

# DUSTERS AND SIX GUNS

Risus in the Wild West

By: Shenron



## Copyright Notice

This document is intended as optional material and a setting for Risus: The Anything RPG and System. This document may or does contain material and references from Cumberland Games, S. John Ross, any and well Western movies, other rpg's, books, Wikipedia, and any other related materials. This document is not intended as a challenge to those copyrights, but rather as additional content which expands or alters them. All material derived from these sources is used without permission, and no claim at copyright of any of the material is made. All trademark terms are the uncontested property of their respectful owners. This document is for personal use only, and may be distributed freely so long as it remains unchanged and this copyright notice is not edited in way. Under no circumstances may it be reproduced for profit.



This Game supplement requires the Risus: the anything rpg to play. This rpg can be acquired through a free download at

<http://www222.pair.com/sjohn/downloads.htm#Risus>

This game supplement was made possible through the great works and dedication of S. John Ross, history, and the Western genre.



**Shenron is member #635 in the International Order of Risus and has never asked S. John Ross to remove his pants.**

## Alternate Risus Resolution Rules (AKA Risus Legend)

*This version of Risus is Inspired from Evens up by D. Stahler, Simpler Risus, and innovations by Doyce Testerman.*

### **The Basic Rule:**

Unlike in Traditional Risus, where dice numbers in a roll are added to form a sum, in Risus Legend, when dice are rolled, each result of a 4, 5, or 6 (or 4+) are counted as a “success.” All other results are discarded. In addition, sixes always “ace.” That is, each six not only counts as a success, it is immediately re-rolled, with a 4+ result added to the success total (and continuing to ace as long as a six is rolled—the beloved “exploding dice effect”).

Remember that exploding dice work both ways in Single Action Contests and Combat.

### **How it Works:**

1. **Single-Action Contests:** Both sides roll the appropriate number of dice for their respective clichés. The side with the most number of successes wins. Ties can either be rerolled or go to the side who rolled the fewest (or most!) dice depending on the group’s preference. (See the “Goliath Rule” in the Risus Companion)
2. **Combat:** Each round, both sides roll the appropriate number of dice for their respective clichés. The side with the most successes wins, resulting in the loss of one cliché dice (or more, depending on the situation) for the loser. Ties can be handled as above.
3. **Target Number Roll:** Instead of rolling against a target number, a certain number of successes is required to achieve the desired result using the following difficulty scale:

Difficulty	Target Number
Easy	1
Tricky	2
Hard	3
Heroic	4
Legendary	5
Impossible	6+

### **Existing Rule Clarifications/Changes:**

- **Team Up:** The “teaming up” rules are handled in this way: All results of 6 are counted as successes and ace as usual.
- **Inappropriate Clichés:** If a person wins a combat round with an Inappropriate Cliché, the victor deals a two dice of damage instead of just one.

### **New Rules:**

- **Dice Maximums:** No more than 6 dice can be rolled at any time. Every two dice above 6 counts as an “automatic Success”.
- **Critical Effect:** If 5+ successes are rolled in a single action that action is considered critical and the character does an extra dice of damage or something extraordinary happens in the characters favor if it’s not a combat situation.
- **Grit:** The Wild West is a dangerous place. Lots of people survive in the West, but it takes someone with the extra something to thrive. This is known as Grit – you are tougher, smarter, or luckier than the rest. You start out with an additional level of *Anger*.

## Advanced Rules:

- Lucky Shots, Hooks and Tales, Pumps, and Sidekicks and Shieldmates are allowed
- Funky Dice are not allowed

## Sidekick/Shieldmate

This character has an NPC ally, or small group of allies that follow character pretty much wherever they go. This ally has 3 dice to spend on cliché's, and the ally's highest cliché cannot be higher than the character's highest cliché. Spending another die in this increases the ally's dice total to 6. They still may not have a higher cliché than the character. The character can also split the total dice between multiple NPC's. A character may not take this option more than twice during creation. This can also represent exceptional equipment (like special armor, a magic sword, a really good revolver, power armor, etc.) or something special about that character that should have dice attached to it (like being a ruler of a small country, etc.).

## Conditions and Damage

Characters do not sustain damage to their clichés in the normal Risus manner. Instead, they suffer Conditions. (Note: in the interests of speed and simplicity, NPCs and other opponents still just take Cliché damage.)

