WILD WEST - LIGHT

Welcome to Wild West Light!

*You remember, don't you? As a kid playing cowboys and injuns? Well, **Wild West Light** uses Swords & Wizardry Light as its base and returns you to those far-off days of make-believe. It's simple and whilst it doesn't cover everything you can do, it does cover the basics. The rest you can fill in with your knowledge of other OSR RPGs or with your own imagination. Do you like fantasy with its magic and elves and dwarves? Well, the good thing is this RPG is compatible with Swords & Wizardry Light so making your own fantasy western campaign is a doddle - the work is already done for you. Welcome to **Wild West Light**!*

Ability Scores

The standard way to create ability scores is to roll 3d6 in the order listed below.

Strength – You can use your Str bonus to modify your to-hit and damage results in melee.

Intelligence – You can use your Int bonus to give you bonus languages.

Wisdom – You can use your Wis bonus to gain a profession – e.g. doctor, reporter, rancher, teacher, lawman, preacher etc.

Constitution – You can use your Con bonus to gain additional hit points on each HD. Hit Die (HD) are rolled with a d6.

Dexterity – You can use your Dex bonus to modify your "to-hit" number with ranged (also called "missile") weapons and modify your character's armor class.

Charisma - Characters with a Cha of 15+ start the game with a **Sidekick** – AC 9 [10] **Attacks** *+0, pistol 1d6* Move *12*

Attribute Bonus

Attributes scores of 15 or more have a bonus of +1

Armor Class

Armour Class (AC) rates how difficult it is to hit and be hit. The second number in brackets is the number required to hit an opponent with that AC using a d20. *Example*: An unarmored man would be AC9 [10], while one wearing buckskins would be 8 [11].

Levels

Characters gain levels by completing adventures. After completing two adventures, a character progresses to 2nd level in their chosen class. Upon completing three more adventures, a character progresses to 3rd level.

Starting Gear

Each starting character gets one of the following, depending on their class:

Shootist

A set of reasonable clothing, including boots and hat, a duster coat or a poncho, a blanket, a set of eating utensils, a good knife, any firearm, with a belt or holster, if appropriate, two boxes of bullets (100), a riding horse with a saddle and 2d6 dollars.

Gambler

A set of fancy clothing, including boots and hat; a frock coat, a pack of cards, a set of dice, a good knife, a concealed derringer or pocket pistol, a box of bullets (50), a riding horse with saddle and 3d6 dollars.

Trailblazer

A set of well-worn clothing (can be buckskins), a duster or fur coat or poncho, a blanket, a set of eating utensils, 1lb of preserved meat, 3 cans of beans, a set of snares, a pick or a shovel, a good knife, a melee weapon or a horse pistol or smoothbore musket, with a box of bullets (50), a mule, a pony or a riding horse and 1d6 furs (for sale, worth 1d6-2 dollars each) or 1d6 dollars.

Dude

A set of good clothing, including shoes and bowler hat, a frock coat, a pocket pistol or derringer, a silver-topped cane, dozen bullets, a riding horse with a saddle and 6d6 dollars.

The Dude

A refined person from back east; educated and wealthy but unready for the ways of the west.

Hit Dice: 1-1 HD at 1st level, a second HD at 2nd level and a third HD at 3rd level.
Saving Throw: 16 at 1st level, 15 at 2nd level, and 14 at 3rd level. Dudes also get +1 on *Saving Throws* vs. trickery.
Basic Hit Bonus (BHB): +0
Dudes get -1 to their AC. Dudes have class abilities as follows:

- **Non-combatant** – Dudes aren't seen as a threat in a gunfight and so they will rarely be targeted (1 in 6) unless they are doing something that their enemies don't want them to do.
- **Specialist knowledge** – Dudes have some training or skill that folks out west don't generally have – acting, surgery, engineering, bureaucracy, law etc. They succeed on a roll of 2 in 6. Their skill could even be something like fencing or marksmanship (+2 to their to hit roll with one specific type of weapon).
- **Wealth** – Dudes generally have plenty of cash and even when their cash runs out, if they can get to a bank they can have money wired to them from back east.

The Shootist

A character that turns to the gun to get things done.

Hit Dice: 1 HD at 1st level, a second HD at 2nd level and a third HD at 3rd level.
Saving Throw: 16 at 1st level, 15 at 2nd level, and 14 at 3rd level. Shootists also get +1 on *Saving Throws* vs. death.
Basic Hit Bonus (BHB): +1 at 2nd level and +2 at 3rd level. Shootists get one attack per level with their pistol and rifle each round against foes of 1 Hit Die (HD) or fewer, up to the number of rounds they have in their gun(s). Shootists can choose one firearm type (pistol, heavy pistol, carbine etc.) with which they receive +1 to hit and damage. They also get -2 to their AC.

