This is a short and simple RPG I put together for the 24 hour design contest. As I don't have 24 continuous hours I put this together in around six hours. It does not go into details about what RPGs are or how to play. It is written with the expectation that those reading it will be able to understand the basic concepts and gaming principles about RPGs.

The Sixth Factor

By Robert Shaw

The Main Idea

The Sixth Factor stands out from other RPGs as it utilizes the concept of what many call the Sixth Sense. It's the Sixth stat of what each character has, and is unique in how it operates. It's an ability all can choose to develop, but most will not due to how it operates (perhaps similar to real life).

The basic rules can be played in any campaign or world, however the main surroundings of the Sixth Factor is an apocalyptic type fantasy world where the adventurers travel the wastelands seeking ways to bring back the previous glories of the world.

Basic conflict resolution – Resolution of conflict is simple. You take the same characteristic of each character. Each rolls 1d12 and adds that characteristic to the total rolled. Whoever has the higher number, is the victor. Ties always go to the defender.

A secondary conflict resolution that is occasionally utilized, especially when it is something being resolved within oneself instead of outwardly, is to roll 1d12 and try to roll under the relevant characteristic.

The Factors

Each character is defined by six characteristics called Factors. These are the Combat Factor, the Magic Factor, the Divine Factor, the Skill Factor, the Knowledge Factor, and the Sixth Factor (aka Sixth Sense). Each Factor is the primary ability of a class. Each class starts with a set number in each of their factors. When one chooses a class, the have predetermined Factors as

their characteristics. As they gain experience they are free to improve these Factors in any fashion they see fit.

Combat Factor (CF) – This is the primary characteristic that is used for physical combat, whether ranged or melee.

Magic Factor (MF) – This is the primary characteristic that is used for Magical combat.

Divine Factor (DF) – This is the belief or faith one has, whether in themselves, a higher power, or the goodness of the world around them. This is also how grounded they may be in reality and their ability to heal and define the world.

Skill Factor (SF) – Whenever someone wants to resolve something that takes skill, this is what they utilize. Some skills are automatic, and if role-played that they were trained in them, they can automatically succeed (for example, starting a fire with some matches). However, for some skills which are not so easy to succeed in (for example, climbing a sheer cliff), or which there are some difficulties in (for example, starting a fire in the rain or with soaked wood) a skill check would be needed. This is simple, roll under your Skill Factor with a d12. If you are successful, you succeed.

Some skills are contested, for example, if you are a rogue and can pick a lock. You would be pitting your Skill Factor against the creator of the Locks Skill Factor. You would resolve this as described under the Basic conflict Resolution above. For example, if you had a 4 SF, and the lock creator had a 6 SF you would have 1d12 rolled for yourself, and one rolled for the Lock creator. If you rolled a 5, then you would add 5+4=9. If the Gamemaster rolled a 4 for the Lock Creator, 4+6 =10, he would have the higher score (as 10 is greater than 9). On the other hand, if you rolled a 6, the score would be tied, but as defenders win ties (and in this case you are the aggressor against the lock), you would still fail. If you rolled a 7 (7+4=11) you would have rolled higher and be successful at picking the lock.

Knowledge Factor (KF) - This represents ones basis in scientific knowledge, as opposed to Magic. It is your understanding of the world around you. To those uneducated, someone with a great understanding of knowledge may seem to be magical, but in essence they are simply using the powers of deduction and science instead.

If a character is trying to see if they know information, such as some sort of local gossip or facts, or ancient history, and have studied the appropriate areas in their background, they can roll to see if they know certain information they are seeking. It is appropriate to roll 1d12, if it is under the KF score, they succeed in knowing the information.

Sixth Factor (SS) – The Sixth Sense. Everyone may start with a little bit of this, but being able to use it is something else. Most will not have the ability to use this power, but when they do…the results can be startling.

Health Factor (HF) – This is not one of the six primary characteristics, and is not developed the same way as the other six. It is a separate ability, and is typically higher than the other factors. Unlike most of the other factors, it can change during the course of an adventure. It represents how healthy your character is.

The Classes

A Few more definitions are given in order to understand some of the items regarding the classes below.

When a character spends Experience, they gain an Experience Factor (EF) which is two numbers, a numeric number, and an alphabetic number. These are referred to as a Numeric Rank and Letter Rank. In many instances they advance together (from A1 to Z26), but many times, depending on player choice, they may advance differently. This is their rank. A Character can increase one factor of their choice each time they gain a numeric Rank, however some abilities can be improved instead if a character so chooses.

