracking (Intelligence-based)

The character may interpret minute clues--a broken branch, a bent piece of grass--to follow a creature's trail. A character can't track over hard surfaces or through a running stream.

Weapons Use (Variable)

The character may use a particular weapon effectively. Each weapon skill must be bought separately. See "Equipment" for available weapons, and the Attribute checked for their usage. Each additional level purchased in a Weapons Use category, gives the character the appropriate Attribute Check modifiers on to-hit rolls.

Wrestling (Agility-based)

The character is familiar with techniques that will hold in place a target that is successfully hit. The wrestler can choose to pin a target or tear a small object (jewelry, a piece of clothing) from the target's body. (Thus, this skill might be applicable to sexual situations.) The target may not attack while held, but may try to squirm free (and succeeds on a successful Agility check at +2). The target may, of course, attack at will if the wrestler chose not to hold it.

Expanded Seduction Rules

While there are some whose resolve melts under the gaze of a smooth-talker with bedroom eyes, others are more worldly than that. As mentioned before, saloon girls are resistant to seduction attempts, but other characters may also have differing reactions to seductive maneuvers.

The following optional rules elaborate upon the results of a successful or unsuccessful seduction attempt, providing some degrees to both. They require more role-playing on the part of both the player and GM, as "Okay, you made your check. Slick Sam and Busty Molly have a night of heat and passion. The morning sun awakens you in each others arms" isn't enough. Once the player determines if his or her character has succeeded or failed to seduce a target, the actual reaction of the target by rolling a six-sided die against the appropriate table:

Successful Check

1. Will do anything, here and now.
2. Will do anything, but sex acts must be in private.
3. Saving self for marriage, but a second successful Seduction attempt becomes a "here and now."
4. Is maniac who imprisons sex partner after a night of intense passion.
5. Result as per #2, but the target is married. If a 6 is rolled on a six-sided die, the spouse arrives while the characters are making love.
6. As #2, but the target is actually of a gender opposite than the apparent. (Skill Level 4 in Cross-

Dressing.)

Failed Check

1. Roll on success chart; add 2 to the roll.
2. Agrees to sex out of fear and/or pity.
3. Slaps/hits seducer, leaves the area.
4. Gravely offended. Friends of the target try to kill the seducer.
5. As #1 on success chart, except the target has a terrible venereal disease which the character catches. (Health rating drops to 4.)
6. Attacks the character to sever appendages.

Additionally, if a seduction attempt against a saloon girl or other "professional" is successful, the seducer will only be charged half normal rates if a 1 is rolled on a six-sided die. Likewise, the seducer will be charged twice normal if 1-3 is rolled following a failed attempt (as opposed to the nasty results on the chart, which must be diced for on a roll of 4-6).

Several results on the above tables may be lead-ins to adventures outside of bed, as well as in. Inventive GMs should find that these optional tables can add spice to their "Lust and Dust!" game, not to mention NUELOW campaigns in general.

Combat

While combat generally means hacking, slashing, and spreading as much carnage in as short time as possible, there are some NUELOW combat rules that apply to more intimate pursuits...

Basics

The basis for all time-keeping in NUELOW games is the "round." There are six seconds in one round, ten rounds in one minute, sixty minutes in one hour, 24 hours in one day (which, we all know is simply not enough) and so on and so forth. Consult the calendar on your wall for additional details.

Each player must declare what action the character will take that round, and the characters then take these actions from the highest to lowest Agility Attribute Ratings. A player may choose to hold a character's action until later in the round, but must call it as soon as actions have been declared for the character he or she was trying to shaft... uh, support.

Each character can perform at least one action per round, although GMs can rule that the character can do more or less, too. (It's a rare thing, though, when a character can't just lay still on the ground, unconscious, or just overcome by exhaustion...) Characters take actions in order of Agility Rating; those with the highest numbers acting first. If there is one or more characters with the same Agility Rating, the order is as follows:

1. In hand-to-hand (or kick) combat, the character with the highest Personality score acts first.
2. Characters who are using a ranged, non-weapon attack. (Seduction attempts, etc.).
3. Characters who are riding, but not in combat.
4. Characters moving on foot, but not in combat.
5. Characters wielding light/medium ranged weapons.
6. Characters wielding heavy/large ranged weapons.
7. Characters who are riding and engaged in combat.
8. Characters using small melee weapons.

