

The Knights of the Road

A TINY ROLE-PLAYING GAME OF HIGH-FLYING
ADVENTURE IN A MONSTER-INFESTED 1920S



Bordercholly

1

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.





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 \$\$\$

Name Tables

Table 1. Name Structure

1	Place and Looks
2	Place and Acts
3	Place and Name
4	Looks and Acts
5	Looks and Name
6	Acts and Name

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 2. Name Components

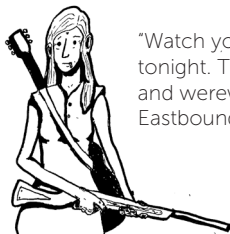
d12	Place	Looks	Acts	Name
1	Broadway	Tall	Cagey	Franky
2	West Side	Round	Quiet	Mary
3	Upstate	Wide	Tough	Joe
4	Canada	Slim	Iron	Sue
5	Panama	Freckles	Wise	Lee
6	Canaan	Red	Happy	Bo
7	Marquette	Gap-Tooth	Teary-eyes	Trip
8	Hudson	Wrinkles	Crazy	Murph
9	Greene	Bug Eyes	Brash	Bobby
10	Acadia	Hairy	Uptown	JJ
11	Prairie	Short	Tip-toe	Sal
12	Bleached Bone	Four-Fingers	Smart	Al

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



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.

Weapons

1d6,
looks cool



1d8, two hands, shoots far



1d6,
scares
enemy
for 1 turn



1d6,
hidden



1d8, solid oak,
smells nice



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



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.

Table 4. Conditions

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

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.

Some Common Goods

Ammo (pistol) x10	\$5
----------------------	-----

Ammo (rifle) x10	\$10
---------------------	------

Antidote	\$20
----------	------

Blanket	\$5
---------	-----

Canteen	\$2
---------	-----

Chain (10ft)	\$4
--------------	-----

Cooking oil	\$1
-------------	-----

Cooking pots	\$10
--------------	------

Flashlight	\$5
------------	-----

Flask of whiskey	\$1
---------------------	-----

Flint fire starter	\$3
--------------------	-----

Gold Watch	\$50
------------	------

Ibuprofen	\$1
-----------	-----

Jacks (toys)	\$5
--------------	-----

Lucky Strikes	\$1
---------------	-----

Model T	\$700
---------	-------

New shoes	\$5
-----------	-----

Engine Oil	\$7
------------	-----

Paper	\$1
-------	-----

Pen and Ink	\$5
-------------	-----

Viddles (canned)	\$.50
---------------------	-------

Viddles (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



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.

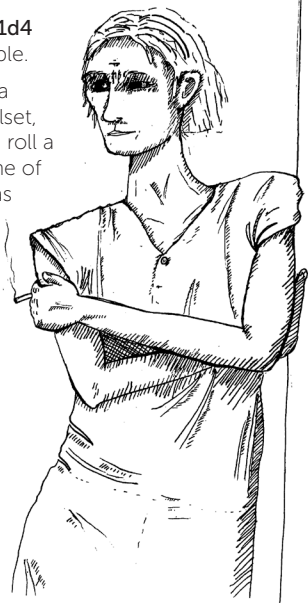
Each location has **1d4 hired hands** available.

If your 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



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**. 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
- 6 **Kneecapped** - Take 2 **Injured Conditions** After recovery, roll **3d6**. If the total is higher than your **S**, take the new result.
- 7 **Deafened** - You cannot hear anything until you rest. **Test S**. If you pass, increase your **S** by **1d4**.
- 8 **Re-brained** - Your noggin got seriously rattled. Roll **3d6**. If the total is higher than your max **W**, take the new result.
- 9 **Sundered** - Then, make a **W** save. If you pass, increase your max **W** by **d6**.
- 10 **Mortal Wound** - That hurt. You die in one hour unless healed. Upon recovery, roll **2d6**. Take the new result as your max **L**.
- 11 **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.
- 12 **Out of Body Experience** - You have been knocked clear out of your body. Haunt the combatants (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.

Vehicle Combat



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

In **Combat**, vehicles roll their **Collison 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 persuer and persued. 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 **Collison Damage**, d4 **Speed**

MOTORCYCLE: 4 HP, d6 **Collison Damage**, d8 **Speed**

CAR: 6 HP, d8 **Collison Damage**, d6 **Speed**

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.



Abbreviations and Lingo

V: Vim

S: Sense

W: Wits

L: Dumb Luck

D: Damge

XdY: X = ammount 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**.



Thanks



First to Jazz and Evy.

Then to the Stratometaship, you folks have encouraged me and supported me so much. Luka, you have built a super cool community.

Momatoes, 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), Mauritter by Isaac Williams (www.mausritter.com), and Cairn by Yochai Gal (cairn RPG.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.

Name:

Vim:

Gear:

Sense:

Wits:

Cash: \$ _____

Dumb Luck:



Good Luck Charm:



