

Boom Town

Players Handbook

v4.0

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Ages: 10 and up

Materials:

3 Six-Sided Die (3D6)

3 Ten-Sided Die (3D10)

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Synopsis

In the Wild West, there's one thing every soul in the land wants to see—gold! Glittering, precious gold! And where there's gold to be found, well, there's a whole cast of characters that come out of the woodwork to cash in on the rush. Soon, there's a town and a way of life.

Three Kings is such a town, founded on piece of land won in a poker game by two brothers, John and Bob Lennox. They found gold all right, but a lot of trouble found them. Turns out the land is in the middle of bandit country, and the Bandits aren't going to let a legitimate business operate smoothly.

And that's what brings you lot to Three Kings—to protect the place from the bandits, the natives, and anything else that threatens the town and its inhabitanace. And for your troubles, the Lennox brothers pay you in the only thing they have—gold.

A lot of characters come out of the woodwork for gold.

Character Creation

Players first must create an avatar to play the game through. Each character is different and customized to the play style of each player.

Each character has the following: a Profession, five Global Stats, and three Skills. Of the three Skills, one is automatically assigned to the based on character's Profession. Example: the Basic Anatomy Skill gives a 1.5x multiplier to the Barber for all melee attacks and all Healing effects.

Character Creation Process

To create characters, players roll for stats, choose their Profession, choose their Skills and fill out the rest of the Character Sheet.

To roll for their 5 stats, Players roll 2D10, picking the higher value. If the numbers are doubles, the dice are rerolled. The GM may have players reroll their stats if all their numbers are very high, or very low. Once all the Stats have been rolled, players then select the Profession of their Character and add the Base Stats in. Write these totals in their respective spots on the Character Sheet. Each Class has a different Natural Skill, such as the Outlaw's Grapple. Write this down on the Natural Skill slot.

Afterwards, Players then choose what Skills they wish their player to have, writing them down on their respected lines.

If any Skills have Stat Modifiers, they are added together and placed on the Modifier line next to the stat. They are *not* added into final Stat. If any conditions apply to the Stat, star it (* or ** or ¹, ^{2, 3}) and fill in the condition on the Ability lines. And given skill or non-Stat modifier are also written down on the Conditional Modifier lines.

After all the Stats are totaled, players determine how much health their Character has. Take the Con Stat of the Character and halve it. Then, roll 1D6 and add the roll to the number. Con Modifiers are *not* factored into this value. Just the sole Con Stat.

Afterwards, players name their characters; give them a hometown, age, height, weight, a description of their appearance, a brief bio on what brought them to Three Kings, and a drawing of their portrait.

To determine how much gold players start with, roll 1D6 and add 5 to it.

With this total, players buy up to two items from the Store, placing them in the appropriate item slots and writing down the remaining gold total in its respective spot.

The Global Stats:

All characters, enemies, and such have the five Global Stats in a scale of 1-to-18: Constitution, Intelligence, Dexterity, Agility, and Charisma. These stats are used in Skill Checks when called by the Game Master in order to do certain tasks from lifting an anvil (Constitution) to shooting a silver dollar out of the air (Dexterity) to pulling your revolver from its holster and shooting the other guy (Agility *and* Dexterity).

The numbers themselves are arbitrary, it's up to the Game Master to take them into consideration. All the same, higher stats generally influence the Skill Check and how well the action was completed.

Each Stat deals with a different aspect of the character.

Constitution (Con):

The Physical Fitness and wellness of your character. This deals with both how much Health the Character has and physical Strength. Constitution affects lifting objects, and how much damage is dealt when the fighting breaks down into good ol' fist cuffs.

Melee weapons use Con for damage values.

Intelligence (Int):

How smart your character is. This affects your character's interaction with machinery, dealing with foreign languages, and tracking prey through the desert amongst other things.