9. Characters who are riding, but attacking a target on foot.
10. Characters using large melee weapons.

Remember, seduced characters cannot act in the round in which they are seduced, and always act last in subsequent rounds until the effect wears off.

Attribute Ratings are also used to decide who controls the situation during close encounters of the carnal kind. Characters with the Sexual Prowess skill always act first in the round, and any other disputes need to be moderated by the GM. Generally, the Agility or Personality Ratings will apply, but if the words "whips" and "chains" have come up (together or separately), Strength is most likely the Attribute to go off. Characters that have been seduced into the situation will always act after the seducer, unless instructed to do otherwise. See "Attacking" for additional information.

Attacking

Attacks are resolved whenever a character acts in a turn. In order to hit, a character must roll a check against the appropriate Unarmed Combat Skill (such as Wrestling) or Attribute Score for the weapon it is using. (The attributes for each weapon are listed under "Equipment.") the Attribute Check is modified by the bonus or penalty for the character's Weapons Use skill level for the weapon.

If the character hits the target, subtract the damage appropriate to the weapon being used (also found under "Equipment"), modified by any Strength Attribute bonuses/penalties, from the target's Health Attribute.

A character may attack up to three targets in one round, if those targets are in melee combat, or if the character is firing a ranged weapon with up to three shots. For each target attacked, a +1 penalty is added to the Attribute check. (+1 for the first target, +2 for the second, and +3 for the third.)

In games using firearms (such as "Lust and Dust!"), it is possible for characters to fire more than one ranged weapon per round. See "Expanded Ranged Weapons Rules" for details.

Characters may choose to perform "called shots." There is a +3 to-hit penalty on called shots, but extra damage is inflicted on successful hits, with vital areas subject to the greatest damage bonuses.

Called-shot Extra

<u>Location</u>	<u>Damage</u>
Head	roll six-sided, apply result
Torso	4 points
Arms	2 points, +1 penalty on to-hit rolls
Legs	1 point, +2 penalty on relevant Agility checks, lower movement rate 1/3 for each 5 points of "called shot" damage.

The Eye-Hand Coordination Advantage negates the +3 to-hit penalty for called shots.

Certain sexual situations might require to-hit rolls (Agility or Strength Attribute Checks). These include characters who are moving (on foot, in the air), characters who are in a boat on a storm-tossed sea, or characters trying to engage in sexual acts with an unwilling target.

Expanded Ranged Weapons Rules

In "Fairies!," players followed the "line-of-sight" rule: if a character can see it, the character can hit it with ranged weapons. Since ranged weapons are central to "Lust and Dust!," (what's the gunfight at the Okie-Dokie Coral without guns?), we're presenting the following optional rules for ranged weapons. Characters must still be able to see what they're shooting at, but the to-hit rolls may be modified by factors such as weapon size, distance to target, lighting conditions, and aiming time. Further, the modifiers mentioned under "Movement" may be applied as well. A ranged weapon is a device that hurls a projectile, such as a bow or a gun. A Bowie knife, a rock, a bottle of beer, or any number of objects could conceivably be ranged weapons in a pinch. To keep combat simple, we recommend that any makeshift or unusual weapons automatically miss at anything but close range.

The following chart lists the modifiers that apply to to-hit rolls for ranged weapons. The sizes of the weapons featured in the game can be found under "EQUIPMENT."

<u>Size of Weapon</u>	<u>Close Range</u>	<u>Medium Range</u>	<u>Long Range</u>
Small	-2	0	+3
Medium	0	-3	-1
Large	+2	+1	-3

Close Range is considered to be 30 yards and less; Medium is up to 100 yards; and Long Range is to the maximum range of Line-of-Sight. GM's ruling and common sense also applies.

Since this is a western game, the characters might hear the word "DRAW!" fairly often. In instances such as this, a character will want to get its gun out and fire as quickly as possible. Agility Ratings decide who gets a shot off first, but characters who perform such "quick-draws" suffer a +2 penalty per range category on their to-hit rolls. The weapon range modifiers apply as well. The Quick-Draw Skill applies to these situations.

