



**Dumb Luck:**

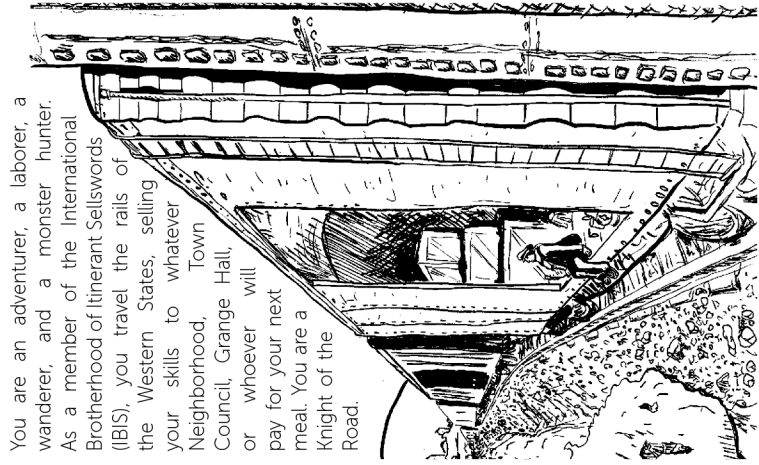
**Good Luck Charm:**

**Name:**

**Vim:**  
**Sense:**  
**Wits:**

**Gear:**

**Cash:** \$ \_\_\_\_\_



You are an adventurer, a laborer, a wanderer, and a monster hunter. As a member of the International Brotherhood of Itinerant Sellswords (IBIS), you travel the rails of the Western States, selling your skills to whatever Neighborhood, Town Council, Grange Hall, or whoever will pay for your next meal. You are a Knight of the Road.

## Name Tables

To use these table, first roll a d6 on Table 1 to see which name component columns to use in Table 2. Then roll a 2d12 on table two and combine the results in whatever order you like. Add articles, conjunctions, and tense at will to make some cool names.

Table 1. Name Structure			
1	Place and Looks	Looks	Acts
2	Place and Acts	Tall	Cagey
3	Place and Name	Round	Quiet
4	Looks and Acts	Wide	Tough
5	Looks and Name	Canada	Slim
6	Acts and Name	Panama	Freckles
		Canaan	Red
		Marquette	Gap-
		Hudson	Wrinkles
		Greene	Bug
		Acadia	Hairy
		Prairie	Short
		Bleached	Four-
		Bone	Fingers

Table 2. Name Components			
d12	Place	Looks	Acts
1	Broadway	Tall	Cagey
2	West Side	Round	Quiet
3	Upstate	Wide	Tough
4	Canada	Slim	Iron
5	Panama	Freckles	Wise
6	Canaan	Red	Happy
7	Marquette	Gap-	Teary-
8	Hudson	Wrinkles	Crazy
9	Greene	Bug	Brash
10	Acadia	Hairy	Uptown
11	Prairie	Short	Tip-toe
12	Bleached	Four-	Smart
	Bone	Fingers	Al

## Vehicle Combat

Vehicles have 3 stats: **HP**, a **Collision Damage Die**, and a **Speed Die**.

In **Combat**, vehicles roll their **Collision Damage Dice** to each other when they collide. All damage effects **HP**. When they reach **0 HP**, they are totalled.

In **Chase**, establish an initial **distance** between pursuer and pursued. Roll the **Speed Dice** against each other. The difference is the **distance** gained or lost. When the pursued has gained **7 distance**, they escape. At **0 distance**, vehicles can collide. Guns can be fired from vehicles with the distance subtracted from the damage.

**BICYCLE:** 3 HP, d4 Collision Damage, d4 Speed  
**MOTORCYCLE:** 4 HP, d6 Collision Damage, d8 Speed  
**CAR:** 6 HP, d8 Collision Damage, d6 Speed

## Rules

**Tests:** If an action has an uncertain outcome, roll a **d20** against the most appropriate **stat**. Rolling equal to or under is a success, above is a failure.

For **advantage**, roll **2d20** and keep the lower result. At **disadvantage**, roll **2d20** and keep the higher result.

**Combat:** Take turns, players go first unless surprised. You can move and attack or perform some other action. To attack, choose a target. Roll the damage indicated by your weapon. If multiple players attack the same target, roll all dice and use the highest single result.

**Damage:** Damage is first dealt to **L**. When that reaches **0**, **V** takes the damage. When **V** is damaged, **Test V**. If you fail, you are out of action until helped. When **V** runs out, you are dead. Roll up a new knight, if **V** reaches precisely **0**, roll on the **Scars** table (page 11).