All conditions except Angry are progressive; when you run out of check boxes for a certain condition, the check moves to the condition to the next higher condition.

- **Angry:** One check means you're *Angry* (roleplay accordingly), a second check penalizes you -1 dice in most social situations. Additional checks **do not** roll up. This box can also be checked to ignore the first cliché loss - it can act as an "it is just a flesh wound" level.
- **Hungry:** One check means you're *Angry* (roleplay accordingly), a second check penalizes you -1 dice to any tasks requiring *quick or clever thinking*. Additional Hungry checks roll up to *Tired*.
- **Tired:** One check means you're *Tired* (roleplay accordingly), a second check penalizes you -1 dice on any *knowledge- or memory-related tests*. Additional Hungry checks roll up to *Sick*.
- **Sick:** One check means you're *Sick* (roleplay accordingly), a second check penalizes you -1 dice to any tests of *Toughness* and (pick one from: *Strength, Agility, or Speed*). Additional Sick checks roll up to *Injured*.
- **Injury:** One check means you're *Injured* (GM describes how); any physical act is penalized -1 die. Each Check adds an additional -1 penalization to all physical rolls. If any combination of Injury or Conditions result in any cliché dice pool that is zero or less your character is considered incapacitated and suffers whatever consequences the GM deems appropriate.

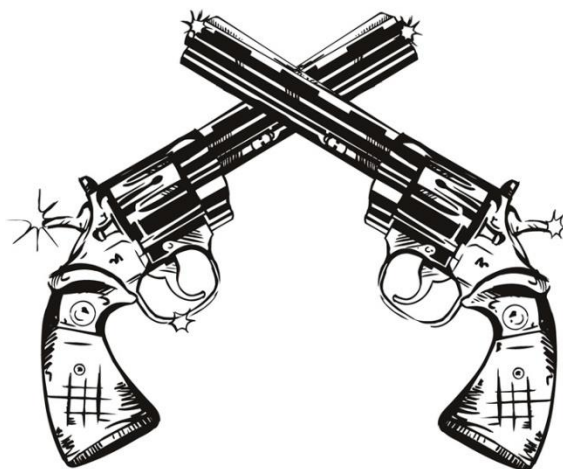
## Character Advancement

Character Advancement in RISUS Legend is tracked using Experience Points (XP). Each Session a player can receive anyway from 1 to 3 EPs. All players receive 1 point just for playing but additional points are awarded for active participation and awesome roleplay moments. It costs 8 XP +1 AP per die of the new Cliché.

- ❖ Cliché 1 = 9 XP
- ❖ Cliché 2 = 10 XP
- ❖ Cliché 3 = 11XP
- ❖ Cliché 4 = 12 XP
- ❖ Cliché 5 = 13 XP
- ❖ Cliché 6 = 14 XP
- ❖ Shieldmates = 9 XP
- ❖ Lucky Shots = 9XP
- ❖ Grit = Follows Cliché Progression

## New Clichés

Architect	Coppersmith	Innkeeper
Artilleryman	Cowpuncher	Jeweler
Artist	Dentist	Judge
Auctioneer	Distiller	Laborer
Baker	Draughtsman	Lawyer
Banker	Drover	Librarian
Barber,	Druggist	Livery-stable keeper
Barkeep	Editor	Locksmith,
Blacksmith	Engraver	Lumberjack
Boatman	Factory hand	Merchant
Book-keeper	Farmer	Midwife
Brewer	Farrier	Miller
Bricklayer	Fisherman	Miner
Butcher	Fireman	Musician
Cabinet-maker	Gardener	Paper-hanger
Carpenter	Grocer	Peddler
Carter	Gunsmith	Photographer
Cardsharp	Hatter	Physician
Cavalryman	Housekeeper	Pimp
Cigar-maker	Hunter	Plumber
Clerk	Huckster	Policeman
Clergyman	Infantryman	Politician
Clock-maker	Saddler	Porter
Clothier	Sawyer	Potter
Cooper	Servant	Printer
Surveyor	Shoemaker	Prison guard
Tailor	Silversmith	Professor
Teacher	Storekeeper	Quarryman
Teamster	Student	Railroad Man
Trapper	Telegraph operator	Undertaker
Watch-maker	Tinsmith	Veterinarian
	Weaver	Wainwright



## New Advanced Clichés

The following are Clichés only used with the Game Masters Permission. These Clichés represent the magical, the strange, the supernatural, or the divine abilities one might possess. These all must be purchased double pumpable. The specific rules for magic can be found in Appendix I.