There are five primary classes, with one optional class. The classes start with defined Factors, and each has a special ability as defined below.

Warrior

CF	MF	DF	SF	KF	SS	HF	Health Dice = 1d12
6	1	3	4	2	1	10	

Special Ability – Critical Hit. On a roll of 11 or 12, a Warrior scores a critical hit. A critical hit does x2 damage (double Damage). When a Warrior gains numeric rank, they can increase the critical range (so they would be able to hit on a critical of 10-12 the first time they increased it, a 9-12 the second time the increased it, an 8-12 the third time they increased it, and so on), or the critical damage (so x3, or triple damage the first time they increased it, x4 or quadruple damage the second time they increased it and so on) if they choose to spend a point on increasing one of these two items for their special ability instead of spending it to increase on of their primary factors.

This means they would not increase one of their primary factors in favor of increasing the special ability. When they improve their special ability by spending experience on this instead of their primary attributes, they can only improve ONE area of the Critical hit. They can either spend the pint to increase the critical range, or the critical damage…not both.

Wizard

CF	MF	DF	SF	KF	SS	HF	Health Dice = 1d6
1	6	2	3	4	1	4	

Special Ability – Magic. A Wizard can cast spells. These come in a Basic 5 Tier grouping, with a special sixth Tier. All damage spells a wizard casts can be ranged or melee.

Tier E – The Wizard can casts spells that do 1d4 dmg/Numeric Rank. They can also do basic illusions (which have a maximum area of affect of 10 square feet), that cannot do any damage, or harm. These illusions are only sight, with no sound or any other sensation. This means that they can cast the spell invisilibity. They can also do basic tricks like a magician , such as appearing or disappearing animals, card tricks, and others, except that these are authentic illusions caused by magic rather than sleight of hand.

Tier D – the Wizard can cast spells that do 1d6 dmg/Numeric Rank. They can also scry (or see and hear what another person is doing) within 1 mile/Numeric Rank^2 (so a wizard with a Numeric rank of 6 could scry someone within 36 miles). They cannot affect or do anything other than see and hear what the target is up to. The wizard MUST define who they are scrying. Wizards who practice Tier B magic can also stop another from scrying on them through a simple Magic conflict resolution. A Wizard must be at least a Numeric Rank of 4 and have a MF of 4 to be able to cast Tier D spells.

Tier C – The Wizard can cast spells that do 1d8 dmg/Numeric Rank. They can also Fly through the air at the rate up to 500 ft/second. A Wizard must be at least a Numeric Rank of 6 and have a MF of 6 to be able to cast Tier C spells.

Tier B – The Wizard can cast spells that do 1d10 dmg/Numeric Rank. They can also teleport to any area so desired as long as it is within 1 mile/Numeric Rank^2 (So a wizard with a Numeric Rank of 10 could teleport up to 100 miles away). A Wizard must be at least a Numeric rank of 8 and have a MF of 8 in order to cast Tier B spells.

Tier A – The Wizard can cast spells that do 1d12 dmg/Numeric Rank. They can also shapechange at will. They gain the necessary strength in order to move in their new shape, but

this adds nothing to their combat abilities. Their Factors stay the same irregardless of what shape they assume. A Wizard must be at least a Numeric rank of 10 and have a MF of 10 in order to cast Tier A Spells.

Tier Omega – The ultimate Tier of Magic a Wizard can attain. A Wizard can cast spells that do 1d20 dmg/Numeric Rank. A Wizard can also define any magical affect (they cannot increase their Factors with this magic, except on a temporary fashion of 1 hour/Numeric Tier, after which they cannot increase their Factors again for 2x that amount of time they were affected) they want that personally affects them and accomplish this. A Wizard must have at least 25 MF. They then must permanently sacrifice 5 of their MF points (which reduces their MF to 20 which than can be increased normally, but at 5 less than it would normally have been) to be able to cast Tier Omega.

Bishop

Taking more after the Priests of the Middle Ages, such as the Bishop from the Song of Roland, these able bodied priests are also able to cast protective and healing magic as well as battle.

CF	MF	DF	SF	KF	SS	HF	Health Dice = 1d10
4	1	6	2	3	1	8	

Special Ability – Divine Protection. Bishops can use their DF score instead of MF score when combating Magic (MF).

Bishops can cast healing Spells on various Tiers as defined below. In healing, it is the amount per the times per day. For example, a Bishop with a Numeric Rank of 3, and a DF of 8 would be able to heal 1d4 health x 3 (so somewhere between 3 and 12 health) up to 8 times a day.