It is possible for a character to fire two small ranged weapons at the same time, one in each hand. This is called "Two-handed Shooting." While the character can double its ranged attacks, an additional +1 modifier must be added to the character's to-hit roll with its "good" hand, while +2 is added to the to-hit roll from the "off-hand." The Ambidextrous Advantage negates these penalties.

Optionally, the GM might wish to consider weather and lighting conditions while gunfire is being exchanged. Heavy rain, darkness, and dust in the air add +1 to all to-hit rolls at Medium Range, and +3 to all Long Range attempts. These modifiers are cumulative. Another option is for the GM to take careful aiming into consideration. A character who spends a full round aiming its ranged weapon may apply a -2 modifier to the to-hit roll.

Movement

A character's full movement rate equals its combined Strength, Agility and Health Attribute bonuses in feet per round. The minimum full movement is always three, regardless of negative Attribute bonuses. Characters on the ground may choose to move less than their full movement rates, or not move at all. It is possible for characters to move and attack at the same time, if they are within range (or reach) of each other. For each character that has declared movement during a turn, there is a +1 cumulative to-hit penalty. In other words, two moving characters trying to hit each other with clubs would each add +2 to their Agility Attribute checks.

In "Fairies!," we invited GMs to come up with their own arcane movement modifier rules. Our hope was that someone would have taken us up on that offer and shared their results so we could steal them. Instead, we got letters asking us to offer more details about movement. Fine. If you insist that we actually put some work into this...

Expanded Movement Rules

Characters on mounts can travel a maximum of 30 miles in an 8-hour period without wearing out the horse (and requiring that it rest a full 24 hours before continuing). The following weather conditions and terrain types affect how fast a character or mount can safely travel. Modifiers are cumulative, so if a character is traveling at night through light forest, the maximum movement rate is reduced by 3/4. These modifiers reflect safe travel speed. Characters who exceed the safe limits have a chance of injuring themselves or their mounts by falling into holes, running into trees or walls, etc. The likelihood and severity of any accidents are left up to GM discretion.

Weather Conditions/Terrain	Reduce Max. Movement By
Darkness, Full	1/2
Darkness, Twilight	1/4
Forest, Heavy	1/2
Forest, Light	1/4
Heavy Fog	1/2
Heavy Rain	1/4
Rough Terrain, Desert	1/4
Rough Terrain, Flat	1/2
Rough Terrain, Mountainous	3/4
Rough Terrain, Snow-covered (negated by sleds or snow-shoes)	1/2
Rough Terrain, Swamp	1/2

Equipment

Each beginning player character in "Lust and Dust!" receives a number of items and half the dollars equal to a roll of three six-sided dice. Thus, it is possible that one character will have three pieces of equipment and \$1.50 while another will have 18 pieces of equipment and \$9. That's tough, but that's life. It's a multiverse of haves and have-nots, and if the player with three items bitches, the GM should point out the time-honored tradition for gaining more stuff in role-playing games: the looting of dead bodies.

The Equipment list is divided into three sections, "Weapons," "Other Stuff," and "Services and Other Expenses." At creation, characters should be allowed to pick any items they want from the first two lists, as well as any items the GM allows from the "Fairies!" equipment list, to a maximum of the number rolled. If a character wishes to buy items from the "Fairies!" list, the GM will have to assign prices to them. (More equipment will be added in future NUELOW game books, and the GM will have to decide what he or she will allow in a "Lust and Dust!" game, and how much it costs.)

Weapons

Each weapon in "Lust and Dust!" has five statistics: type, damage, weight, size and cost. Remember, a character's Strength Damage Modifier is added to hand-to-hand and melee weapon attacks, as is "called shot" damage modifiers. Blunt weapons do non-lethal damage, and edged do lethal damage unless otherwise noted. The damage listed for ranged weapons is actually for the projectile they fire. Any large weapon is treated as if weighing 10 pounds for encumbrance purposes. All weapons come with holsters or sheaths.