- **Sorcery:** Foul magic's derived from demons and other unspeakable entities. It presents itself in hellish fire and other dark images.
- **Blessed:** Miracles granted from above. It presents itself in extreme luck and divine light.
- **Shamanism:** Shamanism is ancient practice known by the Indians. It manifests of magic of nature.



## Goods and Smoke Wagons

### Footwear

Boots, Lumberman.....	\$2.00
Boots, Sheepskin Lined.....	\$4.00
Boots, Western.....	\$3.00
Boots, Cowboy.....	\$3.50
Shoes, Cordovan.....	\$4.50
Shoes, Lumberman.....	\$1.25
Shoes, Opera Toe.....	\$4.00

### Hats

Hat,	
Cavalry.....	\$1.50
Hat, Darby.....	\$0.98
Hat, Fadora.....	\$2.25
Hat, Fur.....	\$1.50
Hat, Ranch.....	\$1.00
Hat, Stetson.....	\$3.90
Hat, Sombrero.....	\$1.00

### Clothing

Chaps.....	\$6.00
Chaps, Fringed.....	\$8.50
Coat, Cashmere.....	\$5.00
Coat, Cloth Mackintosh.....	\$3.00
Coat, Heavy Mackintosh.....	\$7.00
Coat, Long Leather.....	\$9.50
Gloves, Cowboy.....	\$1.50
Gloves, Lone Star.....	\$1.75
Gloves, Phoenix.....	\$0.75
Jacket, Town.....	\$4.50
Jacket, Trapper.....	\$3.50
Long Johns.....	\$1.00
Necktie, Bootlace.....	\$0.10
Necktie, Scarf.....	\$0.23
Necktie Silk Bow.....	\$0.80
Poncho.....	\$0.70
Scarf.....	\$0.15
Shirt, Flannel.....	\$0.87
Shirt, Moleskin.....	\$0.75
Shirt, Muslin.....	\$0.50
Shirt, Silk.....	\$1.50
Suit, Corduroy.....	\$10.50
Suit, Satinette.....	\$3.00
Suit, Wool.....	\$12.00
Trousers, Denim.....	\$2.00
Trousers, Leather.....	\$3.50
Trousers, Linen.....	\$3.00
Waistcoat, Corduroy.....	\$4.00
Waistcoat, Cotton.....	\$0.80

### Food Stuff

Chewing Tobacco.....	\$.25
Cigars	
x6.....	\$.15
Coffee Tin 1 lb.....	\$1.00
Dried Beef 1/2 lb.....	\$.10
Horse Feed 1 Day.....	\$.50
Mixed Candy Stick.....	&.05
Mixed Nuts 1 lb.....	\$.35
Smoking Tobacco 2 oz.....	\$.30
Sugar 1 lb.....	\$.30
Tea 1 lb.....	\$1.00
Trail Rations 1 Day.....	\$.50
Whiskey (Cheap).....	\$1.50
Whiskey (good).....	\$9.00

### Drugs

Ague Pills.....	\$.50
Catarrh Snuf.....	\$.20
Cod Liver Oil.....	\$.50
Dyspepsia Powder.....	\$.40
Fig Laxative.....	\$.29
Laudanum 1 oz.....	\$.10
Nerve & Brain Pills.....	\$.88

### General Item

Back Pack.....	\$1.00
Bible.....	\$2.60
Bible, Embossed.....	\$13.00
Blanket, Heavy.....	\$1.00
Blanket, Standard.....	\$.50
Candles x12, 1 Hour.....	\$.10
Compass.....	\$4.00
Ear Trumpet.....	\$2.75
Fire Maker & Tinder.....	\$6.00
Lantern.....	\$1.50
Magnifying Glass.....	\$4.00
Matches x30.....	\$.05
Microscope.....	\$39.00
Newspaper.....	\$.05
Oil 1 Liter, 8 Hours.....	\$.20
Pack of Cards.....	\$.20
Pack of Tarot Cards.....	\$.30
Pipe, Fine French.....	\$1.75
Pipe, Rosewood.....	\$.23
Pocket Watch.....	\$24.00
Pouch.....	\$.20
Rope per Yard.....	\$.10
Sack.....	\$.50
Sleeping Roll.....	\$.70