Tier E – Bishops can heal 1d4 health/Numeric Rank/DF times a day.

Tier D – Bishops can heal 1d6/Numeric Rank/DF times a day. Bishops can also heal all poisons. A Bishop needs to have a DF of 3 and a Numeric rank of 3 to cast Tier D spells.

Tier C – Bishops can heal 1d8/Numeric Rank/DF times a day. Bishops can also heal all disease, ailments (blindness, deafness, etc) and even regenerate lost limbs and other body parts on those they heal. A Bisop needs to have a DF of 5 and a Numeric rank of 5 to cast Tier C Spells.

Tier B – Bishops can heal 1d10/Numeric Rank/DF times a day. Bishops are also immune to damage caused by undead. Bishops also gain the ability to curse others. The curse is used instead of an attack. It utilizes the DF scores as the attack. If successful the curse reduces any one factor of the Bishops choice by 1d4. The Bishop can cast this multiple times and affect the

Factor multiple times. There is no limit. The curse lasts up to 1 hour/Numeric Rank. A Bishop needs to have a DF of 7 and a Numeric Rank of 7 in order to cast Tier B spells.

Tier A – Bishops can heal 1d12/Numeric Rank/DF times a day. Bishops curse ability is raised to do 1d8 per casting. A Bishop needs to have a DF of 9 and a Numeric Rank of 9 in order to cast Tier A spells.

Tier Omega – A Bishop can take these abilities at any time. They must permanently sacrifice 8 DF points (so if they had 7, they would then have 0 DF). If it is taken too early, it may reduce their DF so that they cannot cast Divine Spells. They gain the following benefits.

1. They can slay any Undead if they succeed in a DF conflict resolution.
2. If they have the curse ability (Tier B and Tier A) their curses are raised to 1d10.
3. They can raise the dead. The dead MUST have at least a 2 in every Factor. If any factor is 1 or lower, the dead cannot be raised. Once the dead is raised, every Factor is reduced by 1 (so all of the 6 primary factors are permanently reduced by 1 point).

None of these abilities require any DF to cast, they are obtained once the Bishop gains Tier Omega abilities.

Rogue

CF	MF	DF	SF	KF	SS	HF	Health Dice = 1d8
4	3	1	6	2	1	6	

Rogues are typically highly trained in skills. They can double their skill check range for the following.

Breaking and Entering – A Rogue not only can pick locks, but can break through windows, find secret entrances, detect and disable traps, create and make traps, create door blocks, jam locks, walk tightropes, scale walls, sneak through shadows much better than most, and handle mechanical devices.

Scholar

CF	MF	DF	SF	KF	SS	HF	Health Dice = 1d4
2	3	1	4	6	1	4	

Special Ability – Scientific Intellect. Scholars can use KF instead of any other score (so if in physical combat, they could use KF instead) equal to their KF score. So a beginning Scholar

could use this ability 6 times a day. When using this ability, if in combat, they can also replicate the damage that their foe would use (so if a Wizard was casting a spell that did 1d6 damage/numeric level, a Scholar would be able to do 1d6 damage/Numeric level if they were successful when (and ONLY when)using a KF score to counter it).

Once a character selects a class, they can select one weapon are ready to go. Equipment is described later.

Combat

How it works.

1. Each character rolls 1d6. Highest number wins. (For every 10 points a character has in CF, they have a +1 modifier to this roll).

2. The character that goes first decides what Factor they are going to use. Normally, for physical combat it is CF. If a Wizard is casting a spell, it would be MF. If a Bishop is casting a curse, it would be DF.

3. Both characters use the Factor chosen, (So CF vs. CF, or MF vs. MF) unless a special ability is being used instead (for example a Bishop using DF to counter MF). They each roll 1d12. They add the result to the Factor being utilized. The character with the highest result wins that round.

4. The winner rolls for damage. This amount is taken from their Health Factor. If one of the characters health factor is now 0 or lower, they are defeated.

5. If the character that lost initiative is still alive, they may then choose their attack style. They choose what Factor they are going to use. It is similar to step 2, except it's the character losing initiative that chooses the Factor to be utilized.

6. Combat proceeds as in step 3.

7. Damage proceeds as in step 4.

8. This ends one round. The next round starts back at step 1, with both characters rolling for initiative.

For Ranged combat, combat occurs as above, except that if a character does not have a ranged weapon, this means that they have dodged or avoided the enemy attack, but cannot respond with an attack of their own. Therefore, they do not cause damage, even if they win. Ranged combat normally one occurs once, unless both figures remain static instead of charging each other for melee.