Dexterity (Dex):

How deft your character is with weapons. This affects hit chance/accuracy. Guns have fixed damage values dependant on how far away the target is and where the target is struck

Agility (Agl):

How fast your character is. This includes reaction time, how far they can move in a set amount of time, and how fast they can draw their weapon.

Charisma (Cha):

Last but not least, Charisma is how well your character can smooth-talk their way out of a situation.

The Professions

There are Four Professions: The Sheriff, The Barber, The Outlaw, and The Prospector. Each has their own Base Stats and Natural Skill. These base stats are added on to the Stat Rolls during the character creation process.

Note: While each description is written using a specific gender, Characters with the Profession may be either.

Furthermore, some Base Stats will be Negative—Base Stats are added onto the Skill Roll, see

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Character Creation Process above.

The Gunslinger

The Man who walks ten paces every day of his life.

Base Stats:

Con: 1

Int: 0

Dex: 1

Agl: 0

Cha: 0

Natural Skill:

Guns Akimbo

The Barber

The Man who cuts the beards also mends the bones. He also knows how to break them and, after hearing words all day, he has something to say.

Base Stats:

Con: -1

Int: -1

Dex: 1

Agl: 0

Cha: 1

Natural Skill:

Basic Anatomy

The Outlaw

The Woman who has her face on a hundred wanted posters. Whether she's the one that put them there or not is up to her. All everyone knows is that she'll be on a hundred more by tomorrow.

Base Stats:

Con: -1

Int: -1

Dex: 1

Agl: 1

Cha: 0

Natural Skill:

Grappler:

The Prospector

The Man who grew tired of the Mines and seeks his gold another way. He knows a bit about how to remove something from something else.

Base Stats:

Con: 2
Int: 0
Dex: -1
Agl: 1
Cha: -1

Natural Skill:

Dynamite

Skills

Each character chooses two Skills from the list below, plus their Natural Skill based on their profession.

Note: Con Modifiers do not affect health values. They are merely the Strength portion of the Stat.

Dynamite:

The mine has a stash of dynamite sitting around. They won't miss a few. Every time you resupply at Three Kings, you get three free pieces of Dynamite and ten feet of Fuse. This does stack—a max of three free pieces can be had at all times. If the player only uses one dynamite gained by this ability, he only gains one Dynamite back.

Any additional Dynamite and fuses must be bought.

Thief:

From picking pockets to picking safes, you're just better at it. +1D10 bonus when pickpocketing, lock picking, stealing, and generally any act of theft.

Also allows the player to steal small items from other players inventories. Cannot steal gold from other players.

Basic Anatomy:

Where there's no doctor, there's you. Through all the teeth-pulling, wound-stitching, bullet-digging, and arm-amputee-ing, you've picked up a few things on how the human body works.

1.5x Multiplier on all melee attacks and all healing effects using Bandages.

Start with 1 Bandage.

Guns Akimbo:

Two hands, two guns, no Dex penalty. Short of bows, shotguns, rifles, if you can carry it, you can dual wield it. This applies to small arms: Revolvers, pistols, possibly Dynamite. Dynamite not recommended.

Start with 1 free Flintlock.

Note: If a Character is dual wielding Guns without the Guns Akimbo Skill or large blades in both hands, they receive a -1D6 Modifier..

Archery Expert:

“Guns are better than bows, right?” – Custard, Little Big Horn.

+1D6 to Dex and Con checks with Bows.

Start with Bow.

Marksman:

Your opening act is shooting the silver dollar out of the air. Your finale is shooting the mook who threw it in between the eyes with the same bullet.

+1D10 to All guns.

+1 Bandana Mask

You’re not sure why you’re wearing it, or why you have the urge to mark everything with a ‘Z’ with your sword, but you do know that you can do it in your sleep. Your gunplay on the other hand...

+1D6, -1D10 when using Bladed Weapons (In other words, swap 1D10 for a 1D6).

-1D6 when using Guns.

