



The Wanderer's Guide to Deadly Violence

An expansion for



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Hobo Slang

~A~

Angel - one who gives more than you expect
Antique - an old-timer on the road

~B~

Bad road - a dangerous stretch between stops
Big Rock Candy Mountain - the hobo's paradise
Blowed in the glass - trustworthy
Bone orchard - a graveyard
Bull - policeman

~C~

Calling in - visiting
Captain - a head man or big shot
Convention - any impromptu gathering of hoboes

~D~

Ducket - a ticket or card good for a feed or a flop

~F~

Flop - to sleep, or a place to sleep
Flying light - hungry

~G~

Galway - a priest
Gink - a poor unfortunate

~H~

Hit a lick - make a score
Hobohemia - the universe of the hobo

~J~

Jake - everything is fine
Jerktown - a small village or town
Jungle - a hobo camp

~K~

Key man - skilled worker
Knob-knocker - safe-cracker

~L~

Lighthouse - one who can recognize plainclothes detectives
Line - the underworld

~M~

Mark - a hobo sign relaying information to other hoboes
Milestone inspector - a professional
Mulligan - a communal stew

~O~

On the hog - having no money
On the plush - well off financially

Hobo Slang continued

Open road - a stretch easy to travel

~ P ~

Pete man - a burglar

Postman - a hobo who goes fast and far

Pusher - the person in charge of the job

~ S ~

Scratch - money or other assets

Shark - employment agent who sells jobs

Shill through - to bluff

~ T ~

Take the westbound - to die
Talk west - to speak the hobo lingo

Tip the office - to warn a fellow hobo with some signal

~ W ~

Weigh in - to meet

Windcheater - something worn for protection against the elements

~ Y ~

Yank - to arrest

Yegg - a roving criminal

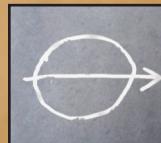
~ Z ~

Zoo - a brothel

Hobo sign code



Defend yourself



Go



Nothing



Keep Quiet



Handout



Wealth



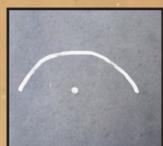
Keep away



Barking dog



Camp here



Cops active here



Courthouse



Danger



Dangerous neighborhood



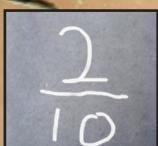
Judge



Owner home



Owner out



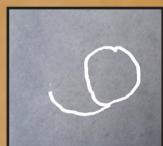
Thieves about



Unsafe area



Turn right



Turn left



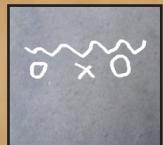
Police officer lives here



No alcohol town



Alcohol town



Good water



Doctor no charge



Worth robbing



You will be cursed out here



Stop

Powers

Each Transient Style has access to the power of one Mark. By spending one Magic to inscribe the mark on a target and making a Medium skill check, they Activate the power.

Thick Hide

Transient style:

Hobo

Skill: Drudge



Increase a target's health by 2 for the next fight.

Vibrating Molecules

Transient style:

Tramp

Skill: Impetus



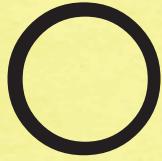
Bypass any physical obstacle, such as a locked door or chasm

Now You Don't

Transient style:

Grifter

Skill: Talky Bits



Become Invisible for a while. A Hard Scrounge check spots you.

Entropic Force

Transient style:

Vagrant

Skill: Tamper



Decrease a target's bonus by 1 for a fight.

Hidden Compartment

Transient style:

Bum

Skill:

Scrounge



Roll a second die when Scrounging a target, taking the better of the two.

Vehicles

Base Vehicle Traits:

Marginal Impetus check to control the vehicle

+1 to attack (+2 vs. pedestrians)

Base Health 2, vehicles take damage instead of the driver.

Base Fuel Capacity 2, fuel is used to activate special vehicle abilities.

Special: Burn 1 Fuel to heal 1 damage.

Horsecarriage

Health: +2

Fuel Capacity: +0

Special: Backfire Kick (1 Fuel) -
Successful hit deals 1 extra damage.

Mortar-cycle

Health +1

Fuel Capacity: +2

Special: Splash Damage (2 Fuel) - Deals
1 damage to a secondary target, even if
in a vehicle.

More Stuff

Single Use Stuff

Bacon: Lowers difficulty of a Talky Bits check by one level.

White Lightning: Roll two dice to Hinder, taking the better roll, when consumed.

Devil's Apple Pie: Food stolen from ritualistically slaughtered housewives. When consumed, it fills you with unholy power, providing a bonus pool to your rolls of 1d6 (2d6 if you performed the ritual yourself). The bonus may increase any roll as much as you wish, up to the total of your pool, but each point is only usable once.