Key to codes:

R	ranged
H	hand-to-hand
B	blunt
E	edged
L	lethal
NL	non-lethal
AT	Attribute-base for Weapons Use skill checks
Str	Strength Attribute Rating
Agl	Agility Attribute Rating
Int	Intelligence Attribute Rating
X	Explosive
/# tgs	number of targets hit per shot
(#)	The number of shots a gun holds

Note: Most ranged weapons can double as clubs. Small and medium weapons do 2 NL, while large do 2 NL and 1 L. (Strength Attribute bonuses apply, of course.)

<u>Weapon</u>	<u>Type</u>	<u>Damage</u>	<u>Weight</u>	<u>Size</u>	<u>AT</u>	<u>Cost</u>
Dynamite (1 stick)	X	12 L	0.1 lbs	Small	Int	\$1/stick
Derringer (1)	R	2 L	0.2 lbs	Small	Agl	\$4
Buffalo Rifle (1)	R	10 L	14 lbs	Large	Agl	\$25
Carbine, repeat (7)	R	6 L	10 lbs	Large	Agl	\$22
Gatling Gun (lots!)	R	15 L	lots!	Large	Agl	GM call
Hunting Knife	H, E	2 L	0.1 lbs	Small	Str	\$1
Revolver, Colt (6)	R	4 L	2 lbs	Medium	Agl	\$35
* Shotgun, single	R	7 L	9 lbs	Large	Agl	\$17
* Shotgun, double(2)	R	7 L	10 lbs	Large	Agl	\$28
* Shotgun, repeat (6)	R	7 L	10 lbs	Large	Agl	\$76
** Scatter-gun (2)	R	6 L/2 tgs	8 lbs	Medium	Agl	\$37
Winchester Rifle(12)	R	6 L	9 lbs	Large	Agl	\$45

* Although Large, this weapon has ranges similar to a Medium Weapon.

** Although Medium, this weapon has ranges similar to a Small weapon.

Other Stuff

This section provides a smattering of mundane equipment the characters of "Lust and Dust!" might have with them when encountered. This list is not all-inclusive. GMs and players wishing to expand the list should think of items that might be available to the people in the American West. Most of the items detailed in "Fairies!" are appropriate to this setting, too, and more will be added in future NUELOW volumes. (GMs are free to set whatever prices they think are reasonable for the individual campaign settings when transferring equipment from one NUELOW product to another.)

Item	Description/Notes	Weight	Cost
Ammunition	What you put in guns		varies \$5/100 rounds
Bacon	Salted pork		varies \$0.20/lb
Beer	Used to get pissed slowly		varies \$0.05/glass
Beans	Cowboy staple food		varies \$0.08/lb
Blanket, woolen	Used to stay warm	0.1 lbs	\$0.50
Boots	Worn on feet	1 lbs	\$9
Canteen	Holds water, etc.	2 lbs/full	\$0.90
Cart	Mule-drawn, hauls stuff		a lot! \$15
Cattle	Herded and eaten		a lot! \$10/head
Chaps	Worn over pants	2 lbs	\$4
Coffee	Used to stay awake		varies \$0.30/lb
Flour	Used to cook		varies \$0.05/lb
Hat	Worn on head	0.1 lbs	\$1.75
Horse, riding	Used to travel on		a lot! \$30
Pants	Worn on lower body	0.2 lbs	\$1.75
Saddle	Put on horse	15 lbs	\$10
Shirt	Worn on upper body	0.08 lbs	\$1
Spurs	Worn on boots; makes cool noises	0.07 lbs each	\$6
Tobacco	Smoked or chewed		varies \$0.10/plug
Wagon	Horse-drawn, hauls people & stuff		a lot! \$50
Whiskey	Used to get pissed		varies \$2/bottle

Services and Other Expenses

Item	Description/Notes	Cost
Bath	How to stop smelling	\$1
Doctor Visit	How to cure injuries; a Doctor heals a character at twice the rate given under the Healing skill.	\$4
Hotel, Average	Where to sleep	\$0.80/night
Meal, Cheap	How to fill the stomach	\$0.20
Rooming House	Where to sleep and eat	\$1/day
Shave and a Haircut	How to look sharp	\$0.25 (two bits)
Stabling	Where the horses go	\$0.25/day

Silver Spur County: A "Lust and Dust!" Campaign Setting

Silver Spur County gained its name from the Silver Spur Ranch, a large stretch of cattle range belonging to "Dead-Eye" McClusky. A one-time silver miner, he managed to save enough money to start a ranch once his property was mined out. Silver Town is at the heart of the territory, a town that grew up to serve the needs of the many miners in the area, as well as the ongoing railroad construction. "Dead-Eye" is the town's mayor and rules an empire of cattle from his massive ranch directly west of town.