The Gambler

A maverick, cheat scoundrel and con man.

Hit Dice: 1HD at 1st level, a second HD at 2nd level, and a third HD at 3rd level
Saving Throw: 14 at 1st level, 13 at 2nd level, and 12 at 3rd level. Gamblers get +2 on *Saving Throws* vs. being cheated or lied to.
Basic Hit Bonus (BHB): +1 at 3rd level
Gamblers get -1 to their AC. Gamblers have class abilities as follows:

- **Hear Sounds**– Gamblers have a 3 in 6 chance to hear and identify a sound through closed doors
- **Gambler Skills**– Gamblers have a 1 in 6 chance to succeed at *Gambling*, *Opening Locks*, *Hiding in Shadows* and *Moving Silently*.

The Trailblazer

A rough and tumble mountain man, scout, prospector or trapper.

Hit Dice: 1+1 HD at 1st level, a second HD at 2nd level and a third HD at 3rd level.

Saving Throw: 15 at 1st level, 14 at 2nd level, and 13 at 3rd level. Trailblazers also get +1 on *Saving Throws* vs. death, poisons and environmental conditions.

Basic Hit Bonus (BHB): +1 at 3rd level. Trailblazers get one attack per level with their fists, bowie knife or hatchet each round against foes of 1 Hit Die (HD) or fewer. Trailblazers have class abilities as follows:

- **Hear Sounds**— Trailblazers have a 3 in 6 chance to hear and identify a sound out in the wilds.
- **Tracking** – Trailblazers have a 2 in 6 chance to identify tracks and follow a trail.
- **Trailblazer Skills**— Trailblazers have a 1 in 6 chance to succeed at *Finding/Removing Traps*, *Hiding in Shadows and Moving Silently*.

Playing the Game

Time

A turn represents ten minutes, and a combat round is 1 minute.

Movement Rate

Base movement rate for all races is in terms of feet per combat round.

Characters move at 12ft.

Careful movement halves the rate, running doubles it.
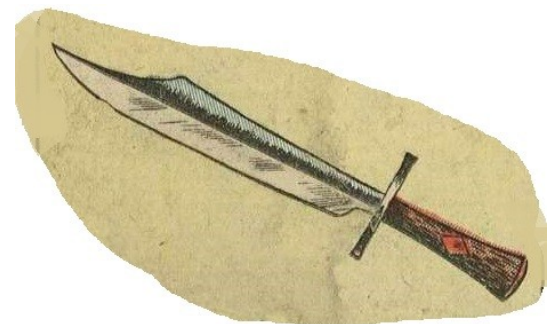
Damage and Death

When a target is hit, the amount of damage is deducted from their hit points. When these hit points reach zero, the target dies, if they fail their Death Save.

Note: If any of the damage is from fists, the character doesn't die but is knocked out.

Healing

In addition to magical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

Saving Throws

A hazard may require you to make a *Saving Throw*. A successful *Saving Throw* means that the individual avoids the threat or lessens its effect. Each character class has a *Saving Throw* target number based on level. Roll that number or higher to succeed.

Monster Saving Throw—target number is calculated by subtracting the monster's HD from 19.

Combat

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. Determine Initiative.
2. Party with Initiative acts first (casting spells, attacking, etc.) and results take effect.
3. Party that lost Initiative acts, and their results take effect.
4. The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of a combat round, each side rolls Initiative on a d6—high roll wins. The winning side acts first—moving, attacking and taking other actions. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or bowie knife. Two combatants within ten feet of each other are considered to be "in combat."

Missile Attack

Missile attacks are attacks with ranged weapons such as a bow or rifle. When using missiles to attack into a melee, randomly determine friend or foe as your target; except shootists who can always avoid shooting their friends.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal to or higher than the number shown on the table below.

Creature attack—attack as a level 1 character, but add their HD to the attack roll. Creatures of less than 1 HD attack as 1st level characters.

Gunfights

Sometimes your character will be drawn out into the street to face a gunslinger – just you and him staring into each other's eyes, fingers hovering over the pistol at your waist.

When such a gunfight occurs, the situation is divided into "counts". There are six counts in a gunfight. Counts are fractions of a second long. Each count has a modifier to the gunfighter's to hit roll as follows:

1. -4
2. -3
3. -2
4. -1
5. 0
6. +1

At the start, each player rolls 1d6. This is the count by which they must fire. They can hold their fire for as long as they wish, so long as they fire by their count. This means they can hold on longer for a better chance to hit, or they can trust to their aim and fire as soon as possible. The GM counts down the "count" from1 to 6. Players declare during the countdown when they will fire.