Spectacles, Colored Lenses.....	\$.60
Spectacles, Smoked Lenses.....	\$.70
Telescope.....	\$5.60

### Travel Item

Bicycle.....	\$40.00
Horse.....	\$300.00
Mule.....	\$60.00
Room and Board - High.....	\$2.00
Room and Board - Low.....	\$.50
Room and Board - Med.....	\$1.00
Saddle and Horse Tack.....	\$20.00
Saddle Bags.....	\$5.00
Spurs.....	\$1.50
Stagecoach.....	\$400.00
Tent	

- 1 Man 7'x7'.....	\$5.50
- 2 Man 12'x18'.....	\$13.50
- 4 Man 16'x30'.....	\$32.00
Wagon, 2 Wheel Buggy.....	\$10.00
Wagon Covered.....	\$40.00
Wagon, Farm.....	\$35.00
Wagon, Quality Family.....	\$80.00
Water Canteen.....	\$.50

### Weapon Items

1 Foot Dynamite Fuse.....	\$.02
Bullets x24.....	\$2.00
Dynamite Stick.....	\$3.00
Holster, Derringer Wrist.....	\$3.00
Holster, Pistol Belt	
- 1 Gun.....	\$1.50
- 2 Gun.....	\$2.00
Holster, Rifle.....	\$.70
Holster, Shoulder.....	\$.60
Lead Shot and Powder x12.....	\$1.00
Pistol Care Kit.....	\$1.50
Rifle Care Kit.....	\$2.00
Shotgun Scatter Shit x10.....	\$3.00
Shotgun, Solid Shot x10.....	\$1.50
Telescopic Sight.....	\$60.00

### Weapons

Derringer (.41).....	\$8.00
Colt Dragoon (.44).....	\$14.00
Colt Peacemaker (.45).....	\$15.00
Rifle.....	\$30.00
Rifle (.50).....	\$30.00
Shotgun, Double Barrel.....	\$35.00
Shotgun, Single Barrel.....	\$25.00

### Livestock

Cattle.....	\$15.00
Chicken.....	\$1.00
Goat.....	\$7.00
Dog.....	\$2.50

### Furs and Pelts

Bear, Black.....	\$2.00
Bear, Grizzly.....	\$4.00
Beaver.....	\$.75
Bobcat.....	\$.50
Buffalo.....	\$2.00
Deer.....	\$.50
Caribou.....	\$.75
Coyote.....	\$.25
Cougar.....	\$1.00
Elk.....	\$.75
Fox.....	\$.75
Rabbit.....	\$.10
Raccoon.....	\$.50
Skunk.....	\$.50
Squirrel.....	\$.01
Wolf.....	\$1.50
Wolverine.....	\$.50

### Services

Bath.....	\$.25
Hot Meal, Breakfast.....	\$1.50
Hot Meal, Lunch.....	\$.50
Hot Meal, Supper.....	\$2.00
Shoe Shine.....	\$.10
Shave + Haircut.....	\$.25
Stabling.....	\$.25
Loving, Parlor.....	\$25.00
Loving, Saloons.....	\$10.00
Loving, Brothel.....	\$.50
Loving, Street.....	\$2.00

### Land

Homestead, 25 Acres.....	\$50.00
Homestead, 50 Acres.....	\$100.00
Homestead, 100 Acres.....	\$200.00
Homestead, 200 Acres.....	\$400.00
Town Plot, Poor.....	\$20.00
Town Plot, Average.....	\$120.00
Town Plot, Good.....	\$400.00

### Transportation

Riverboat, 1 <sup>st</sup> Class.....	\$2.00
Riverboat, 2 <sup>nd</sup> Class.....	\$1.50
Stagecoach.....	\$.75
Train, 1 <sup>st</sup> Class.....	\$4.00
Train, 2 <sup>nd</sup> Class.....	\$3.00