As with any combat, if a character is engaged in Magic Combat with MF, but cannot cast spells, they can merely avoid being hurt by the enemy's magic if they win the combat roll.

Normally, the only combats available are CF and MF, along with curses from Bishops utilizing DF.

Experience

Characters should gain 1 XP every normal Session. A Session is about 4 hours. If you have 2 hour sessions, then you should give them 1XP per every 2 session. If you have 1 hour sessions, it should be 1XP every 4 sessions. If you have 8 hour sessions, they should still only receive 1XP. The most they should be able to receive per session is 1XP. However, if you have a longer than normal session, you can grant other rewards, such as 1 SS.

An XP is spent to increase the Experience Factor. 1 XP advances both the Numeric and Alphabetical Ranks of a character. Each character starts at a Numeric Rank of 1 and an Alphabetical Rank of A. Hence, their Experience Factor is A1. By Spending 1XP they can increase their rank to B2.

The Numeric increase means that they can add 1 point to any of the six primary factors that they desire (CF, MF, DF, SF, KF, or SS). The Alphabetical Rank means that they can add one Health die amount to their Health Factor. This means that they roll one Health Die and add the result to their Health Factor (for example, if I were a Bishop, and had attained Alphabetical Rank of B, then I would roll 1d10. If the result was a 5, I would add 5 to 8 to get a new Health Factor. That result of 13 would become my new Health Factor.

Characters can choose not to increase their Alphabetical rank by instead of rolling a Health die, adding a point to their SS (This means a character can increase their SS by two points per XP if they so desire. 1 for their Numerical rank, and 1 for their alphabetical rank). This means that they would NOT advance in their Alphabetical rank (so instead of advancing to B2, they would then be A2 for their EF instead), and instead gain 1 point to their SS. This may not be the most advantageous for characters.

The maximum Health Die roll additions characters can attain is 26 (all the letters of the alphabet). After this, if a character reaches this Alphabetical Rank for their Experience Factor, they would most likely be spending any more XP in the Alphabetical Rank area into their SS.

The Sixth Factor

The Sixth Factor (Sixth Sense) – Sixth Sense is a VERY powerful ability, but is also very hard to maintain for most characters. Sixth Sense is most often used after another roll (such as initiative or combat). If a character fails at some action (such as being the lower score and losing a combat round) they can roll 1d12 and compare it to their Sixth Factor. They succeed if the roll is equal or under their SS.

When they succeed in an SS roll, they reverse the results of the unfavorable roll. This means that if they lost (or were second) in initiative, they would reverse the result and then would be the winner of initiative. If they lost a combat roll, they then would succeed in a combat roll. This indicates how their Sixth Sense can warn them, or indicate of incoming danger, or guide their actions against a magic spell. Furthermore, if it were a combat roll and it would have caused damage, that damage is reversed upon the attacker (so if a Warrior would do 7 points of damage to the character using the SS roll, the Warrior instead would take 7 points of damage to their own health factor).

Each successful use of the Sixth Factor reduces it by 1 point. This is NOT restored. It goes down permanently for each successful use of the Sixth Factor. It is best to use this ability sparingly, and can be problematic for characters to invest in strongly, as it is not a long term solution for strengthening a character. It is a powerful effect to escape certain situations, but as it decreases on every successful use, will eventually disappear if not regularly increased with other investments.

It is suggested that characters be given 1 free SS point at the Numeric ranks of 10, 20, and 26. SS can also be given if character go through an extremely long session (normally at least 2X the normal length, so around 8 hours) without gaining more than 1XP. This is seen as a reward for the session in addition to the normal XP award. Alternatively, if you wish to have characters advance more slowly, you can award 1 XP every 2 normal sessions (normal session being 4 hours, so 8 hours total), and 1 SS.

Finally, if one character makes a successful SS check, and then a foe makes a successful SS check, they have entered Psionic combat. Only one can truly have the result they desire. If this occurs, then take the original SS scores (before the subtraction for successful use) and use a combat resolution (aka, roll 1d12 for each and add it to their SS score). Whoever has the highest result, wins the test. Both reduce their SS scores after this combat as they would have

if they both had been successful however (aka, just because they got involved in Psionic combat does not negate the 1 point loss of SS) unless they have an ability which states otherwise.