To the west and south of Silver Town lies an inhospitable desert, part of which is included in a nearby Indian reservation. To the distant west are the Sierra Nevada Mountains (where the Donner Party ate each other) and beyond those mountains, California (which will become the land of fruits and nuts).

To the east and north are mountains dotted with silver mines and outlaw hideouts. There are also caves that serve as interdimensional conduits, links between the various realities that make up the NUELLOW multiverse. (This is, of course, a highly cheesy device that links all our products for those who are interested in really bizarre adventures.) There are also several farms (sheep and otherwise) in the foothills. To the far east are dudes galore.

(It should be obvious to all readers that there is far less campaign information for "Lust and Dust!" than there was for "Fairies!" That's because the NUELLOW design team realized that GMs and players, many of whom were weaned on westerns of all sorts, will be able to come up with stuff far more interesting than anything we'd manage... especially if they start bringing characters from "Fairies!" into the Wild West via the interdimensional gates.)

Map Key:

1. Silver Town.
 2. Dead-Eye's Ranch
 3. The Desert
 4. North-East Corner of the Indian Reservation.
 5. Farms.
 6. Silver Mines
 7. Suspected Bandit Hideouts or possible Gates of Nuelow.
-

Creatures of Silver Spur County

The Attribute Ratings given for the various human and animal categories below are averages, to be used as examples for GMs to design creatures and NPCs of their own. GMs should outfit intelligent NPC creatures with the appropriate equipment. (Note: A creature is anything that isn't a player character--our little nostalgic nod to the good old D&D game... please don't sue us.)

GMs should be aware that some of the categories represent a wide range of creatures. The statistics given are average, so there are some of the category that will be tougher while others will be weaker. Additionally, there are some creatures first presented in "Fairies!" that can be found in Silver Spur County as well. These are: Bear; Birds; Child, Average; Game; and Vermin.

Cattle

A western cash cow (lame pun intended). Small wars periodically erupt around Silver Town when sheep farmers erect fences and the cattlemen, led by Dead-Eye set about to reopen the range. Player character cowboys can be hired for epic cattle-drives to Kansas City. Cattle trample for 3 L/2 NL per animal.

Str	Agi	Lks	Int	Per	Hth	PTh
10	6	4	2	2	11	9

Cowboy

These rugged professionals spend their lives making sure cattle gets safely to where their boss wants them to go. The NPC equivalent of the player character in this occupation, they may become employees of rich player characters for \$30/month.

Str	Agi	Lks	Int	Per	Hth	PTh
7	8	4	6	5	6	7

Coyote

Part hunter, part scavenger, this is an animal that farmers and ranchers see as much worse than it actually is. When player characters encounter a coyote, it will likely be some innocent beast, but there is a very slight chance that it is the Indian deity, Coyote.

Str	Agi	Lks	Int	Per	Hth	PTh
5	8	4	3	2	5	6

The god has Attribute Ratings of 14 in all seven categories. A coyote attacks with a bite for 2 L.

Damsel in Distress

Can be from any of the accepted female occupations, but is holding out for a hero. This type of NPC is particularly common in "Lust and Dust!" games that mimic paperback books bought in grocery store check-out lines. Always on the verge of falling out of her dress.

Str	Agi	Lks	Int	Per	Hth	PTh
3	9	9	4	5	6	3

Gunslinger

An NPC in any of the player character occupations under this heading above. Out to build or reinforce his reputation, this NPC rarely says anything but "DRAW!" when within earshot (and gunshot) of player characters. At GM's discretion, player characters may hire this NPC for \$5/day, plus expenses. Always carries at least one fast-draw revolver, and has a Skill Rating of 2 or better in at least one type of small or medium ranged weapon.