### Average Wages (Per Day)

Stove foundries.....	\$2.50
Furniture.....	\$2.44
Flour and grist mills.....	\$2.89
Hardware, cutlery, etc.....	\$2.61
Tin and sheet iron works.....	\$3.38
Saw and planing mills.....	\$2.30
Carriage and wagon works.....	\$2.26
Flint and window glass.....	\$2.67
Tanneries.....	\$2.46
Machinery.....	\$2.33
Railroad.....	\$1.26
Cigars and tobacco.....	\$1.78
Iron blast furnaces, etc.....	\$2.47
Paper manufacture.....	\$2.05
Brick making.....	\$2.50
Clothing.....	\$1.58
Breweries and Distilleries.....	\$2.27
Woolen manufactures.....	\$1.72
Cotton manufactures.....	\$1.62
Cowboy.....	\$2.00
Law Dogs (Per Month).....	\$15-200





# Crime and Punishment

## Misdemeanors (Small Fines or a Night in Jail)

- Disorderly Conduct
- Concealed Weapon
- Assault
- Vagrancy
- Drunkenness

## Minor Felonies (Fines and/or Short Imprisonment or Work Camps)

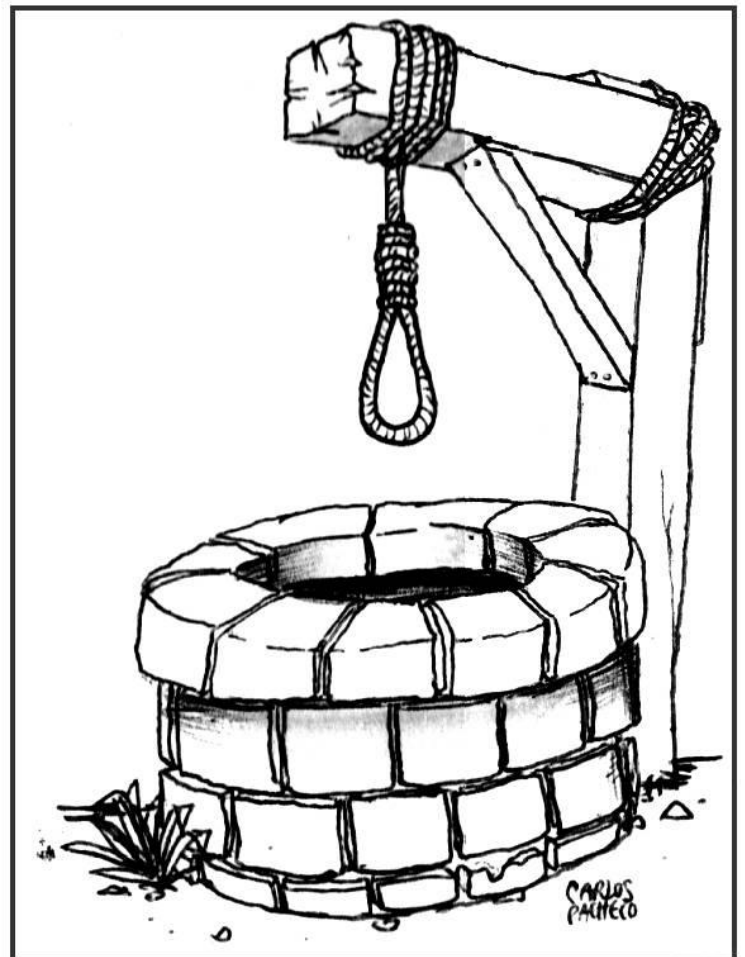
- Petty Theft <\$500
- Trespassing
- Bribery
- Aggravated Assault
- Manslaughter
- Fraud

## Major Felonies (Large Fines and Long Term Imprisonment)

- Robbery >\$500
- Rustling
- Assault with a deadly weapon (gun or knife)
- Arson
- Attempted Murder
- Selling Whiskey to Indians

## Hanging Offenses

- Murder
- Cheating at cards
- Horse Theft
- Selling Guns to Indians



# The Code of the West

“The Code of the West was a gentleman’s agreement to certain rules of conduct. It was never written into the statutes, but it was respected everywhere on the range. ” – Ramon F. Adams

Though the Code of the West was always unwritten, here is a “loose” list of some of the guidelines:

