

# The Dark Tower



## PRIMARY ATTRIBUTES

These are the attributes that make up your character.

*Strength* is the raw physical power you can bring to bear. It influences the amount of damage you can deliver with a punch or kick, as well as your grip, or ability to lift heavy items. Roll 3 six-sided dice and add them together.

*Fortitude* is a measure of health and hardiness. It influences the amount of damage you can take before going unconscious or dying as well as how resistant you are to diseases and poison. Roll 3 six-sided dice and add them together.

*Dexterity* is a measure of your agility and speed. Roll 3 six-sided dice and add them together.

*Wit* is a rough guide to your cunning and ability to make leaps of logic and intuition. Roll 2 six-sided dice, add them together and add 6 to that total.

*Anima* is a person's spiritual life force. It influences your character's ability to cast magical spells, as well as resistance to the sanity-blasting horrors one may encounter in the universe. Roll 3 six-sided dice and add them together.

*Size* is a measure of your physical mass. It influences how much damage you can take, as well as how much you can deliver. Roll 2 six-sided dice, add them together and add 6 to that total.

*Appearance* measures the charm and physical appeal of your character. Roll 3 six-sided dice and add them together.

*Education* is a measure of the knowledge which your character has accumulated through formal education or the venerated "School of Hard Knocks." Roll 3 six-sided dice, add them together and add 3 to the total.

You may swap around any attributes which use the same dice to determine their value. In other words, you could swap any of the values for Strength, Fortitude, Dexterity, Appearance or Anima with each other. You could only swap Size and Wit with each other. Education remains static.

Once you have an Education score, pick eight skills. These are your occupation skills. Multiply your Education score by 15 to get the number of points you can allocate to your occupation skills.

## SECONDARY ATTRIBUTES

There are a number of attributes which are determined after you have figured the attributes above.

*Khéf* means many different things in the High Speech, including water, birth, and life force. It implies the knowledge a person gains from dream-life, as well as his or her life force. Khéf is the web that binds a ka-tet. One can progress upward, rising tier to tier, until the body, if not one's ultimate destiny, is under the control of mind and will. All life begins at the first level of khéf.

*Idea* is simply your Wit score multiplied by 5. This score is used as a percentile roll to give your character information, or to make leaps of deduction in certain situations.

*Knowledge* is your Education score multiplied by 5. This score is used as a percentile roll to show how your character's education and training gives insight certain situations.

*Luck* is your Anima score multiplied by 5. This score is used as a percentile roll to give your character gleans of insight in certain situations. The Luck roll is often used to give your character a last chance in a crisis situation, or to cause bad things to happen to the only one in the group to fail the roll.

*Fight Bonus* is how much extra damage your character does with a successful close-combat attack. Add your Strength and Size and consult the Damage Bonus Table to find your damage bonus.

Magic Points begin equal to your Anima. MPs fluctuate up and down as you cast spells. If your MPs ever fall below 0, your character goes unconscious until the MPs are recovered.

Life Points are figured by adding Size and Fortitude together, then dividing the total by two and rounding up. As your character takes damage from combat or other events, your Life score will drop. If you drop to only 2 points, your character goes unconscious. If you reach -2 or lower, you die.

*Sanity* begins at a level equal to your Anima score multiplied by 5. Circle the value that corresponds to this number on the character sheet. This score is used as a percentile roll that presents your character's ability to remain stoic in the face of horrors. As you face the horrors of the universe your SAN score fluctuates. It can raise above its starting level, but can never be higher than 99.

Now select your hobby skills. These are skills your character has acquired throughout life. To determine how many points you have to spend on them, multiply your Wit score by 10. Divide these points between any skills you would like.

# ~BASE SKILLS~

## ~MID-WORLD, TERRITORIES,

### DELAH~

Accounting (10%)  
Art (05%):  
Bargain (05%)  
Climb (40%)  
Conceal (15%)  
Craft (05%)  
Dodge (DEX x2%)  
Fast Talk (05%)  
First Aid (30%)  
Hide (10%)  
Insight (05%)  
Jump (25%)  
Listen (25%)  
Natural World (10%)  
Navigate (10%)  
Occult (05%)  
Other Baronies (01%)  
Own Barony (20%)  
Other Language (01%)  
Own Language (EDUx5%)  
Persuade (15%)  
Pilot Boat (01%)  
Potions (01%)  
Repair / Devise (20%)  
Ride Horse (20%)  
Science (01%)  
Sneak (10%)  
Spot Hidden (25%)  
Status (15%)  
Swim (25%)  
Throw (25%)  
Track (10%)  
Write Language (01%)