Knife Thrower

It’s been said that the pointy end of a sword goes in the other man. You’re just very good at doing that from range.

Grants Knife Thrower ability, giving +1D10 to thrown bladed weapons.

Speed Reload

Before they hear the click of an empty chamber, you’ve already solved that problem. It’s almost like cheating. Almost.

When reloading, you only lose either your Movement turn, or your Action Turn

See **Combat** for further details.

Golden Tongue

+1D10 to Cha Checks.

Grappler

More effective at Close and Unarmed combat.

+1D6 when in Close and Unarmed Combat.

See Skill Checks for Further Details.

Gameplay and Combat

Once the Characters are made the story is in the hands of the Game Master, the person driving the story

and creating the situations the players find themselves in.

For the player, there are X things they need to do to play: keep track of their character Sheet and their inventory, understand Skill Checks and Combat, and not argue with the Game Master (GM).

Character Sheets and You

It's up to the player to keep track of their Character's stats, including their Health, any changes in their Stats, if the GM inflicts upon them, and their inventory. You or the GM may need to check any Character Sheet at any time during the game.

Inventory

Any character can only carry four items at one time. Two Weapons and two Items, or one Weapon and three Items. Certain Items stack, such as Bandages. These Items may be stored in the same slot until the max stack limit is reached. Bandages, for example, stack two per slot. Gold is counted separately. Ammo is not a concern for the Players, just the reload time of their weapons.

If the GM decides that an item is important enough that it *must* be taken along, it must use one, or more, of a character's item slots.

Note: If a Character is dual wielding Guns without the Guns Akimbo Skill or large blades in both hands, they receive a -3 Dex Modifier. Small blades in both hands have no penalty.

Skill Checks

Skill Checks are rolls using a dice pool formed by the 2D10 and 1D6 rolled at once. From the pool, select the lowest two numbers to determine if an action had succeeded or the like. Zero's (0) are 10's.

If the Roll is **under** the Stat used, the action is a success. The GM may also add any modifiers, raising or lowering the Passing Number.

Several Skills add or remove Dice to the Dice Pool, such as the +1 Bandana Mask. For these stats, add/remove the said number of Dice from the Pool.

Whenever there is only one dice in the pool, add 1D10.

In this example, it adds 1D6 for Bladed weaponry and subtracts 1D6 for firearms. When Rolling for Dex Checks with Blades, use 2D6 and 1D10 and select the lowest two dice.

For Guns, replace the 1D6 with a 1D10 and roll, selecting the lowest two.

Two and One are Critical Successes, Sixteen is a Critical Failure. Furthermore, the lower the number, so long as it is below the Passing Number, the greater the success. The greater the number over the Passing Number, the greater the failure.

Player Initiated Skill Checks

Player Initiated Skill Checks are tasks or attacks called out by the player—lifting an anvil or shooting a passerby with his shotgun outside of Combat. In any case, it is the Player who calls out an action to which the GM responds by calling for a Skill Check.

For most cases, the Player verbally announces what Stat he's using to roll the skill check—say, Intelligence instead of Charisma to woo someone at the tavern— how he plans on using said stat to achieve his goal, and rolls. The modifiers are applied and the GM responds accordingly.

GM Initiated Skill Checks

Skill Checks called for by the GM. These skill checks can be random and at the whims of the GM.

For example, while walking through a cave, the GM might call out for a Dex check. The players roll without any knowledge of what's going on and one of them sets off a trap that alerts the bandits inside the cave.

Combat Skill Checks

Combat Skill Checks are covered more thoroughly in the Combat section of this rulebook. In short, it's a form of Player Initiated Skill check, but deals with weapons. Depending on the weapon, it calls for different Stats to roll.

The GM And You

The GM's word is final. Don't wine, don't pout, and don't complain. Any of those might possibly lead to bad luck for your character. Instead, outsmart him. He's bound to the rules as anyone else.