- Don’t inquire into a person’s past. Take the measure of a man for what he is today.
- Never steal another man’s horse. A horse thief pays with his life.
- Defend yourself whenever necessary.
- Look out for your own.
- Remove your guns before sitting at the dining table.
- Never order anything weaker than whiskey.
- Don’t make a threat without expecting dire consequences.
- Never pass anyone on the trail without saying “Howdy”.
- When approaching someone from behind, give a loud greeting before you get within shooting range.
- Don’t wave at a man on a horse, as it might spook the horse. A nod is the proper greeting.
- After you pass someone on the trail, don’t look back at him. It implies you don’t trust him.
- Riding another man’s horse without his permission is nearly as bad as making love to his wife. **Never even *bother* another man’s horse.**
- Always fill your whiskey glass to the brim.
- A cowboy doesn’t talk much; he saves his breath for breathing.
- No matter how weary and hungry you are after a long day in the saddle, always tend to your horse’s needs before your own, and get your horse some feed before you eat.
- Cuss all you want, but only around men, horses and cows.
- Complain about the cooking and you become the cook.
- Always drink your whiskey with your gun hand, to show your friendly intentions.
- Do not practice ingratitude.
- A cowboy is pleasant even when out of sorts. Complaining is what quitters do, and cowboys hate quitters.
- Always be courageous. Cowards aren’t tolerated in any outfit worth its salt.
- A cowboy always helps someone in need, even a stranger or an enemy.
- Never try on another man’s hat.
- Be hospitable to strangers. Anyone who wanders in, including an enemy, is welcome at the dinner table. The same was true for riders who joined cowboys on the range.
- Give your enemy a fighting chance.
- Never wake another man by shaking or touching him, as he might wake suddenly and shoot you.
- Real cowboys are modest. A braggart who is “all gurgle and no guts” is not tolerated.
- Be there for a friend when he needs you.
- Drinking on duty is grounds for instant dismissal and blacklisting.
- A cowboy is loyal to his “brand,” to his friends, and those he rides with.
- Never shoot an unarmed or unaware enemy. This was also known as “the rattlesnake code”: always warn before you strike. However, if a man was being stalked, this could be ignored.
- Never shoot a woman no matter what.
- Consideration for others is central to the code, such as: Don’t stir up dust around the chuck wagon, don’t wake up the wrong man for herd duty, etc.
- Respect the land and the environment by not smoking in hazardous fire areas, disfiguring rocks, trees, or other natural areas.
- Honesty is absolute – your word is your bond, a handshake is more binding than a contract.
- Live by the Golden Rule.

## General Critters Ideas

### **NPCS**

(Main Cliché 1-6, Secondary 1-3,  
Third 1-2)

Cowboy  
Brave  
Bandit  
Dancehall Girl  
Doctor  
Gambler  
Homesteader  
Lawman  
Miner  
Officer  
Outlaw  
Preacher  
Professor  
Shaman  
Gunslinger  
Soldier  
Woodsman  
Working Woman  
Law Man

### **Animals**

(Main Cliché 1-6, Secondary 1-3)

Alligator  
Bear  
Boar  
Bobcat  
Cat  
Cow  
Coyote  
Cougar  
Dog  
Deer  
Donkey  
Elk  
Gila Monster  
Horse  
Rabbit  
Moose  
Lizard  
Snake  
Wolf  
Wolverine

### **Supernatural**

(Main Cliché 1-6, Secondary 1-3,  
Third 1-2)

Bubak  
Ghoul  
Jorogumo  
Hell Hounds  
Kraken  
Bull People  
Wendigo  
Kappa  
Menehune  
Soucouyant  
Vampire  
Zombie  
Living Plant  
Draugr  
Broxa  
Dullahan  
Kodama  
Korrigan  
Fish Men

## Sample Critters

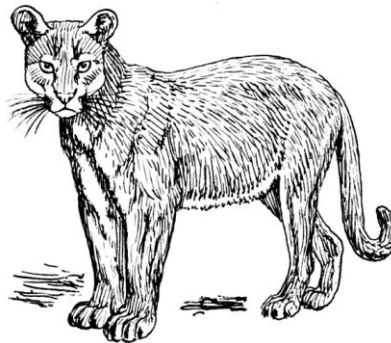
### **Sheriff Bob Wilson**

- Disillusioned Small Town Lawman 4
- Off Duty Drunk 3
- Cowboy (Should have been) 1



### **White Lightning (Cougar)**

- Scourge of the Rolling Planes 3
- Stalker of Cowboys 2



### **Jackalope**

- Uncanny Mimicker of Human Sounds 4
- Warrior Rabbit with a Particular Fondness for Whisker 3

