

WIZARDS & GUNSLINGERS

role playing game



Avalon Games



by Trevor Banister

WIZARDS & GUNSLINGERS
A Role Playing Game
Core Rulebook
Volume 1

By Trevor Banister

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Table of Contents

Chapter 1: Character Creation.....page 6

Chapter 1 Character Creation covers the entire process of creating a character.

Chapter 2: Skills.....page 20

Chapter 2: Skills covers the entire list of Skills provided in this book.

Chapter 3: Crafting.....page 36

Chapter 3: Crafting covers all of the crafting skills and creatable items.

Chapter 4: Experience and Gains.....page 46

Chapter 4: Experience and Gains covers Leveling Up, Experience and other type of character gains.

Chapter 5: Combat.....page 51

Chapter 5: Covers Combat and all the rules that go with it.

Chapter 6: Magic.....page 67

Chapter 6: Magic covers Wizard and Vampire Spells along with Magic Items.

Chapter 7: Materials and Equipment.....page 90

Chapter 7: Materials and Equipment covers Equipment, Items, Weapons, Armor and Materials found in the world.

Chapter 8: Creatures.....page 113

Chapter 8: Creatures covers all of the Creatures listed in this book.

Chapter 9: World of Westrue.....page 133

Chapter 9: World of Westrue contains maps and descriptions of places throughout The Westrue State.

Chapter 10: NPC's.....page 154

Chapter 10: NPC's contains information about NPC's and give templates and NPC creation tables.

Chapter 11: Game Master Guide.....page 171

Chapter 11: Game Master Guide contains information pertaining to GM's along with sample and scenario help.

Chapter 12: Appendix.....page 180

Chapter 12: Appendix contains maps of Westrue along with Player Sheets and Quick Reference Tables.

Introduction

History of the Oberan Empire

For centuries the lands around the Empire battled one another. War was ever present and the land was drenched in chaos and madness. Violence descended upon the Empire. From the land of Bell in the south came the Magi of Hom, fighting to purge their land and the world of the forces of Wrok, these Magi waged a holy war like none the world had ever seen. They laid waste to the evil minions of darkness and all those who followed. From the west came the barbarian hordes that made their way across the sea to the continent where they pillaged and plundered, murdering and destroying everything in their path. From the north came the Wizards, those who called upon the forces of nature. Magic was their strength and their power was shown to the world of mortals. From the east came the Easterners and their exotic ways, their strange skin and the brutal methods of combat. So the land of was in turmoil and war surrounded on all sides.

From the midst of war came a new leader, the Oberan, a man unlike any man before. Intelligent, strong, cunning and powerful, Oberan made a pact with the Easterners in order to gain their favor. Oberan and his army drove the Magi of Hom away from the continent back to their homes in the south. The barbarian tribes fell next and their loyalty was soon added to the army of Oberan. Last fell the Wizards, and their numbers were destroyed. The wars had faded and Oberan now ruled completely.

Under the rule of Oberan the people of the land suffered. The Easterners were killed and driven back to their homes in the east. The Wizards and the Magi of Hom were tortured and butchered by the barbarian hordes that Oberan now commanded. In these times their existed much chaos and death was near each man.

Over time the Empire under the rule of Oberan grew and encompassed the Land of Bell, the Isle of the Barbarians and the northern island of Burge. Only the lands to the east remained untouched and as powerful and mighty as Oberan and his army were the East Lands could not be taken.

Oberan sought a way to destroy those in the east and commanded a fleet of his finest ships to sail forth to the west to a mythical land where great powers were said to be. Stories of the Ancient Ones and powerful ancient magic were said to reside in these lands along with unstoppable evil and creatures of all sizes and description. So the ships of the Empire set forth on their long voyage and came to the land that is now The Westrue State.

The Westrue State...A Brief History

...The settlers from the Empire settled the eastern desert of Westrue which came to be known as the Sands. Up and down the coast, small settlements grew up as more

settlers from the Empire came seeking a new life and new adventure.

The Baron Dentstroke acquired a great number of workers and built what came to be known as Castle Six Bridge. A small town grew up around the castle as settlers sought protection from the unknown evils of the new world. Eventually the small town around Castle Six Bridge grew into a large city which today is known as Federal City.

Government was established in Westrue as the population grew. A Governor sent from the Empire was appointed to oversee all laws and people in Westrue (this power was soon to be seen to only entail Federal City). A flimsy set of laws were established and numerous decrees went out from the appointed Governor, almost all of which were ignored. Within a year of the Governors appointing he was shot down by an anti-empire assassin and thus began the War for Westrue.

Lines were drawn between the Empire and Westrue. The new country had been inhabited for nearly 60 years and the people of Westrue felt it necessary to break away from the Empire. The people elected their own Governor in spite of the Empires protest. When news reached the Empire, the High General Clashmore immediately declared war on the treasonous people of Westrue declaring that the continent was still under ownership by the Empire.