Magic Stuff

The 411: This magic telephone (or mobile phone) can answer any question you have, based on how much juice you pump into it. For every 1 Magic you supply, you gain a temporary +1 to a Scrounge check to find the answer out to any question you have.

The Earsplitter: An "instrument" purposely played badly. On the highest roll, the song gets stuck in the target's brain. Each round thereafter, the target must make an Easy Drudge check or its head explodes.

Esare's Cat Kickin' Boots: +2 attack vs. Animals

Relics

The Groly Hail An ancient and senile magic cup full of sangria. The Groly Hail will grant the finder one wish, but that will be contorted as a spoonerism. The sangria never runs out, though.

Hat of Everyone's Bad Ideas Every game, everyone at the table (GM included) puts a bad idea to a hat (or something). When the owner rolls a 1, an idea is pulled from the hat and that's what happens.

The Brown Paper Bag (BPB) The BPB is an indestructible bag full of random things that requires Magic to activate. Roll 3d6 and consult the chart. A character may only pull from the BPB once ever.

3. Lose a level.
4. It rains gerbils.
5. A big oak cabinet full of garishly colored hand-knitted scarves, caps, sweaters, etc. appears.
6. A glass bubble, with a rainbow sheen, containing the corpse of a fairy appears.
7. Something you lost as a child.
8. For the next day, every time someone lies to you, their pants catch fire.
9. A dead man's hairpiece.
10. You get enough money for a pint of beer.
11. One dozen long-stemmed red roses.
12. Suddenly, spiders are all over you. Not one of them gives you super powers.
13. By pressing firmly with your index finger you can write on a surface as if using a stick of chalk for a day.
14. Everyone in the area feels a bite on their neck. The next time they wake up they find themselves encased in a cocoon of silk. They can easily free themselves of it. There are no other effects.
15. A burning tumbleweed rolls by singing prophecies in a Broadway musical style.
16. A child's handwritten map.
17. For the next few minutes, your most prominent surface thought is audible.
18. Everyone goes up a level. If at max level, everyone gets a +1 to apply as they choose.

Hobo Disposal (HoDi)

Health 4
Bonus +3

- Scrounge for Stuff
Medium, Medium,
Medium, Medium
- Scrounge for Magic
None
- Scrounge for Moneys
1d6 per step above Easy

More Monsters

Special: Maneater - On a successful attack, a target may be swallowed if it does not succeed at an opposing Drudge check. Each round swallowed does automatic damage unless the victim can succeed at a Drudge check to crawl out. The HoDi can only swallow one live victim at a time.

Beezow Doo-Doo Zopittybop-Bop-Bop

Health 10
Bonus +10

- Scrounge for Stuff
Easy, Easy, Very Easy
- Scrounge for Magic
Easy for 1d6
- Scrounge for Moneys
1d6 for every step above
Very Easy

Special: Every time the GM says the name wrong (or has to pause in the middle of reading it), Beezow Doo-Doo Zopittybop-Bop-Bop has its health and bonus reduced by 1. The GM must always call Beezow by name.

Mooklings

Health 1
Bonus *

Scrounge for Stuff
None

Scrounge for Magic
Hard for 1

Scrounge for Moneys
1d6 per step above Easy

Special: We're with the band - Mooklings travel with bigger creatures and take on their appearance. Their bonus = 1/2 that of the creature they are pretending to be (rounded down). If the real monster is killed they turn to little balls of fur and flee.

Special: Funny money - all money found from Mooklings is counterfeit and requires a medium talky bits roll to use.

Imaginary Frenemy

Health ∞
Bonus +2

Scrounge for Stuff
None

Scrounge for Magic
Marginal for 1d6

Scrounge for Moneys
None

Special: An Imaginary Frenemy that latches on to a victim imposes a -1 to all rolls until someone else finally sees the creature (two Very Hard Scrounge checks). If seen by someone else, the Frenemy immediately dissolves into a puddle of magic that can be scrounged.

New to Newtown

(An adventure)

You wander up the road past a polished sign, neat lettering displaying the word "Newtown." The buildings beyond are pristine, with clean-swept streets and sharply dressed people walking on the dirt-free sidewalks. Everything has a sort of lemony-fresh aura about it that puts your well-worn clothes and dirty faces in stark contrast. Along the main street, you see a flophouse, a fixit shop, a police station, an outdoor cafe, and a general store among the various stores you're pretty sure won't let you in due to hygiene differences.

Welcome to Newtown.

The people keep their distance from the party as a general rule, pretending you don't exist since you have no money. If the players get too rowdy, the police arrive and drag them off to the station for a talking to (See: Informer For The Cops).

Successful Talky Bits or Scrounge checks to find work reveal any or all of the following:

- Scab the picket lines to dig up graves for Frank Dickface
- Fixit Shop has HW sign
- Prove Dickface is doing something illegal
- Deal drugs or deal with drug dealers.