Equipment

Most equipment can be utilized as common sense dictates. A Backpack operates much as it would in our world. A Saddle operates as it does in our world. As it is in an apocalyptic West, there are no real prices. Equipment is gained by barter or trade. Characters should not start off with extremely powerful firearms or weapons, but instead find these as treasure or rewards in dungeons which they travel through. Weapons do damage, and are reflected below.

Small Weapons (Dagger, knife, club, darts, sling) – 1d4 dmg

Medium Small Weapons (Shortsword, handaxe, Metal Club or Bat, staff, Mace, Warhammer, shortbow) 1d6 dmg

Medium Large Weapons – (Sword, Spear, Wood Axe, Light Crossbow, recurve bow) 1d8 dmg

Hand and a Half Weapons (Bastard Sword, Claymore, Battle Axe) one handed = 1d6+1 damage, two handed = 1d8+1 damage

Large Weapons (need two hands to wield) = (Great Sword, Sledge Hammer, Pole arm, Long bow, heavy Crossbow) = 1d10 damage

Giant Weapons (need two hands to wield and a CF of at least 15) = Great Axe/Giant Axe, Mini Catapult, Mini-Arbalast, Giant's Sword/Ogre's Sword) = 1d12

The following weapons should not be granted to beginning characters. It is taken for granted they will know how to create ammunition for them. Many have a ROF. When using this, it means that they are able to roll one attack (if they so desire) per ROF. So if they have a ROF of 6, they could fire six shots. The enemy of course can respond, but unless they have a similar ROF, may not be able to do anymore than avoid attacks if they win the combat roll.

Musket 1d8 dmg

Long Barrel Rifle = 1d12 dmg

High Powered Rifle = 2d10 dmg

Pistolier (small pistol) = 1d6 dmg

Shotgun = 2d8 dmg

Six Shot Revolver = 1d8 ROF 6

Repeating Rifle = 1d10 ROF 2

Six Shot Rifle = 1d10 ROF 6

Double Barreled Shotgun = 2d8 ROF 2

Double Barreled Pistol = 1d6 ROF 2

Double Barreled Rifle = 1d8 ROF 2

Modernized Rifle = 1d10 ROF 10

Mini Cannon = 5d12

Mini Arbalast = 3d10

Mutation potion – These are unique potions found in the old west of the apocalypse. Using one of these a character would roll 1d6 to see what Factor is affected. 1=CF, 2=MF, 3=DF, 4=SF, 5=KF, 6=SS. Which ever comes up, roll 1d6. This replaces the current Factor for that score. It can improve a score by drinking this potion, but it also can be very detrimental.

The Setting

In 1878, Yellowstone erupted. Chaos gripped the US as a natural disaster struck, unparalleled by any other in history. Some sort of cataclysmic event caused the eruption of a supervolcano, and with it, destroyed the rising power of the United States of America. It wasn't just Yellowstone that erupted, but all over the world all the supervolcanoes which had been dormant erupted.

Civilization as mankind knew it, ceased to exist.

Some think that magic had long lay dormant. It was known in fairytales, in myth, and legend, but largely thought of as some distant fantasy. In the days after the volcanic apocalypse, magic returned. With it came fairy creatures of legend, mostly hostile, and eager to consume human flesh. Many men began to learn magic themselves, and became wizards. Other men of faith learned that their religious belief was no longer simply belief, but fostered actual power and ability that made faith undeniable.

Under the onslaught of magic and fantasy, humans survived the first year. Now, finally stabilizing amid the chaos, they seek to know who else is out there. Who has survived the destruction.

You are from a small surviving civilization from the ruins of Southern Utah/Northern Arizona. You are their hope, to travel into the unknown world and find if there is anyone else. Has anyone survived beyond your small village, or is the rest of humankind dead.

Optional character Creation.

Optional Classes

Monks of New China

The following can be a very powerful class. As such, it is up to the Game master whether such a class is allowed or not. A set of religious ex-railroad workers, combining martial arts, new perceptions that seem to have developed after the day, and Chinese philosophy, these immigrants have developed new abilities of the mind. They are not only the Chinese of the railroads (now defunct) but welcome ANY and all who accept their rigorous lifestyle and dedicated focus.

CF	MF	DF	SF	KF	SS	HF	Health Dice = 1d10
5	4	4	2	1	5	7	

Special Ability – Psionics. A Monk of Taradoin does NOT reduce his SS when he uses it. Instead, when he rolls his SS for a check, it remains the same. However the monk also has a critical failure chance. On a roll of 1 or 2, the SS has no effect, irregardless of how high their Sixth Factor is. For every 5 points in SS, this critical chance of failure goes up by 1. So it increases to 1-3 when the SS is equal to 10, and a 1-4 if it goes up to 12 or higher (Normally it would be 15, but typically no one increases their SS higher than 12, as after that it's pointless for a Monk of Tardoin).

