

## **Kyrinn's Wooly Wild West Tunnels & Trolls Crossover Addenda**

### **Quick Draw Skill versus the Basic Open-ended SPD Saving Roll-**

There may still be some confusion regarding the multiple-shot process in the preceding rules. To try and clarify things, here is a checklist of steps to firing in a Combat Round:

SPD + Doubles add, roll-over (+ QD skill level, etc.) = Shot Order for first shot.

Next shot is same, minus (1d+Recoil). Each volley or batch of shots continues to subtract from the modified SPD value (base plus QD skill levels, etc.), until the likelihood of making further SRs itself becomes impossible (remember, T&T5 has a base 05 total requirement for any SR).

### **Some additional Recoil values-**

Self-bows have negligible Recoil. Long, built, and backed may have a Recoil value of 01, maybe.

Crossbows have their own reloading rules, so we don't even worry about that...except for the dokyu, which is small enough to scrape-by without any Recoil either.

Whips have a Recoil of 01. Segmented staves, Recoil 01+01 per section over two.

Flails, morningstars, etc. Recoil 02+01 per head over two.

Small humanoids grasped by ankle: 1d6 Recoil (only until KO'd or CON is depleted, then Recoil 02)

## **Bandaging & Tourniquets-**

The Westerners know how to tie tourniquets and staunch blood flow – apparently better than magick-dependent T&Ters, so they can stop Light Bleeding, and slow Heavy Bleeding to Light status (prolonging the life of the victim).

Any Western character who receives either tobacco or alcohol (any variety of either) regains one CON point (which is still subject to Bleeding).

## **Amerind Warriors-**

A motivated Amerind warrior receives his CHR adds as Armor protection, and this is doubled when on horseback.

Fierce Amerind warriors may Berserk, but other types will not. These fierce warriors gain an additional 1d CON once they begin to Berserk, until STR 02 is reached, at which time the additional temporary CON are lost (which may kill the warrior outright). Berzerking can not be performed while on horseback.

Amerind Shaman may perform a ritual before the battle which provides the Shaman's (CHR adds) in *dice* of 'armor'. This boon is imparted on all warriors present at the time of the ritual whose individual CHR scores are 09+.

## **Banditos-**

When Banditos are losing, they will break and re-group around the highest Bandito-friendly CHR individual they can see who is out of immediate danger. Each loss their group suffers causes another break/re-group, until there are no more leaders to rally around, or the current leader flees as well.

Drunk Banditos will fight fearlessly for 1d – 1 Combat Rounds, before using the break/re-group rule above.

## Chinese Immigrants-

One in six is of fighting age and condition; one in six again (1:36) is a trained Kung Fu practitioner. Such an individual will have  $3d6+3$  Chi available.

One in 360 is a Rogue regarding Chinese Magick, which is far weirder than T&T by far! These individuals have 1d spells of any 'level' which they can use (INT/DEX), but also can create magical potions and healing ointments of these 'spells' for the ST cost \*  $3d6$  Dollars.

Another one in 360 is a Knight Errant of one of the Martial Arts traditions, and is treated as having the above Rouge-like abilities, as well as being a Kung Fu fighter. These replace the 'WizWar' for this era.

One in 36,000 is a Sorcerer, who cast their spells at half-ST cost because their demon assistants provide the rest of the power. Additionally, the Sorcerer has accumulated  $3d6 * 10$  Chi in alchemical stores, and often invest this extra Chi directly into potions, ointments, etc.

These stores of Chi are breakable or 'disarmable' device or container (unless already administered, such as an imbibed potion), and not within the Sorcerer's body, as with the Kung Fu practitioner. As just mentioned, they are also alchemists, but far more potent because of the reduced ST cost.

## Chi-

Chi may be used as to boost any Prime Ability (the eight stats) score for the purposes of making a Saving Roll, by the number of points invested, and a 'sixth' of a Round used in preparation to summon the breath to the right point in the body. When used in this fashion, the points are lost if the SR is failed, but retained if the SR is successful.

Points may be used in other fashions, such as to increase DEX for a disarm attempt; or even CHR to resist presence-magick/abilities (such as 'Oh Go Away!').