## ~OUR WORLD~

Accounting (10%)  
Anthropology (00)  
Archaeology (00)  
Art (05%):  
Astronomy (00)  
Bargain (05%)  
Biology (00)  
Chemistry (00)  
Climb (40%)  
Computer Use (00)  
Conceal (15%)  
Credit Rating (15%)  
Dodge (DEX x2)  
Drive Auto (20%)  
Electrical Repair (10%)  
Electronics (00)  
Fast Talk (05%)  
First Aid (30%)  
Geology (00)  
Hide (10%)  
History (20%)  
Jump (25%)  
Law (05%)  
Library Use (25%)  
Listen (25%)  
Locksmith (00)  
Martial Arts (00)  
Mechanical Repair (20%)  
Medicine (05%)  
Natural History (10%)  
Navigate (10%)  
Occult (05%)  
Operate Hvy. Machine (00)  
Other Language (01%)  
Own Language (EDU x5)  
Persuade (15%)  
Pharmacy (00)  
Photography (10%)  
Physics (00)  
Pilot (00):  
Psychoanalysis (00)  
Psychology (05%)  
Ride (05%)  
Sneak (10%)  
Spot Hidden (25%)  
Swim (25%)  
Throw (25%)  
Track (10%)

## Weapons

Fist (50%)  
Grapple (25%)  
Head (10%)  
Kick (25%)  
Axe (20%)  
Blackjack (40%)  
Club (25%)  
Knife (25%)  
Sabre (15%)  
Small Knife (25%)  
Sword (20%)  
Handgun (20%)  
Machine Gun (15%)  
Rifle (25%)  
Shotgun (30%)  
Submachine Gun (15%)

**Animals\***

Bull	20E
Billy-bumbler	1s
Burro	8E
Calf	5E
Dromedary	50E
Chicken	2p
Cow	10E
Dog	
Hunting dog	10E
Mongrel pup	5p
Falcon	500E
Goat	1E
Goose	5p
Horse	50E
Mule	5E
Ox	50E
Parrot	
Two-headed	25E
Pig	2E
Pony	30E
Sheep	3E
Songbird	10E

**Arcane**

Tarot (deck)	5E +
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**Arms gear**

Casings belt <sup>†</sup>	
Cleaning kit <sup>†</sup>	
Gun holster <sup>†</sup>	
Knife sheath	5p
Oilcloth	5s
Sword scabbard	4E
Whetstone	3p

**Cases**

Backpack	2E
Barrel	1E
Basket	5p
Belpouch	5p
Bottle	
Glass	10E
Plastic	20E
Bucket	5s
Can	5s
Canteen	2E
Corvette	5s
Mapcase	8s
Poke	3s
Purse	1E
Sack	2s
Saddlebag	4E

**Clothing**

Belt	1s
Boots	
Cowboy	3E
Soft	1E
Engineer	----
Shor'boot	2E
Breeches	2E
Cape	8s
Chaps	1E
Cloak	1E
Clout	4s
Gloves	1E
Girdle	3E
Gown	1E
Hats	
Bowler	2s
Cap	1s
Cowboy	3s
Cowl	5p
Hood	5p
Snood	5s
Sombbrero	3s
Jacket	2E
Jeans	4E
Mittens	3s
Robe	9s
Poncho	2E
Sandals	5p
Shawl	2s
Shoes	1E
Trenchcoat	5E
Tunic	8s
Vest	6s

**Food**

Bread	5p
Burger	
Threaded	1s
Questionable	5p
Cheese	4s
Hard tack	5E
Jerky	5s
Mutton	1s
Popkin	5p
Trail rations	
1 week	3E

**Games**

Bendoh	10E
Castles	4E
Checkers	4E
Chess	8E
Dice (set)	5s
Faro (deck)	8p
Poker (deck)	5p

**Intoxicants**

Ale	1p
Beer	5p
Gin	1s
Graf	2s
Mescaline	
Pettibone	1s
Tobacco	
pouch	5s
Whiskey	1s
White lightning	2s
Wine	1E