Gunslinger

CF	MF	DF	SF	KF	SS	HF	Health Dice = 1d12
5	1	2	5	2	5	9	

Gunslingers start off with a Gun of some sort.

Gunslingers gain a +1 when using a gun in combat with CF.

Parish Priest

CF	MF	DF	SF	KF	SS	HF	Health Dice = 1d6
2	5	5	4	3	1	4	

Parish Priests can cast spells as a Bishop. In addition, they triple their MF when spells are cast against them. They do NOT get the ability to use their DF as Bishops against magic.

Wanderer

Many of these are left in the desert of the Old West after the Apocalypse. Survivors of the eruptions and earthquakes, they report that California is no more, Wyoming, Montana, the Dakotas, and Idaho are merely craters of smoking ash, and strange things are afloat at sea, they also report that there are pockets of survivors out there…that humanity has survived.

CF	MF	DF	SF	KF	SS	HF	Health Dice = 1d8
4	4	3	5	5	4	7	

Special Ability – Survival. These characters are apt at being able to find water, food, shelter, or creating shelter and other necessities in the wild left over from the supervolcanoes. Any Skill check requiring a necessity of life has their SF score doubled. They also have the ability to track and hide in the wild. These scores are also doubled for the SF. For knowledge of the geography of the US after the destruction, they can double their KF score.

Adventurer

CF	MF	DF	SF	KF	SS	HF	Health Dice = 1d6
2	2	2	2	2	2	3	

Adventurers are not trained in any actual abilities or items. They are normal, everyday people who decide to head off into the wildlands of the New West to seek their fortunes. Unfortunately, many die a quick and painful death.

Trained Adventurer

CF	MF	DF	SF	KF	SS	HF	Health Dice = 8
3	3	3	3	3	3	5	

Adventurers guilds have appeared over the landscapes, spotting them here and there. Many are set up by sympathetic fairie that actually desire to help the struggling humankind. If an adventurer is lucky enough to find one of these guilds, they can be trained by these and gain a very special ability.

They are able to spend 1XP to gain any ability of any class. For example, if an Adventurer wanted to cast magic, they could spend 1XP to gain the ability to cast Tier E spells. They would still have to meet prerequisites for the abilities, so if they wished to spend another 1XP later to gain the ability to cast Tier D spells like a wizard, they would still need to have a Numeric rank of 4 and a MF of 4.

All the above classes are optional for the setting. In addition, there are NPC races for fairy races which have adapted to human customs. A Gamemaster may allow them to be played by Players, but be aware that most of humanity is hostile to these races and will not welcome them into their towns without some show of heroics or significant trade on the part of the party.

Elf – gains +1 to CF and SF, and a -1 to MF and DF. Elves are the fairy of old, but are not as magically adept as other fairy races. They do seem to have a natural knack for stealth, picking up technology , and physical combat.

Dwarf – Gains a +1 to CF, MF, and SF. Loses -1 to DF, KF, SS, and HF. Dwarfs seem to be talented in making magical items, and working on items (such as shoes)…but are not so keen into the idea of faith, mental strength, and their small size doesn't help their endurance much.

Kobolds/Gremlins - +2 to SF, +1 to KF, -1 to CF, and -2 to DF. These mischievous creatures seem very apt at picking up technology and creating it with great skill. They are also very skilled at manipulating it, almost magically so to many humans. On the otherhand, they aren't so great at fighting, tending to hide and mess with technology instead, while out of site.

Freeform Character Creation

Players can create their own characters by doing the following. They do not get any special abilities. They are similar to an Adventurer class as shown above, except their abilities tend to

be higher. They get an automatic 1 in SS. They have a 5, 4, 3, 2, and 1 to distribute among the other Five Factors that remain.

Alternatively, for a completely freeform game, a Gamemaster may allow each player to roll 6d6. They may distribute these scores among their Factors as desired, and then may allow them to gain the special abilities of one class of their choice. This tends to create more powerful characters on average, and can create uneven characters among players.

Monsters

The wastes of the New West are filled with Monsters of various sorts and types.

Kobolds/Gremlins

CF	MF	DF	SF	KF	SS	HF	DMG = 1d6
1	2	1	5	4	1	3	

Curious and mischievous, these critters seem to find fun in messing with technology of all sorts.