Town Areas and Such

The world is divided into two main types of areas: Three Kings (a town area), and Wilderness.

Three Kings

Three Kings is your base of operations. It's the town to which, at the end of the day, is to goal to get back to in one piece and, overall, to keep running as the gold pours from the mine. The events in Three Kings depend upon the GM to run them. Or the players can stir up a little trouble themselves.

However, the Sheriff and his men are more than capable to protect the town and the Mine from internal qualms. Keep that in mind.

It contains the following:

- The Shop (see Store for details)
- The Smithy
The Smithy sits along the river with the sounds of metal being pounded out by the blacksmith. All the metalwork in Town is done here by Smith the Smith.
- The Sheriff's Office
- We Three Kings Saloon

- The Inn
- Home Base
- The Bank
- Three Kings Mine
- An assortment of houses.
- About four dozen miners, two dozen farmers, three dozen workers, a lot of civilians, and a pear tree.

Wilderness

Everywhere else other than Three Kings, possibly including the Three Kings Mine. It's here where the bandits and other shady characters live, hoping to get a little bit of the gold streaming down the river from Three Kings.

What, exactly *is* here depends on the GM.

Combat

Bullets at high speeds are deadly and characters can die from them fairly quickly. The general goal is not to get shot and keep your Health Points above 0. Players, in combat, get one Movement Turn and one Action Turn.

For Combat, the actual number and type of dice in the Dice Pool do not change outside skill types, unless the GM has enough reason to warrant the change. Elsewise Stat modifiers are placed on characters for certain things.

For each Movement Turn, players detail their plan of movement to the GM, roll an Agl check, and the GM relays the results. Movement usually flows from cover to cover as standing out in the open is just asking to be shot at.

For each Action Turn, players state their intentions on how they want to attack. There are only three ranges in the game, Close-combat, Mid-Ranged, and Long-Ranged. The closer the target, the easier it is to hit. Some guns are only effective at certain ranges.

Close range is within ten feet. Mid range, 20, Long Ranged, 30.

For Ranged Weapons, players state they if they wish to **Blind Fire** or **Aim**. Blind Fire gives adds a +2 to the Dex Check, but keeps the player safe. On the other hand Aim offers no modifier for the player, but gives a -1 to the Dex roll of anyone attacking that player. Remember that the goal is to roll low.

The same rule applies for Thrown Weapons.

For melee weapons, players must be directly next to the enemy, but it negates all cover.

Typically, combat starts when any one character, enemy or not, decides to pull out their weapon with the intention to shoot anyone else.

Combat follows a cycle. All players roll a Agl check to determine their turn of movement. Lower numbers go first and each player and character go through their Movement and Action phases in turn.

Reloading. When guns are out of ammo, it takes time to reload. When reloading, a character rolls a Dex check. If it succeeds, the player may either take his movement turn, or action turn. If it fails, the player loses both.

Combat continues until the fighting stops via surrender or retreat, or if one side of the fight is wiped out.

If a player's Health Points reach 0, they fall unconscious. If a blow would render them under 0 Health Points, it only reduces them to 0. Every following turn they lose 1 further Health Point. If their Health Points reach -10 the character dies.

Healing

Healing is an action that restores Health Points and revives/rescues comrades with Health Points under 0. Healing counts as an Action Turn, and must be done while directly next to the character who needs healing. A character may heal himself, but not as effectively—only $\frac{3}{4}$'s of the total Healing Power is restored as Health Points.

Healing Power is determined by the type of healing item (Herbs or Bandages) multiplied by the Healing Multiplier of the character—1x unless otherwise stated.

Finally, Healing takes four turns using Bandages.

Saving Characters from death sets their HP to 1. Saving characters takes two turns.

Town NPC's

There's a host of characters in Town, here's a few.