Ships from the Empire sailed to the new world and soldiers clashed in bloody conflict as they came ashore. The target was Federal City and the Empires Troops marched from their ships onto the sands before the city only to be struck down by the Federal Soldiers. Eventually, the distance across the sea proved to be too much for the Empires fleet with men arriving exhausted and nearly dead, the Federal Army of Westrue crushed the invaders.

The Empire was experiencing its own conflicts on its own soil with constant attacks from the Easterners. Turmoil within the Empire also created problems and conflicts as the Wizards were once again revived in power and battled the Servants of Wrok and Hom. Unable to spare the troops and resources the Empire declared the war with Westrue had come to an end and that from that time forward Westrue was to be its own nation.

The people of Westrue celebrated their independence but the dancing soon turned to debate when a set of stricter laws came before the Governors council. Many in Westrue wanted more order, less chaos and things which all civilized countries needed, one of which was taxes. The people of Westrue wanted no such thing. This was a new land, a land that was free and untamed and to impose strict measures and laws upon the land would simply recreate the Empire they had fled.

The Governor and his Council under pressure from business men passed the New Law of Westrue to the anger of the people. Subsequently the Governor and his Council were murdered and hung in the streets in defiance of the order. Again a new Governor was appointed who quickly abolished the New Law of Westrue. Only Federal City was kept under the new laws, all areas outside Federal City were open to their own laws and interpretations.

Hundreds of small kingdoms grew up across Westrue. Castles and fortresses were built, people crowded near these structures that offered protection from roaming

ands of thieves and murderers. Eventually towns took form in the shadows of these Castles. Armies were raised and war ensued over land and resources as small kingdom kings vied for power on the battlefields of Westrue.

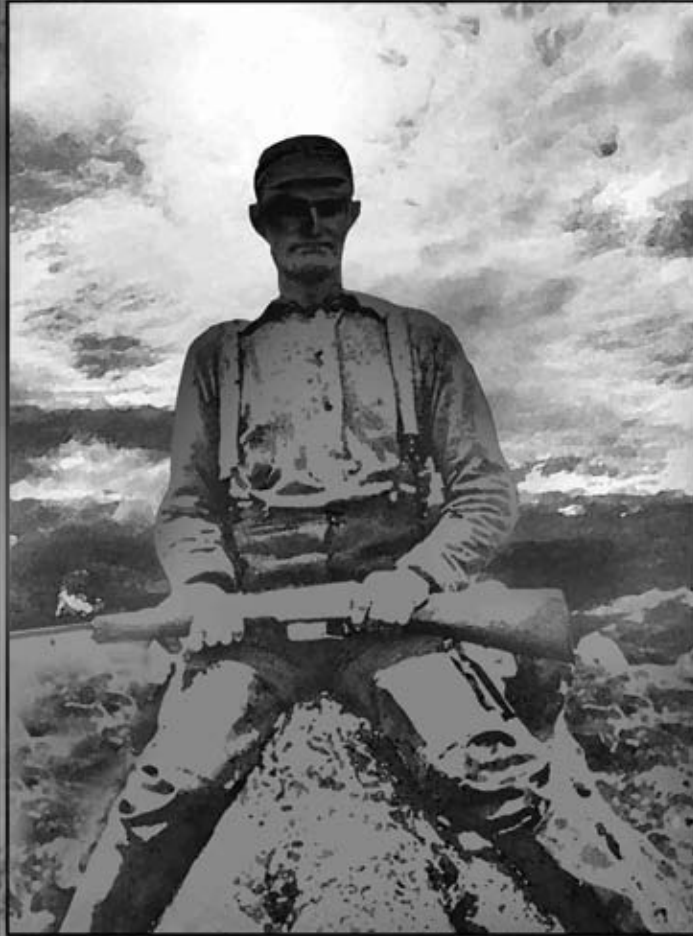
Federal City continues to grow to this day and offers one of the only truly law abiding places on Westrue. The population of the city is now well over 1,000,000 with more and more people moving in everyday.

Westrue is still the frontier, a new world unexplored with adventure and danger nearly everywhere. Those who come seeking a new life often find one, many find death, some find glory, all find Westrue.

From- "Westrue, 200 Years of History" by Art Glen Tower



CHAPTER



ONE

CHARACTER CREATION

Getting Started

This section will introduce you to Gunslingers and Wizards, what you will need to play, what you do as a player and how to create your character, and the world of Westrue. This is where it all starts. Have fun!

The Gunslingers and Wizards Core Rulebook

With this book you have all the rules to play this game. This book is meant to be a reference by which you can take part in the world of Westrue. Do not memorize this book for there is no reason to do so. Simply familiarize yourself with the rules, put together a scenario, get a couple friends to play and start. As you play you will become more familiar with this book and learn how to use it. Don't worry about making mistakes and misinterpreting. Just play, have fun and learn as you go.

What do I need in Order to Play this game?

In order to play this game you need...

1. This Book "Wizards and Gunslingers"
2. Dice, d4, d6, d8, d10, d12 and d20
3. pencils or pens
4. paper
5. imagination
6. At least 2 people (1 as GameMaster, 1 as a player)

The Dice

The dice you will need in order to play this game are listed and explained in the following section.

d4: The d represents the word die and the 4 represents the number of sides. A d6 would represent a 6 sided die while a d8 would represent an 8 sided die and so on.

d6+1: This means that a d6 (6 sided die) is rolled and then a 1 (or whatever number follows) is added to the number rolled.