Chi may also be used to enhance both STR and CON. STR to increase adds; and CON to heal the damage, or toughen oneself against a blow. STR is at a point of Chi for single point increase, while CON is at a point for two-points of Chi.

Movement too may be enhanced beyond belief.

For each Chi point *expended*, the individual may clear another foot than normally possible when high jumping, run-jumping, or vaulting. Additionally, each point *expended* specifically for this purpose reduces falling damage by 1d.

Chi possessed by Knights Errant may be used in place of ST for powering spells (or making potions, etc.) [*If a separate magickal-power stat is used instead of ST, Chi remains a distinct total*].

Chi is automatically used-up first when attacked by direct magickal attacks, such as TTYF, Blasting Power, and HBBurst.

Once Chi is depleted, STR may be used to power these abilities instead. Chi is regained at a rate of 01 point per Turn, as per STR recovery of normal activity, or 1d per Turn of meditation.

Chi may be improved at the same schedule as LCK in T&T5, or by 1d points in 'T&T6'

There is a whole lot more to Chi than what I've touched on here: Chi medicines; pressure points; dim-mak 'death touch' techniques, etc.

### **Kung Fu Fighting-**

Like the SSA, Martial Artists receive 2d in unarmed combat. They also receive two such attacks per Round, and may likewise attempt a Dodge, or Dive (and receive 3d of temporary 'armor' versus that one attack) by sacrificing both unarmed attacks. They also can automatically disarm if both their STR and DEX exceed their opponent.

Kung Fu fighters using shuriken are able to throw multiple stars as per Multiple shots per Round for guns. The same is true for a fighter wielding a pair (two separate weapons) of nunchuku (agricultural flail-like weapons which Mr. Bruce Lee. Has forever immortalized).

Additionally, each '6' rolled in damage inflicts 01 STR damage on the opponent, even if armor defeats the CON damage. SSAs *do not* receive this bonus.

## Revised Dynamite/TNT Coverage-

I didn't like the 1 stick = 1d = 1 foot idea, so I dug up some facts, and some other game interpretations, and, viola!

| # Sticks | Damage  | Radius | 2ndary | Stun SR |
|----------|---------|--------|--------|---------|
| 01       | 01 + 01 | 02'    | 01'    | L0      |
| 02       | 02 + 03 | 05'    | 02'    | L1      |
| 03       | 03 + 05 | 08'    | 04'    | "       |
| 04       | 04 + 07 | 11'    | 06'    | "       |
| 05       | 05 + 09 | 14'    | 07'    | "       |
| 06       | 06 + 11 | 17'    | 09'    | L2      |
| 07       | 07 + 13 | 20'    | 10'    | "       |
| 08       | 08 + 15 | 23'    | 12'    | "       |
| 09       | 09 + 17 | 26'    | 13'    | "       |
| 10       | 10 + 19 | 29'    | 15'    | L3      |
| 20       | 20 + 39 | 59'    | 30'    | L5      |
| 30       | 30 + 59 | 89'    | 45'    | L7      |

The **Damage** rolled is for people within the Primary zone, or closer than the **2ndary** zone, while folks and stuff in the 2ndary take half damage.

**Stun SR** is the level of CON SR necessary not to be Stunned by the blast for 2d 'sixths' of time (remember, there are 06, 20-second 'phases' in a T&T5 2-minute Combat Round). This means that a character may be stunned for anywhere between 12 seconds and two minutes.

This matters when folks are reloading, etc.

Stunned characters may do nothing more complex than walking for the duration.

## **Opium-**

### **(Chasing the Dragon)**

Opium is a derivative of certain Poppy flowers. Its use as a tonic and in smoking dens in the era was a great public health and social problem

Characters who partake of opium must make two SRs each session to avoid addiction. The first is a L01 LCK; the other an INT.

If the LCK SR is failed, the INT SR is L01; if the LCK SR is successful, the INT SR is bumped-down to L0.

If both are failed, the character will seek out and procure (purchase or otherwise) the opium he or she knows to be available from the last person/establishment to offer it.

Laudanum is a 'white-man's' opiate tonic, and just as addictive.

Characters under the effects of opium are played by the GM.

Both a 'Too Bad Toxin' and a 'Healing Feeling' spell(-like effect) are necessary to rid a character of the debilitating effects of withdrawal, but not the craving.