Tactically speaking, they tend to hide from sight, setting traps and obstacles instead of direct confrontation if they can help it.

Goblins

CF	MF	DF	SF	KF	SS	HF	DMG = 1d6
2	2	2	1	1	1	4	

Goblins tend to travel in bands, and use remaining molten rockbeds to spawn more goblins. Most often they can be found hounding sheep, cattle, horses, or any other type of animal, simply to annoy the creatures. They are fond of heat, but not light, and tend to hide in areas which may have high heat, but low light levels.

Orcs

CF	MF	DF	SF	KF	SS	HF	DMG = 1d8
4	6	1	4	3	1	7	

Orcs will burn to ash if in the sun for more than 2 hours. Due to this weakness they tend to hide in mountainous areas and caves and only come out at night, or occasionally during heavily overcast days.

Man-Orcs

CF	MF	DF	SF	KF	SS	HF	DMG = 1d8
6	4	4	5	3	1	10	

Orcs are spawned in the dark recesses of lightless caves and massive vats of puss and putrid wastes. What evil wizard came up with the idea to create these abominations is unknown, but since that time they have bred and breeded into great numbers. Needing less time than men to breed, and coming to a full age in a month's time (amount of time to spawn a full grown orc) these creatures are greatly feared. They may be the true oncoming threat to mankind as they do not seem to reveal any weaknesses, and do not share their progenitor's weakness to sunlight. Man Orc NPC characters get a +2 CF, +1 MF, +1 DF, +1 SF, -2 KF, and a +2 HF.

Dark Elves/Hobgoblins

CF	MF	DF	SF	KF	SS	HF	DMG = 1d12
9	8	4	9	7	2	15	

These creatures cannot stand the sunlight. All their factors are reduced by half (rounded down) if they are in sunlight or daylight. They take a -1 to all their Factors if they are in any light at all (such as torchlight or lamplight). They are the very epitome of evil, the rugged faces, red eyes, and fangs showing a malevolent intelligence there that rivals men.

Ogres

CF	MF	DF	SF	KF	SS	HF	DMG = 2d8
12	12	7	3	2	3	45	

Giant Brutes that threaten all around them, their lack of intelligence makes them easy to fool. Luckily they also are just as weak to sunlight as Orcs.

Trolls

CF	MF	DF	SF	KF	SS	HF	DMG = 2d12
16	18	3	5	4	3	55	

Trolls are even bigger than Ogres, meaner, and smarter. Many see them as large, ugly, men. In truth they are part of the magical fairie. They also have a weakness to sunlight, in that in direct sunlight they will turn to stone after a five minute period. Unlike Ogres and orcs who like to

hide in caves, Trolls merely avoid direct sunlight by hiding in places such as under cliffs, under bridges, in deserted buildings, and other places.

Half-Trolls

CF	MF	DF	SF	KF	SS	HF	DMG = 1d12
17	20	22	9	10	5	40	

Though technically Trolls could breed with humans, the size difference should present difficulties that can not be overcome. Somehow, someway, this was done. Most suppose it was due to magic. These creatures are hated by both man and troll, and only the strongest survive. NPC Half-Trolls get a +5 CF, -3 MF, -2 DF, +1 SF, -1KF, +2 SS.

Satyrs

CF	MF	DF	SF	KF	SS	HF	DMG = 3d10
20	21	19	17	9	4	75	

Satyr tridents are feared. Satyrs are clever, devious, and playful. Many times a Satyr will simply want to play games with travelers, but other times if hungry, in foul mood, or simply unfriendly, they will strive to eat them. Satyrs are very powerful enemies and tend to very chaotic attitudes. Unpredictable, no settlement wants a Satyr near them. Satyrs are very weak to alcohol, and if given a choice of alcohol or some other fun, will always choose the alcohol. They also become drunk easily, and fall into a drunken sober quickly. Satyrs would be a threat to humanity, but luckily are not found in great numbers.

Lesser Giant

CF	MF	DF	SF	KF	SS	HF	DMG = 3d12
21	20	4	6	3	2	110	

Only standing around 9 to 12 feet tall, they are still very strong and very powerful.

Greater Giant

CF	MF	DF	SF	KF	SS	HF	DMG = 5d12
28	30	5	4	2	5	250	

Much larger than their lesser cousins, Greater Giants stand anywhere from 40 to 50 feet tall.

Lesser Dragon

CF	MF	DF	SF	KF	SS	HF	DMG = 4d6
14	12	3	1	1	1	80	

The weakest of the Dragon types.