Harry Gerrald, The Sherriff:

The Sherriff has sworn to protect the town, but he only has enough men to keep the town safe from internal affairs. Bandits and Natives raiding the wagons outside of town are outside his control, and it infuriates him that he can't do much to stop them with his hands this full.

He particularly dislikes the Players, seeing them as something he should be doing himself, but is willing to work with them so long as they protect the town.

He is fast to arrest the Players should he find them breaking any law in town.

He's most likely found patrolling the town, if he's not in his Office.

John and Bob Lennox:

These old, senile brothers are the owners of the Three Kings mine and the town itself. Both are barely aware of what's going on around them—they just know that there's gold in their land and everyone wants a piece of it. They're quick to trust the players, believing them to be a godsend due to their actions during their stagecoach scenario.

They're most likely found at their Mansion. If they're not asleep, they're half-asleep.

Mark Broker

The shopkeeper is always grateful for the business the players give his shop. Not to mention them keeping the town safe means his business flourishes. He's a frugal man who doesn't take kindly to haggling, but he'll gladly buy things from the players if they accept his price.

He's always in the Shop.

Smith the Smith

The Smith the Smith if the Smith of the Smith, whose name is Smith. Or so everyone calls him.

He's a warm fellow and is happy to do any metalwork that comes his way.... For a price.

If he's not in the Smithy, he's at the Tavern.

The Store And Items

The store of Three Kings has a (somewhat) wide variety of gear available—for a price. It can be visited anytime in town to buy things from.

The Items in the Game are as follows:

Item Name [(Price in Gold)]:

Type of item. Weapon class, type of weapon. Range. Clip size, if Ranged. Reload time, if ranged.

Special conditions/Modifiers

Damage based on range.

Several weapons have Stat modifiers. These do not change the number and type used in the Dice Pool.

Bandage [5g]

Item. Healing item. Heals for 5 Health Points. Stacks up to two Bandages per slot.

Bow [7g]

Weapon. Bow. Range dependent on Con. No reload.

Close: 0 Con. Mid: 10 Con. Long: 15 Con.

All Ranges: 4 Damage

Flintlock Pistol [5g]

Weapon. Small Gun, flintlock. Close to Mid range. 1 Bullet in clip. long reload time.
-2 Dex.

Close: 5 Damage

Mid: 3 Damage

Revolver [15g]

Weapon. Small gun, revolver. Close to Mid Range. 5 Bullets in clip. Med reload time.

Close: 5 Damage

Mid: 4 Damage

Winchester Rifle [35g]

Weapon. Gun, Rifle. Close to Long range. 4 bullets in clip. Med reload time.

All Ranges: 4 Damage

Shotgun [30g]

Weapon. Gun, shotgun. Close-to Mid. Two bullets in clip. Fast Reload time. Spread shot.

-3 Dex.

Close: 5 Damage

Mid: 4 Damage

Dirk [5g]

Weapon. Blade, short sword. Close. Melee.

Can be thrown.

Damage dependant on Con

Throwing Knife [3g]

Blade, knife. Close. Melee.

Can be thrown.

Damage dependant on Con

Pickaxe [15g]

Weapon. Pickaxe. Pickaxe. Close. Melee.

Can be thrown.

Damage dependant on Con

Dynamite [20g]

Weapon. Explosive, dynamite. Special. Explosive.

Comes with three-second fuse, can be lengthened with extra fuse. Can be thrown, best when planted as traps. Stacks three per slot. When thrown, Dynamite explodes a random amount of turns later. The more fuse, the longer it takes to explode. Too short a fuse and too long a throw, it might explode in mid-air.

Close: Heavy Damage.

Mid: 4 Damage.

Long: 0 Damage.

Fuse [2g per foot]

Item. Fuse. Stacks 15 Feet per slot.

Used in tandem with dynamite to lengthen the time it takes for Dynamite to explode.

Tomahawk [10g]

Weapon. Tomahawk. Close. Melee

Can Be Thrown.

Damage dependent on Con