Fixit Shop

The easiest way to make some scratch, the Fixit Shop is run by a man named Thornton Paul. He will pay 1d6 moneys for each Medium Tamper check (maximum 3d6).

Do Or Don't Do Drugs

You overhear complaints and rumors about a house on the edge of town that's already fallen into disrepair and the owner, only known as Skeezy McD, is thought to be doing "the drugs."

It's not hard to find the house at all, but as you approach, you spot two wretched mutts that have gold chains for collars and grills installed on their teeth. As you approach the rickety fence, you're pretty sure they won't let you just walk up to the door without taking them out.

Blingdogs (Wretched Mutt) x2

If the party opens the gate, the dogs attack and will not stop until dead.
When defeated:

"Shut up out there, don't make me get my stick!" You hear from inside the house. The windows are all blacked out, but the front door is slightly ajar.

Medium Scrounge check will reveal a shotgun trap (Medium Tamper). Opening the door without disabling the trap requires a Hard Impetus to avoid taking 2 damage. Either way, opening the door causes Skeezy to run the fuck away. It takes 2 contested Impetus checks to catch him. Turning Skeezy and his drugs into the cops (no drugs, no proof, no reward) earns each player 1d6 Moneys. Killing or forcing Skeezy to work for them will only earn 2d6 Moneys to be divided among the party.

Informer For The Cops

Digging through a trash can, you overhear two working stiff's complaining about how they're sure their boss is doing something illegal while they're on strike, but they'd get fired if they went to the cops. One notices you, makes eye contact and says "It sure would be convenient if some random person with no ties to this town offered to do investigative work for the police." He stares intently for a few seconds and then says louder "HINT HINT!" before his friend gives him a weird look and they go their separate ways.

Finding the police station is easy enough and asking the desk sergeant soon finds you in the office of Chief Shutyerface. He explains that they sent an undercover officer to investigate the goings-on of Frank Dickface, whose employees are on strike, but he never came back. They don't have any proof of wrongdoing, but there's a lot of suspicion. If the party is willing to infiltrate and find proof of the missing cop, they'll be exonerated of "certain crimes" and allowed to leave town without questioning.

Scabbing The Picket Lines

You hear the commotion before you even get to the work site. A large group of very angry people, some marching back and forth holding up placards other chanters working very hard to find suitable rhymes for "castration" and "die, you asshole." Beyond the picketing workers is a hastily erected chain link fence around a few portable buildings. One looks like storage, the other looks like an office, complete with a very large man standing in front of the door.

Asking about gets you the general story: Frank Dickface is a land developer who had put out a call for labor, had everyone sign contracts and then cut pay in half. Unable to quit due to the contracts, everyone went on strike instead and keep posts to make sure nobody turns scab.

Walking in through the front isn't entirely likely without convincing the mob that the PCs are working in their favor (whether or not that's the truth). Sneaking in requires an Impetus check, failure gets their asses beat and all current Moneys taken. However they get in, the big moose guarding the door grunts and lets the party inside.

Stepping into the sweaty room, you see a weasel-esque man sitting at a desk. Two burly goons stand on either side of the desk, though neither is as large as the outdoor goon was. The weasel-man looks up with a sleazy grin, speaking in an annoyingly pitched voice. "Scabs! I love scabs. You're here to work, yes?"

If agreed to scab for work, the party is directed to grab shovels and get out to the Bone Orchard behind the buildings and dig up the coffins and dump them in the big pile.

The Bone Orchard is all spooky and stuff, with a large pile of coffins at one end near stacked up headstones.

- Medium Drudge checks to resist being tired as shit (-1 to rolls for a while) after digging.
- If anyone wants to Scrounge around, a Hard check finds a sarcophagus in the pile.
- Three Medium Drudge checks can open it, revealing the Mummy in a 3-piece suit.
- Medium Talky Bits convinces the Mummy to not attack
- Mummy will fight to save the Bone Orchard, engaging Goon 3 so the players don't have to.
- The players can try to get their scab money, but Dickface won't pay it.
- The players can try Talky Bits to rile up the mob to attack
- They can also just go to the cops about Dickface and get paid if they're not up for a fight.

Dramatis Personae

Land Developer Frank Dickface (Crotchety Old Man) – Slimy bastard

Goons 1 and 2 (Not Big Monster) – Two big lugs

Goon 3 (Really Big Monster) – One Bigger lug

Mummy in a 3-piece suit (Big Monster) – Can be reasoned with and befriended or fought for his Nice Suit(+1 Talky Bits).

Skeezy McDrugdealer (Crotchety Old Man) and his two Blingdogs (Wretched Mutt) – Local trash.

Police Chief Shutyerface (Big Monster) – Fighting him and losing gets you thrown in jail forever.