Dragon

CF	MF	DF	SF	KF	SS	HF	DMG = 4d12
22	24	22	21	20	6	200	

Great Wyrm

CF	MF	DF	SF	KF	SS	HF	DMG = 10d10
30	32	28	30	27	7	500	

Considered by some as the strongest and greatest of Dragons, it is luckily extremely rare. Unfortunately, it is not the greatest of dragons, but even Great Wyrms are all but unheard of.

Legendary Drake

CF	MF	DF	SF	KF	SS	HF	DMG = 1d6
35	38	36	34	32	9	1000	

The most rare and powerful of all Dragons…only heard about in legends, even in this day when Magic has reappeared. Still, as other creatures of legend have appeared, sooner or later one of these is bound to arrive as well.

Skeletons (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 1d6
3	7	2	1	1	1	8	

Zombies (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 1d6
4	8	1	1	1	1	14	

Ghouls (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 2d6
7	9	2	2	1	1	19	

Ghouls like to eat live flesh. If given the chance they will try to eat while fighting. If they strike twice in a row, they will latch on and cause 1d4 damage to CF and SF. This damage lasts for 1 week per damage to each Factor.

Werewolf (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 1d10
10	7	2	6	3	1	24	

Werewolves are very dangerous. Anyone injured while the Werewolf is in Wolf or Half Wolf/Half Man form must roll a dice. On an Odd number the character collapses and becomes a Werewolf themselves. The character is out of the game. If an even number the character has not been bitten by the Werewolf and may continue.

Draugr (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 2d12
12	11	3	10	8	1	48	

Draugr guard the graves of the fallen. Normally sticking to the general area of mas graves, they will vehemently destroy those they feel do not belong. Normally in groups of dead

Wight (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 3d10
14	15	14	12	11	2	64	

Similar to Draugr, but more powerful. Sometimes found ruling over Draugr.

Mummy (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 1d6
13	14	13	7	13	5	66	

Mummies are normally revived ancient Native Americans mummified centuries ago to protect sacred sites and holy treasures. A Mummy can cast up to Tier B Divine spells and curses.

Wraith (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 5d10
16	17	18	15	14	1	80	

Spectral creatures that haunt areas of great power.

Lesser Vampire (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 3d6
13	13	13	13	13	2	57	

Lesser Vampires owe allegiance to Greater Vampires. By sucking the blood of 3 victims and making them Lesser Vampires, a Lesser Vampire can become a Greater Vampire. If a character is struck 3 times in a row they must roll one die. If it is odd, they are bitten and become a Vampire. The Character is out of the game. On an even number, they have not been bitten and may continue.

Greater Vampire (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 3d12
17	18	16	16	17	2	79	

Greater Vampires owe allegiance to Master Vampires. By sucking the blood of 20 victims and making them their slaves as lesser vampires, and then by having at least 3 of those become Greater Vampires, they may become Master Vampires. If a character is struck 2 times in a row by the Vampire, they must roll one die. If it is odd, they are bitten and become a lesser Vampire. The character is out of the game. On an even number, they have not been bitten and may continue. A Greater Vampire can cast Wizard Spells up to Tier C at a Numeric rank of 10.

Master Vampire (undead)

CF	MF	DF	SF	KF	SS	HF	DMG = 5d12
22	23	24	25	25	8	96	

Master Vampires are some of the most feared Undead. It can control up to an army of undead. Normally Necromancers that raise Zombies, skeletons, and Ghouls to do it's bidding, they are powerful creatures of the night. All Vampires can be slain by direct sunlight, or holy water (simple heal spell cast by a Priest or bishop on Water creates Holy Water) or running water(each does 20d12 damage per minute or attack). A Master Vampire can cast Wizard Spells of a Tier A, at a Numeric Rank of 15. Any character that is struck twice (it does not have to be in a row) must roll one die. If it is odd, the character is bitten and blood drained and they become a vampire. The Character is out of the game (any character that is killed in this manner or that becomes a werewolf can be raised by the Bishops Omega Tier spells and thus restored). If it is even, the character may continue.

Gamemasters should feel free to create monsters as they desire. These are only a sampling of what types of creatures have arrived. Humans and monsters with NPC stats are by far the most numerous and greatest threats. Gamemasters should be able to create foes by using the stats and leveling them like characters to create foes adequate for any campaign.

Final Notes – This is inspired (but the rules and creation is completely independent and separate) by the FREF (upcoming) and Taradoin RPGs. It is also based on the Free Rules Environment Federation ideas of the free spread of rpg's and rules.