Kicking the dragon is the only way to conquer it.

## **Sex in the Wild West-**

Prostitution was basically an accepted occupation (one of a handful of choices for women) in the old west, and, as a result saloon girls got a lot of mileage. Beware.

Any male partaking of a prostitute's services has a 01 in 06 chance of contracting something quite nasty. There is no standard 'white man's' medicine which is effective in curing the ailment, only treating some symptoms.

## **Hanging-**

Anyone dangling on the end of a properly prepared noose is dead. A skewed noose ride is worth 3 + 3 of direct damage (only Chi can save a poorly hanged victim), and 1 + 1 each 'sixth' of a Round thereafter – 'til dead.

If the initial drop doesn't kill the victim outright, and their hands are free, a hanging victim may attempt to cut him or herself free. This requires an increasingly more difficult DEX SR, starting at L01, and adding a cumulative +01 each 'sixth' of a Round. This means that the 2<sup>nd</sup> sixth is a L03; 3<sup>rd</sup> sixth is a L05; and the 4<sup>th</sup> sixth is a L07! – as well it should be for 80 seconds of such dangling.

## Gunshot Wounds

Each wound sustained in a Round adds one to the reload SR Level, and subtracts 05 from the Shot-Order value of the victim.

- **Head shots** (Targeted in the SR) instantly KO the victim if the damage is 1/4 CON or more. Damage comes off INT 'til healed.
- **Hand hits** make it impossible to hold a gun, dagger, or staff. Half damage comes off DEX directly until healed.
- **Foot / Leg hits** bleed an extra point of damage each round that the victim is standing; double if walking; double again if running. Cold water fords will stop leg bleeding for 1d Rounds once immersion begins, then continue at the next lower rate (or stop entirely if at rest). Bleeding may stop on its own if a L1 CON or LCK (whichever is higher) is successful. Otherwise, blood loss will kill a victim. The damage suffered comes off SPD directly.
- **Chest and Abdomen shots** bleed at double rate above. No cold water immersion will help in this case, though packed snow may. Bleeding may stop on its own if a L1 CON or LCK (whichever is higher) is successful. Otherwise, blood loss will kill a victim. Damage comes off STR 'til healed (incl. blood loss).

## Basic Gun Rules

- **Firing in darkness** allows other attackers one lower SR to strike (muzzle flash).
- **Guns which fall in mud** are useless until cleaned, if a L1 LCK SR is unsuccessful.
- **Dropped guns** will go off on a 5-6 on 1d. Roll 2d, taking 01 to be the person who dropped the gun, and the other numbers as positions on a clock face. The direction indicated determines who is in danger of being hit. If the victim fails a L1 LCK SR, they are hit for normal damage to a randomly determined location.



## GUNSLINGER-

DEX: 12+

SPD: 12+

CHR: 12+

The Gunslinger is more than a fellah' who straps on some pig irons an' goes about shootin' -- lordy no. They've been busy hunkerin' down an' starin' rattlers square in the eyes; greasin' their already lightnin' reflexes ta' new heights o' speed; and learnin' ta' bite the bullet. The rest o' the time, they been busy blastin' bottles, cans, varmints, you name it.

- **Rattlesnake Eyes:** This allows the Gunslinger to compare hir (Quick Draw Skill Level + CHR) v. hir opponent's (Quick Draw Skill Level + CHR). If the 'snaker beats the opponent's value, a penalty equal to the difference is applied to the loser's SPD and Shooting SRs for the \*First Shot\* in a showdown. It has no other combat effect, and can only be used in a showdown.

- **It's All In the Reflexes:** Gunslingers who are not drugged or drunk, or paralyzed always receive a DEX, LCK, or SPD SR (as determined by the GM) to dodge, yes *Virginia*, even bullets.

Additionally, this reflexive prowess may be used to attempt to snatch arrows and javelins from the air; catch items thrown at or near the Gunslinger; or other such like.

- **Bite the Bullet:** When a Gunslinger is wounded by receiving fire (guns, arrows, shuriken...), (1/2) the Gunslinger's (Pistol Skill) is used to reduce the penalty for receiving wounds and firing in the same Round. This ability does not extend to monster, melee, or magick damage.