Str	Agi	Lks	Int	Per	Hth	PTh
6	9	5	6	5	7	7

Horse, Riding

What the characters travel on primarily.

Str	Agi	Lks	Int	Per	Hth	PTh
10	9	5	2	2	11	11

Draft horses have Str: 12 and Agl: 8.

Indian

An NPC race that has been trod upon and abused by most of the PC races, and then shunted onto some of the worst land in the campaign settings. The Indians of "Lust and Dust!" have mostly had their spirits broken, but may occasionally be riled up to take revenge for the abuses that have been heaped upon them. When this occurs, they are encountered in numbers between 3-18. Occasionally, the characters may encounter (or even be) someone of a player character race that was raised by Indians, and thus has sympathy for their plight. (A skeletal outline for a NUELLOW game focusing on Native Americans exists. If interest warrants, we might develop a full-fledged game from that material.) Indians always possess at least one Weapons Use skill and Wrestling.

Str	Agi	Lks	Int	Per	Hth	PTh
6	9	4	7	5	6	7

Miner, Crazy

This NPC thinks everyone's out to steal the silver in his mine (whether or not there is any silver in it). Has all the abilities mentioned under the description of the player character occupation, plus a Weapons Use skill devoted to shotgun, two-barrels.

Str	Agi	Lks	Int	Per	Hth	PTh
6	5	3	5	5	5	13

Mountain Lions

Common in the mountains near Silver Town, these magnificent animals lair in small caves and keep mostly to themselves. They will occasionally attack and eat a sheep. Attacks with claws for 3 L/2 NL of damage.

Str	Agi	Lks	Int	Per	Hth	PTh
10	10	8	4	3	10	12

Mule

Used by miners and poorer farmers as draft and pack animals, these stubborn beasts can be found at farms and mines throughout Silver Spur County. If a player character is using a mule, the GM should roll one six-sided die every hour of game time. If the result is 6, the mule refuses to budge another step. A mule kicks for 1 L/2 NL.

Str	Agi	Lks	Int	Per	Hth	PTh
7	6	4	4	3	6	10

Outlaw

Ranging from violent cut-throats to Indians fed up with the humiliation of the reservation, this NPC type is encountered in groups numbering an amount rolled on three six-sided dice. One member of such a group has an Agility Rating of 10 and a Personality Rating of 8. This character has a reward on its head worth an amount rolled on one six-sided die times 100. Average outlaws have the following statistics:

Str	Agi	Lks	Int	Per	Hth	PTh
6	9	4	5	5	7	7

Rattlesnake

The creature without which no western setting would be complete. If a character is bit by a rattlesnake (bite occurs if the snake makes a successful to-hit roll using its Agility as the basis for the check) it must make a Health Attribute check or automatically lose an amount of Health equal to the amount rolled on a six-sided die.

Str	Agi	Lks	Int	Per	Hth	PTh
2	10	1	1	1	3	4

Settler/Farmer

This hearty NPC lives with a spouse and 1-3 children in a log-cabin (think "Little House on the Prairie," except Pa Ingalls drinks too much and the kids sometimes go hungry and have a good chance of dying from pneumonia each winter) with a cow, a mule and a handful of sheep, chickens, and pigs. Abilities for important settler/farmer characters are generated like those of player characters. The same stats may be used for ranchers.

Str	Agi	Lks	Int	Per	Hth	PTh
6	9	4	5	5	7	7

Sheep

The one creature that most NUELOW players wanted to see in the game. And we agree--what is "Sexual Preference, Animal" without sheep?

Str	Agi	Lks	Int	Per	Hth	PTh
4	5	5	3	2	6	8

Townfolk

These are the men, women and children that live in the towns to which cowboys drive their cattle, and Gamblers ply their "trade." This group includes everyone from barbers to undertakers. They are rugged people who believe in individualism, as long as it's within what they consider proper decency. Other types of individuals risk being guests of honor at a neck-tie party.

Str	Agi	Lks	Int	Per	Hth	PTh
5	4	4	5	5	5	4

Wolves

The subject of countless PBS and "National Geographic" television specials, this predator is hated and feared by the settlers and cowboys in the west. Generally shy, these creatures will usually leave the player characters alone, unless harassed first. The government will pay \$1-6 per wolf pelt. Attacks for 2 L (bite) or 1 L (claws).