Once a character has fired, he re-rolls his count. As long as there are sufficient counts left he may fire again, as long as he does so before his count. He receives the appropriate modifier to his to hit roll, based on his new count. If he rolls higher than the remaining counts, he cannot roll again. He must wait until after count 6.

After the 6th count, (if no one has been hit, if the gunfight was to "first wound") players just roll for initiative and carry on their combat according to the normal combat rules.

Example: "Red Morgan" rolls a 4 and his opponent "Seth Ford" rolls a 1.
The GM counts 1 and, as Seth has no choice; he fires straight away at -4 to hit. Red declares he will wait. Seth misses his shot, so rolls again. This time he gets a 2 – it's lower than the number of counts remaining, so he can shoot again, but must do so within 2 counts.
The GM counts 2. Red decides to hold his draw. Seth has his gun out already, but he holds fire for a better chance to hit.
The GM counts 3. Red holds on again. Seth has to shoot again because his count was 2 – his shot is at -3 this time. He rolls and misses again. He gets to roll a new count – this time he rolls a 6, so he can't fire as it's higher than the 3 counts remaining.
The GM counts 4. This time, Red has to draw and fire, so he rolls to hit Seth. He succeeds – and rolls damage. Seth is still alive, but stops a bullet. Red can re-roll his count – as long as he gets 2 or less he can fire again. He rolls a 2.
The GM counts 5. Red holds fire.
The GM counts 6. Red shoots and even at -3 for his shot he manages to hit and kill Seth.

NPCs and Foes

Townsfolk

AC: 9 [10]   **HD**: 1d6-1   **Attacks**: none or by weapon   **Move**: 12

Farming Folk

AC: 9 [10]   **HD**: 1d6   **Attacks**: none or by weapon   **Move**: 12

Bandit

AC: 8 [11]   **HD**: 1d6+1   **Attacks**: By weapon   **Move**: 12
Special: Ambush 2 in 6 chance

Bandit Leader

AC: 8 [11]   **HD**: 2d6   **Attacks**: By weapon   **Move**: 12
Special: Ambush 2 in 6 chance

Lawman

AC: 7 [12]   **HD**: 2d6   **Attacks**: Pistol 1d6, Rifle 1d6+2   **Move**: 12
Special: Gather posse – 2d6 townsfolk and 1d6 farming folk

Gunslinger

AC: 7 [12]   **HD**: 3d6   **Attacks**: Pistol 1d6   **Move**: 12
Special: Some gunslingers have two pistols. They can fire both but with a -2 penalty to each shot.

Brave

AC: 7 [12]   **HD**: 2d6+2   **Attacks**: Hatchet 1d6, Spear 1d6 or Bow 1d6   **Move**: 12
Special: Follow track 3 in 6 chance

Creatures

Bear, Black

AC: 6 [13]   **HD**: 3d6+3   **Attacks**: Bite 1d6, claws 1d6-1 (x2)   **Move**: 12

Bear, Grizzly

AC: 5 [14]   **HD**: 4d6+4   **Attacks**: Bite 1d6+2, claws 1d6+1 (x2)   **Move**: 12

Bison

AC: 6 [13]   **HD**: 6d6+6   **Attacks**: Gore 1d6+3, trample 2d6   **Move**: 9

Buzzard

AC: 6 [13]   **HD**: 1d6   **Attacks**: Claws 1d3 (x2)   **Move**: 3/18

Cat, Bobcat

AC: 6 [13]   **HD**: 1d6   **Attacks**: Bite 1d3+1, claws 1d3 (x2)   **Move**: 12
The bobcat is active mostly at twilight.

Cat, Cougar

AC: 5 [14] **HD**: 3d6+1 **Attacks**: Bite 1d6+2 or claws 1d6 x2 **Move**: 12

Coyote

AC: 7 [12] **HD**: 1d6 **Attacks**: Bite 1d6-1 **Move**: 12

Eagle

AC: 6 [13] **HD**: 1d6+2 **Attacks**: Claws 1d6-1 (x2) **Move**: 3/20

Hawk

AC: 5 [14] **HD**: 1d6-1 **Attacks**: Claws 1d3 (x2) **Move**: 3/22

Snake, Coral

AC: 7 [12] **HD**: 1d6+1 **Attacks**: Bite 1d3 **Move**: 12
Special: Venomous bite
The coral snake grows up to 2 ft long; it prefers drier, rocky areas.