**Odds and Ends**

Bit & Bridle	15s
Blanket	
Saddle	3s
Sleeping	5s
Bucka	150E
Candle	1p
Canvas (10')	4s
Cart	
Cart harness	2E
Dog-cart	20E
Horse	50E
Spare wheel	3E
Chain (per foot)	4E
Cloth (10 yards)	7E
Compass	
Fishhook	1s
Fishing net	4E
Flint & steel	5s
Halter	5p
Horseshoes	1E
Ink	
Bottle	10E
Bic pen	----
Instrument	
Iron pot	5s
Lantern	7E
Lasso	5E
Lock	20E
Needle	5s

Oil	6p
Paper	†
Perfume	5E
Rope (50')	3E
Saddle	
Pack	5E
Riding	10E
Scale	5E
Shovel	5s
Soap	5s
Spurs	3s
Tent	10E
Waterskin	8s
Yolk	
Horse	5E
Ox	3E

† In Mid-World, paper is literally worth its weight in gold.

*Eddie took the clip, examined it, rammed it home, checked the safety, then stuck the Ruger in his own belt.*

*“Listen closely and heed me well,” Roland said. “If there are people, they’ll likely be old and much more frightened of us than we are of them. The younger folk will be long gone. It’s unlikely that those left will have firearms—in fact, ours may be the first guns many of them have ever seen, except maybe for a picture or two in the old books. Make no threatening gestures. And the childhood rule is a good one: speak only when spoken to.”*

*“What about bows and arrows?” Susannah asked.*

*“Yes, they may have those. Spears and clubs, as well.”*

*“Don’t forget rocks,” Eddie said bleakly, looking down at the cluster of wooden buildings. The place looked like a ghost-town, but who knew for sure?*

*“And if they’re hard up for rocks, there’s always the cobbles from the road.”*

*“Yes, there’s always something,” Roland agreed. “But we’ll start no trouble ourselves—is that clear?”*

*They nodded.*

*“Maybe it would be easier to detour around.” Susannah said.*

*Roland nodded, eyes never leaving the simple geography ahead. Another road crossed the Great Road at the center of the town, making the dilapidated buildings look like a target centered in the telescopic sight of a high-powered rifle.*

# ~WEAPONS O' THE WORLD~

## ~MELEE WEAPONS~

NAME	DAMAGE	RANGE	ATT	AMMO	HP	COST	MAL
<b>Axes:</b>							
Bullwhip	1d3 or grapple	10 feet	1	-	4	\$50	
Chainsaw	2d8	touch	1	-	20	\$300	97
Hatchet	1d6 + 1 + FB	touch	1	-	12	\$9	
Machete	1d6 + 1 + FB	touch	1	-	10	\$20	
Wood axe	1d8 + 2 + FB	touch	1	-	15	\$10	
<b>Clubs:</b>							
Large club	1d8 + FB	touch	1	-	20		
Small club	1d6 + FB	touch	1	-	15		
<b>Knives:</b>							
Hunting knife	1d4 + 2 + FB	touch	1	-	15	\$30	
Butcher knife	1d6 + FB	touch	1	-	12	\$15	
Small knife	1d4 + FB	touch	1	-	9	\$25	
Cuchillo	1d4 + 3				11	4 S	
Lance	1d8 + 1 + 1d6*	touch	1	-	15	3E	
Pitchfork	1d6 + FB	5 feet	1	-	15	2S / \$20	
<b>Swords:</b>							
Rapier	1d6 + 1 + FB	touch	1	-	15	4E / \$250 - \$1000	
Longsword	1d8 + 1 + FB	touch	1	-	20	6E / \$400 - \$3000	

## ~RANGED WEAPONS~

NAME	DAMAGE	RANGE	ATT	AMMO	HP	COST	MAL
<b>Projectile:</b>							
Bah	1d6 + 2	**	1/2	-	4	2E / \$350	95
Bow	1d4 + 2	**	1	-	2	2S / \$200	00
<b>Guns:</b>							
Apprentice	1d6	5 yards	1	6	5	NA	00
Archaic	1d6 + 1	10 yards	1	5	8	NA	95
Barrel-shooter	1d4+1	10 yards	1	5	9	NA	95
Harrier	1d6 + 2	15 yards	1	6	8	NA	97
Junker	1d4	3 yards	1	4	5	NA	90
Rifle	2d6	50 yards	1	6	8	\$150	98
Ruger	1d6	10 yards	3	6	6	\$190	00
Runout	1d4	5 yards	1	5	4	NA	90
.38	1d10	15 yards	2	6	8	\$375	99
<b>Thrown:</b>							
Rock	1d4	thrown	1	-	6	-	-
Slingshot	1d4 + 1	5 yards	1	1	3	5C	98
Spear	1d8 + 1	thrown	1/2	-	15	3S	