**Healing:** A 10 minute smoke break restores your **L**. Healing **V** takes a day of rest, and maybe a doctor.

## Hired Hands

It's hard times and there are folks in every town looking for work. Some are even willing to help out with the dangerous tasks the **Knights of the Road** get up to.

Each location has **1d4 hired hands** available.

If you looking for a specific skill or toolset, or a **+2** to any stat, roll a **d6**. On a **5** or **6**, one of the **hired hands** has that capacity.

All **hired hands** have a **10** in all stats, **6 L** and a **d6** weapon.

Hired hands aren't lemmings. **Test W** to earn their loyalty before dangerous situations. Take advantage if you offer bonus pay. Pay is **\$10** a day

## Gear

Travelling light is important, and its best keep track of your gear using slots. You have 6 slots.

Your weapon is either in your hand(s), or holstered, and does not take up a slot. Cash, IDs, etc. fit in your wallet and do not take up a slot.

**Overloading:** If you have more items than available slots, than you are overloaded. You take disadvantage on all **Tests**, and have zero **L** until you ditch some weight.

**Conditions:** Certain negative conditions can impact your Knight's ability to carry weight. These conditions take up an inventory slot (usually a Pack Slot), treat them as an item. Clear them using the table below.

Condition	Effects	Clear
Exhaustion	Dis on <b>S Tests</b>	Sleep
Thirst	Dis on <b>S Tests</b>	Water
Hunger	Dis on <b>V Tests</b>	Eat
Fear	Dis on <b>W Tests</b>	Rest/talk it out
Poison	-1 <b>V</b> per hour	Antidote
Injured	Dis on <b>V Tests</b>	Rest/doctor

## Abbreviations and Lingo

**V:** Vim  
**S:** Sense  
**W:** Wits  
**L:** Dumb Luck  
**D:** Damage  
**XdY:** X = amount of dice; Y = type of dice

A stat block can be abbreviated as follows:  
**V:12, S:8, W:6, L:9, D:2d6**

This npc would have **Vim** of 12, **Sense** of 8, **Wits** of 6, 9 **Dumb Luck** points, and do **2d6** damage.

The assumed number for an unlisted stat is 10  
 For example: **S:12, L:5, D:d4**

This NPC would have **Vim** of 10, **Sense** of 12, **Wits** of 10, 5 **Dumb Luck** points, and do **1d4** damage.

**Test Stat** = make a **Test** for the **Stat** indicated.  
 For example: **Test V:** Make a **Vim Test**.

## Starting Set

Roll a d6 or just choose one of these sets. This was your last gig. Take the gear, talents, and good luck charm from there.

**Table 3. Starting Info**

d6	Last job	Gear	Talent	Charm
1	Gambler	.45 Special Deck of cards	Lucky as all Hell	Loaded Dice
2	Union Organizer	Union card, 6 sticks of dynamite	Worker's solidarity	Rabbit's foot
3	Moon-shiner	Rifle, bottle of hooch	Mountain Dew	Cork stopper from home
4	Farm Worker	Machete, brimmed hat	Strong arms	Quartz pebble
5	Professor	Razor, pipe and tobacco	'I read about that'	Pocket thesaurus
6	Soldier	M1 Rifle, Canteen	Calm under fire	Dog tags



"Watch yourself out there tonight. There's talk of railmen and werewolves stalking the Eastbound line tonight"

-Gap-Toothed Bo

## Talents

Talents are special skills granted by your last gig. You can use these abilities once per session.

Lucky as Hell: Reroll any die.

Worker's Solidarity: Call on the aid of 1 union brother or sister (stat as normal hired hand).

Mountain Dew: You can brew up a special brew give +2 to one stat for 2 hours.

Strong Arms: Automatically succeed on a V Test related to sheer brawn.

"I Read About That!": Ask the GM any question and they should answer it within reason.

Calm under Fire: Attack twice in one turn.

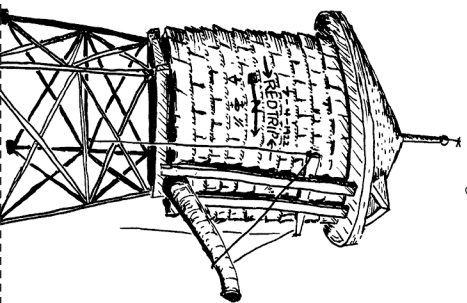
## Advancement

Knights advance through the ranks by tagging their moniker on Railroad watertowers.

These tags use coded shorthand to describe the town, the knights exploits, and where they're going to next.

Come up with your own tag to express these things.

Each time you tag a water tower, choose a stat and reroll it. If it is higher, take the new result.



