

WARPED WEST

Welcome to **Warped West**! The wild west alternate reality where folks settle differences with pet critters rather than guns. High noon duels involve the unleashing of a critter over quick-drawing a six-shooter. Unleashing your critter (literally) in this world is akin to drawing a gun.

Critters are kept on leashes which makes them feel humiliation and shame. They won't do anything commanded while leashed. They are completely loyal to their owners and follow all orders given to the best of their abilities. A person can never own more than one critter, however, if a new pet is adopted the old one cries and runs away never to be seen again. Common sights are critters hooked to hitchin' posts.

While some critters appear humanoid, they barely have above animal-like intelligence and are unable to communicate except in simple ways. They never use external weapons or tools.

MAKE A CHARACTER

Both PCs and Critters share the same four stats: **Fightin'**, **Quick**, **Wits**, and **Finesse**. Assign the numbers **-1**, **0**, **+1**, and **+2** how you like.

PCs also get **two skills** of their choice. One is an occupation skill such as cook, leather worker, gold panner, bar tender, etc. The other skill is something unique, specialized, or strange. Examples are lasso, gambling, sneaking, etc. PCs get +3 to rolls using these skills. PCs also start with **\$10** with which they can buy gear.

Rope 50'	\$1.00	Stick of Dynamite	\$3.00	Weapons	
Box of ammo (50)	.50¢	Pouch of Tobacco	.10¢	Knife	\$1.00
Can of beans	.10¢	Bottle of Whiskey	.50¢	Six-Shooter	\$5.00
Doctorin' Tools	\$5.00	Bedroll & Tent	\$1.00	Rifle	\$8.00
Craftin' Tools	\$2.00	Room at a Saloon	\$1.00	Shotgun	\$8.00

Knife 1 in 10 chance to cause additional Hit

Six-Shooter ranged, six shots, reload takes a turn

Rifle long range, reload between shots

Shotgun short range, hits up to two targets

MAKE A CRITTER

Critters also use the same stats: **Fightin'**, **Quick**, **Wits**, and **Finesse**. First assign the numbers **-2**, **-1**, **+1**, and **+2** to the stats of your critter. Then roll a **d10** to determine the type. A Critter's special ability can only be used once per encounter or scene.

1-2) **Beyond** - Pets from alternate dimensions that can be quite weird in appearance. Their special ability is **Mind Warp** which renders a victim useless for 1 turn. +1 to Finesse.



3-4) **Wizard** - Small humanoid types that never speak unless it's a spell's incantation. **Fire Ball!** is its special ability which can hit several targets that are close in proximity as well as catch anything flammable on fire. +1 to Wits.



5-6) **Critter** - Animals that have been twisted. A Critter's special ability is **Ferocity**. When using it, a Critter may assign two Hits instead of one on a successful attack. +1 to Fightin'.



7-8) **Clown** - Your guess as to why clowns are pets is as good as mine. A clown's special ability is its **Infectious Sadness**. This renders a target to lose hope and roll at -2 for three turns. +1 to Quick.

9-0) **Spectre** - Spooks that were once alive; now they are not. They are translucent in appearance and can be quite spooky. A Spectre's special ability is **Incorporeal**. They can fully fade from reality for two turns which makes it impossible for them to take Hits. +1 to Finesse.



EVOLUTION TABLE

Critters also start with one Evolution. Roll a d10 to see what it is.



- 1. **Armor Plating** - When taking a Hit, 1-3 on a d10 prevents it.
- 2. **Laser Eyes** - Flashy ranged attack that does one Hit.
- 3. **Glow** - Emits light that pushes back the dark allowing all to see.
- 4. **Mammary Glands** - Provides enough food for two people for a day.
- 5. **Poison Sting** - Attack that has a 50/50 chance of doing an additional Hit the next turn.
- 6. **Infrared Vision** - Critter can see in the dark.
- 7. **Sticky Mucus** - From mouth, skin or somewhere else. Victim sticks in place for 2 turns.
- 8. **Wings** - Critter can fly! Not very fast, however.
- 9. **Knockback** - The how is for you decide. Victim is thrown back 20 feet or until met with an object.
- 10. **Telekensis** - Slowly moves things without touching them. Up to 200 pounds.

An Evolution usually induces an appearance change in some way.

Critters gain a new Evolution when the GM deems they have experienced enough hardship in its adventures to earn one. If an Evolution is rolled twice, double the effect.

Only critters evolve or get better over time. PCs stay as they are at creation.



RULES

The only dice you will need are d10s.

When a check is needed, roll a d10 and add the stat or skill modifier that is appropriate to meet or beat the difficulty **target number** indicated below.

- Easy** - 3 or higher
- Average** - 5 or higher
- Hard** - 8 or higher
- Extreme** - 10 or higher

- Fightin'** - The ability to fight and use weapons.
- Quick** - Speed and reflexes.
- Wits** - How clever a character is.
- Finesse** - For things that require a delicate touch.

All Players and Critters have 3 **Hits**. If a critter loses their 3 Hits, they are knocked out for twelve hours of in game time. If a player loses their 3 Hits, they are **dead**. All Hits recover after a meal and an overnight rest.

Combat is a roll off between the attacker's d10 + **Fightin'** stat vs defender's d10 + **Quick** stat. Highest result wins. If the attack succeeds, the defender loses one **Hit** in addition to any other special effect the attack may possess.

Initiative is determined by d10 + **Quick**.