2d6: This means that 2 six sided dice are rolled. The numbers are added to form the outcome.

d100: This means that 2d10 are rolled. One d10 (unless the die is already marked with tens) is multiplied by 10 and the second is multiplied by 1. The two dice are added together and the total is the number rolled. Rolling two 0's equals 100.

Example:

$d10(1) = 20, d10(2) = 3, 20+3 = 23$

$d10(1) = 0, d10(2) = 6, 0+6 = 6$

d%: This is the same thing as d100.

When Do I Roll the Dice?

There are certain times in the game when events and outcomes are not certain and are based upon chance. This is when the dice are rolled. Combat, skill, statistic checks and damage are just a few of the times when dice are rolled.

What is My Job as a Player?

Your primary job as a player is to have fun. Other than that your job is to adventure, interact in the world which has been created by your Game Master (GM) and to experience the world of Westrue.

What is My Job as a Game Master?

As the Game Master (GM), your primary job is to regulate the game. As GM you are basically a referee or rule keeper. You are also the creator of the scenario. You control the creatures, the events, the non-player characters and everything else that is not a player character. As GM you have a great deal of responsibility and because of this an entire section of this book has been dedicated to you, the



Chapter 1: Character Creation

How Do I Start?

One of the biggest parts of this or any role playing game is designing your character. Your character is your persona in this world of adventure. Your character can be made however you wish. Perhaps you want a strong brute to smash stuff up or an intellectual mastermind who is skilled in magic, maybe you want a character that is agile and fast, perhaps a gunslinger, it's all up to you. How you design your character will greatly influence what becomes of your character. How you play your character will lead you to glory, riches, fame, fortune, perhaps even love or death. Your character has a place in Westrue and how that characters life turns out is up to you!

Before You Start

Take a quick moment to look over our sample character sheet in order to speed you in your quest to create your character. You will find this sample sheet in the back of this book.

Strength, Speed and Intelligence

What are the Primary Attributes?

The Primary Attributes are Strength, Speed and Intelligence. At the beginning of a characters creation the player receives 100 Primary Attribute points which can be dispersed in any way he or she wishes amongst the 3 Primary Attributes in consideration of the following rules.

1. A character cannot assign more than 50 points to any single attribute.
2. A character cannot assign any less than 10 points to any single attribute

Help!

Characters with higher strength make better fighters, warriors, adventurers etc.

Characters with higher speed make better thieves, rogues etc.

Characters with higher intelligence make better wizards, thinkers etc.

What is Strength?

Strength is the measure of how physically strong an individual is. Strength is determined on a scale from 01 (for a human 10 is the weakest) to 125 (being the strongest possible for a human). The amount of strength a character has determines the weapons and armor that character may use and how much the character can carry, lift and throw.

Strength is also a measure of the weight a character can lift. Your characters strength x 4 is how much weight you can carry.

So if your strength is 75 you can carry 250s.

Your characters strength x 6 is how much weight you can lift (maximum).

So if your strength is 50 you can lift 300s.

What are Strength Bonuses?

As a characters strength increases so does the amount of weight that that character can carry and lift. Bonuses to damage also increase because of the characters increased strength, however damage bonuses from strength only come from Hand to Hand combat (strength bonuses have no bearing on missile, ranged and firearm attacks).

Strength	Bonus to Damage
0-30	no bonus
31-35	+1
36-40	+2
41- 45	+3
46-50	+4
51-55	+5
56-60	+6
61-65	+7
65-70	+8
71-75	+9
76-85	+10
86-95	+11
96-105	+12
106-115	+13
116-120	+14
121-124	+15
125	+16

For any strength above 125 the bonus to damage should increase by +1.

What is Speed?

Speed determines the quickness and agility of an individual (speed is a measure of an individuals dexterity also). The higher an individual's speed the faster they are. Speed is determined on a scale from 01 (being the slowest, 10 is the slowest for a human) to 125 (being the fastest possible for a human). The speed of a character determines how many attacks he or she has along with how fast the character can move.

Speed checks are made when an action which necessitates speed or dexterity is required. These actions include but are not limited to jumping, balancing, escaping binds and cuffs, actions which require fast hand movements, tying knots etc.

Speed to Movement

A characters movement is based on his or her speed. A base speed of 01-20 gives the character 1 attack point. For each attack point a character has they can move 8' on a flat surface with no obstacles or hindrance.

Example: A character with a speed of 62 has 3 attacks points, $3 \times 8' = 24'$. So in one turn a character with a 62 speed could run up to 24'. This number is given in the best possible circumstance considering all conditions are favorable.

What are Speed Bonuses?

The higher a characters speed the greater chance he or she has to strike a target. The following is a chart to determine a characters to hit bonuses along with Roll w/ Strike bonuses and Dodge Bonuses.