## Some Common Goods

Ammo (pistol) x10	\$5	Gold Watch	\$50
Ammo (rifle) x10	\$10	lbuprofen	\$1
Antidote	\$20	Jacks (toys)	\$5
Blanket	\$5	Lucky Strikes	\$1
Canteen	\$2	Model T	\$700
Chain (10ft)	\$4	New shoes	\$5
Cooking oil	\$1	Engine Oil	\$7
Cooking pots	\$10	Paper	\$1
Flashlight	\$5	Pen and Ink	\$5
Flask of whiskey	\$1	Vidvies (canned)	\$50
Flint fire starter	\$3	Vidvies (fresh)	\$1

## Other Stuff:

Some stuff is tough to find at stores. Explosives are found in industrial sites or army depots. Want moonshine or narcotics? You may have to deal with some unsavory characters. Finding them might be easier for a Gambler or Moonshiner

## Character Creation

Roll **3d6** for these three stats (swap any 2):

**Vim (V)**: physical fitness, speed, strength, resilience.

**Sense (S)**: reflexes (mental and physical), awareness, perception, eyesight.

**Wit (W)**: intelligence, knowledge, ability to recall.

Roll for, or make up a name.

Roll or choose your **Starting Set**.

Roll **d6** for **Dumb Luck (L)**. This is your luck in avoiding serious damage.

Start with a **Good Luck Charm**. These Charms can be used once a day to completely avoid any damage from an attack, block an attack for an ally, or re-roll a failed **Test**.

Roll a **d6** for your starting cash \$\$\$

## Thanks

First to Jazz and Ewy.

Then to the Stratometaship, you folks have encouraged me and supported me so much. Luka, you have built a super cool community. Moratoes, thank you so much for all the support for this and my music.

Jake, I could kiss you on the mouth.

Conor, best brother and DM in Upstate NY.

Yochai Gal, thanks for the encouragement, suggestions, and edits.

This booklet is based almost entirely on Electric Bastionland by Chris McDowell ([www.bastionland.com](http://www.bastionland.com)), Mauritter by Isaac Williams ([www.mausritter.com](http://www.mausritter.com)), and Cairn by Yochai Gal ([cairnpg.com](http://cairnpg.com)). I threw in some reskins, and a couple original ideas, but those books are really top notch. If you like these booklets, pick those up! They're much more clear and pretty.

And to all the Kickstarter backers, if this were a real book, I'd include you all on one of those cool big pages.

Look out for more Knights of the Road stuff.

## Weapons

**1d6, looks cool**

**1d8, two hands, shoots far**

**1d6, hidden**

**1d8, solid oak, smells nice**

**1d12 to all nearby, takes 1 turn to go off**

**Scars Table - Roll d12!**

1	Scar - Roll 1d6   1: Neck, 2: Hands, 3: Eye, 4: Chest, 5: Legs, 6: Ear, Roll 1d6. If the total is higher than your max L, take the new result.
2	Knocked about - You lost your head for a minute there. Describe how you get it together. Roll 1d6. If the total is higher than your max L, take the new result.
3	Whacked - You get the wind knocked out of you. Take an Exhausted condition. Then, roll 1d6. Add that amount to your max L.
4	Broken Bone - Roll 1d6   1-2: Leg, 3-4: Arm, 5: Rib, 6: Skull. Take an Injured condition that can only be removed by a doctor. After healing, roll 2d6. If the total is higher than your DL, take the new result.
5	Seeing Birds - Roll 1d6   1-2: V, 3-4: S, 5-6: W.
6	Where did these bluebirds come from, and why are they flying around your head? Roll 3d6. If the total is higher than your current ability score, take the new result.
7	Kneecapped - Take 2 Injured Conditions. After recovery, roll 3d6. If the total is higher than your S, take the new result.
8	Deafened - You cannot hear anything until you rest. Test S. If you pass, increase your S by 1d4.
9	Re-brained - Your noggin got seriously rattled. Roll 3d6. If the total is higher than your max W, take the new result.
10	Sundered - Then, make a W save. If you pass, increase your max W by d6.
11	Mortal Wound - That hurt. You die in one hour unless healed. Upon recovery, roll 2d6. Take the new result as your max L.
12	The Devil's Due - If your next save against critical damage is a fail, you die horribly. If you pass, roll 3d6. If the total is higher than your max L, take the new result.

Out of Body Experience - You have been knocked clear out of your body. Haunt the complainants (immune to damage, can directly damage W). -OR- attempt to reenter your body. Once a turn Test S. If you pass, reenter your body. Each turn, your S decreases by 2. If your S reaches 0, you can't reenter your body.