Str	Agi	Lks	Int	Per	Hth	PTh
5	7	4	3	4	6	8

Adventures For "Lust And Dust!"

As with "Fairies!," the following situations are presented here to aid GMs in developing their own "Lust and Dust!" scenarios. We've tried to come up with examples that illustrate the range of what can be done with a western setting in particular and the NUELOW game settings in general.

1. Years prior, the bank in Silver City was robbed by a daring gang. Most of the bandits were shot dead as a posse pursued them into the mountains. Three of them nonetheless managed to evade the pursuers and escape with the loot. As the characters are heading toward Silver Town, they come across an overturned wagon and a dead body. They hear screams beyond the brush, and when they rush to investigate they find a couple of outlaws brutalizing a Damsel in Distress. After the players have

rescued her, she explains that she is the daughter of one of the robbers (who now lies dead on the road), and that they had returned to reclaim the hidden treasure. She asks the characters to help her recover the money for one-quarter of it. As the characters and the damsel make their way toward the treasure's location, they are dogged every step of the way by villains (the other two robbers who never knew where the loot was hidden and are now hoping to finally get their share and more), and whatever other mishaps the GM wishes to put in the characters' way. Simultaneously, the damsel comes on to the characters with the shortest tempers, Seducing (Skill Level 3) each of them. She has no intention of sharing the treasure, and will arrange to have one lover catch her with the other and then cry "Rape!" once the money has been recovered. She then plans to finish off the rest of the characters before they make it back to town.

2. A new family of settlers has erected fences around the land they own, cutting off the direct path from Dead-Eye's best pastures to the rail-station in Silver Town. Dead-Eye is recruiting gunslingers to drive these upstarts back to where they came from. The characters will have the options of going for the money or protecting the little guy against an onslaught of hired heavies. (This scenario might be particularly troubling if one of the settler's freckle-faced, wide-eyed children worships the ground a gun-slinging, charismatic player character walks on.)
3. The player characters must herd a few hundred heads of cattle to the Kansas railhead where they will turn their \$10/head into \$30/head. If these animals are their own, they can either be very rich or lose their shirts (if too many heads are lost along the way); and if they belong to Dead-Eye, the characters might get a fat bonus or have a bunch of hired guns after them to take the losses suffered by the cattle baron out of their hides.
4. After all else fails, the characters must actually work (Gasp!) for a living. Penniless screw-ups, they must work alongside the townsfolk until the next wave of bandits sweep through Silver Spur County. Alternately, the GM can use these mundane occupations to lead into the character's next adventures. (Why is it that the House of Ill Repute in Silver City has eight of the most beautiful and skilled "dancing girls" in all the west, but only four sleeping quarters? One possible answer is that the eight women are actually four fairies from the Magic Forest.)

Alternatively, the GM can attempt to run a historically accurate western roleplaying game. Of course, the research that we were all too lazy to do would have to be done, but your campaign is a labor of love, right? You live for poorly thought-out game supplements that raise more questions than they answer about the campaign setting and how monsters and game mechanics fit in, don't you?

Afterword

So, was it good for you, too?

We hope "Lust and Dust!" met the standards set forth in our first excursion into tackiness. Let us have your thoughts by e-mail at [<nuelow@earthlink.net>](mailto:nuelow@earthlink.net). We are dying to know what you would like to see more or less of in these games. Or even if you would rather not see anything at all. Was your intelligence and/or sense of decency insulted, or did you just find the whole thing numbingly stupid? Are you actually going to try to get your gaming group to play this game, or is just reading it jollies enough? Did you laugh? Did you cry? Let us know, because, after all, we're the game designers who care. (Mostly about our jobs, our kids and how long that tuna sandwich sat in the lunch-room vending machine before we ate it, but NUELOW is in the back of our minds somewhere...)

Well, it's time to start getting serious about being gross and stupid. We're setting course for the Epsilon Quadrant for sci-fi adventures with NUELOW 3: "Stars and Garters!" We hope to see you there, as the efforts to create a simple multigenre roleplaying game system in which all parts can be used together if the

players choose.

The NUELOW Design Team