Snake, Diamondback

AC: 6 [13] **HD**: 3d6+1 **Attacks**: Bite 1d6+1 **Move**: 12
Special: Venomous bite
At 8 ft long, this rattlesnake is a deadly killer with huge venomous fangs.

Snake, Cottonmouth

AC: 7 [12] **HD**: 2d6+1 **Attacks**: Bite 1d6-1 **Move**: 12/6 (swim)
Special: Venomous bite
The cottonmouth grows up to 3 ft long and is partly aquatic living in marsh, swamp and warmer rivers and lakes.

Timber Wolf

AC: 7 [12] **HD**: 2d6 **Attacks**: Bite 1d6+1 **Move**: 18
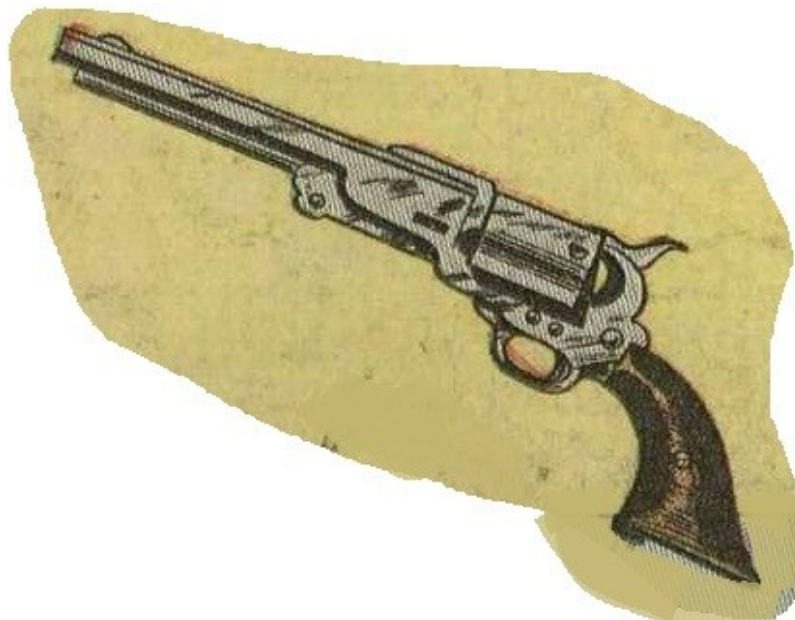
Missile Weapon Table

Weapon	Damage	Rate of Fire	# of Rounds	Range	Cost
Bow	1d6	2	1	50ft	$3
Hatchet/Tomahawk	1d6	1	1	15ft	$2
Bowie knife	1d6	1	1	10ft	$2
Spear	1d6	1	1	20ft	$1
Derringer	1d6-1	2	2	10ft	$3
Pocket Pistol	1d6	2	5	20ft	$9
Pistol	1d6	2	6	25ft	$12
Heavy Pistol	1d6+1	2	6	30ft	$16
Flintlock Horse Pistol	1d6+2	1	1	20ft	$1
Carbine	1d6+1	2	7	75ft	$22
Lever action rifle	1d6+1	2	12	100ft	$30
Buffalo rifle	2d6+1	1	1	200ft	$16
Smoothbore musket	1d6	1	1	60ft	$6
Scattergun	2d6/1d6	1	1	20ft	$15

Shooting or throwing beyond this range is at a −2 penalty to hit. The weapon cannot reach farther than twice this range.
Outdoors, these range increments are tripled.
** At up to 20ft scatterguns do 2d6 damage. At beyond this range they do 1d6.

Melee Weapon Table

Weapon	Damage	Cost
Hatchet/Tomahawk	1d6	$2
Club	1d6	-
Small knife	1d6-1	$1
Bowie knife	1d6	$2
Spear	1d6	$1
Cavalry sabre	1d6+1	$10-$60
Fencing foil	1d6-1	$20-$80
Silver topped cane	1d6-2	$5-$25
Fist	1d3	-

Armor Table

Type	AC	Cost
None	9 [10]	
Buckskins	8 [11]	$5
Thick furs	7 [12]	$10
Shield	+1	$5

Class Combat Tables

Class - Level	3 [16]	4 [15]	5 [14]	6 [13]	7 [12]	8 [11]	9 [10]
Shootist 1/Gambler 1-2 Trailblazer 1-2/Dude 1-3	16	15	14	13	12	11	10
Shootist 2/Gambler 3 Trailblazer 3	15	14	13	12	11	10	9
Shootist 3	14	13	12	11	10	9	8