# ~WEAPONS O' THE WORLD~

CONTROLLER VERSION

## ~MELEE WEAPONS~

NAME	DAMAGE	RANGE	ATT	AMMO	HP	COST	MAL
<b>Axes:</b>							
Bullwhip	1d3 or grapple	10 feet	1	-	4	\$50	
Chainsaw	2d8	touch	1	-	20	\$300	97
Hatchet	1d6 + 1 + FB	touch	1	-	12	\$9	
Machete	1d6 + 1 + FB	touch	1	-	10	\$20	
Wood axe	1d8 + 2 + FB	touch	1	-	15	\$10	
<b>Clubs:</b>							
Large club	1d8 + FB	touch	1	-	20		
Small club	1d6 + FB	touch	1	-	15		
<b>Electric:</b>							
Taser	Stun	touch	1	varies	7	\$300	95
Move-along	1d2	touch	1	-	9	500N\$	98
<b>Knives:</b>							
Hunting knife	1d4 + 2 + FB	touch	1	-	15	\$30	
Butcher knife	1d6 + FB	touch	1	-	12	\$15	
Small knife	1d4 + FB	touch	1	-	9	\$25	
Cuchillo	1d4 + 3				11	4 S	
Lance	1d8 + 1 + 1d6*	touch	1	-	15	3E	
Pitchfork	1d6 + FB	5 feet	1	-	15	2S / \$20	
<b>Swords:</b>							
Rapier	1d6 + 1 + FB	touch	1	-	15	4E / \$250	
Electric sword	3d4 + 1	touch	1	-	4	NA	95
Longsword	1d8 + 1 + FB	touch	1	-	20	6E / \$400	

## ~RANGED WEAPONS~

NAME	DAMAGE	RANGE	ATT	AMMO	HP	COST	MAL
<b>Projectile:</b>							
Bah	1d6 + 2	**	1/2	-	4	2E / \$350	95
Bow	1d4 + 2	**	1	-	2	2S / \$200	00
Slingshot	1d4 + 1	5 yards	1	1	3	5C	98
Drone	6d6 + 6	unlimited	2	-	3	NA	99
<b>Guns:</b>							
'pprentice	1d6	5 yards	1	6	5	NA	00
Archaic	1d6 + 1	10 yards	1	5	8	NA	95
Barrel-shooter	1d4+1	10 yards	1	5	9	NA	95
Harrier	1d6 + 2	15 yards	1	6	8	NA	97
Junker	1d4	3 yards	1	4	5	NA	90
Laser rifle	4d4 + 4	100 yards	3	200	7	NA	95
Machine gun	2d6 + 4	70 yards	3/Burst	20	11	NA	98
Machine pistol	2d6 + 2	30 yards	1	7	9	\$650	94
Rifle	2d6	50 yards	1	6	8	\$150	98
Ruger	1d6	10 yards	3	6	6	\$190	00
Runout	1d4	5 yards	1	5	4	NA	90
Sandalwood	1d10 + 4	20 yards	1	6	12	NA	00
.38	1d10	15 yards	2	6	8	\$375	99
Uzi	1d10	40 yards	2/burst	32	8	\$1000	98
Weatherbee	3d6 + 4	90 yards	1	5	8	\$950	99
<b>Thrown:</b>							
Grenado	4d6	thrown	1/2	1	8	NA	99
Molotov	2d6 + luck to burn	thrown	1/2	1	1	NA	95
Oriza	1d8 + 3	thrown	1	1 plate	4	NA	-
Rock	1d4	thrown	1	-	6	-	-
Spear	1d8 + 1	thrown	1/2	-	15	3S	
<b>Hand-to-hand:</b>							
Grapple	special		1				
Fist/Punch	1d3 + FB		2				
Head Butt	1d4 + FB		1				
Kick	1d6 + FB		1				