

**HELLO**  
my name is

**Homicidal  
Transients**

Written by:  
A. Miles Davis

Layout by:  
Quinn Conklin

## Playtesters

Keith J Davies, Matt Brooks, Christopher Andersen,  
Brian Murphy, Amy Davis, Rosemary Davis & Greg  
Hanson

### Where to find stuff

Kickstarter thank you page	3
Setting	4
Rules	4
Rolling Dice	5
Skills	5
Experience	6
Combat	6
Who the hell are ya	7
Monsters	8
Stuff	10
Oldtown	11
Oldtown Stuff	11
Oldtown Monsters	12
Optional rules	12

## Our Eternal Thanks (In Alphabetical Order):

Dan "Danny Boy" Aldridge,  
Drew "Mangey" Ange,  
Phillip "Alligator Bait" Bailey,  
Lee "Hulla" Ballew,  
Becca "Heck",  
Nykki "Black Bottle" Boersma,  
Joshua "Booster" Bricker,  
Alex "Camp Eye" Campbell,  
John "Card Man" Colagioia,  
Mikael "Roundhead" Dahl,  
R. E. "The Reverend Lazaro" Davis,  
Noah "Shiner" Diamond-Stolzman,  
Brett "Eagle Eye" Easterbrook,  
Julie "Dyno" Elefante,  
Matthew "Fenwick" Ewing,  
Don "Freedom Hater" Freeman,  
John "Flopper" Frewin,  
Ken "Fingers" Finlayson,  
Mark "Ducky" Gedak,  
Georgieanna "the Comet",  
Harold "Ghost Story" Giffin,  
Dustin "Gink" Gulledge,  
Jason "Hoop Chisler" Handby,  
Kerry "Hooty" Harrison,  
Amparo "Facepunch" Herrera,  
Gary "Farmer" Hoggatt,  
Jeremy Kyle "Junker" Jennings,  
Henrick "Sodcactus" Jernstedt,  
John "Long Train" Johnson,  
Phil "Buttermilker" Kahn,  
Kevin "Lefty" Kam  
"Saint" Matthew Kerwin  
Stephen "Horrorface" King,

Jonathan "Miniver Cheevy" Korman,  
Ian "Mitts" Kragh,  
Daniel "Key Man" Lewis,  
Amir "Mush Talk" Lohi,  
Reynaldo Perez "Manifest" Madriñan Jr.  
"Muck Stick" Manadart,  
C. W. "Cousin Jack" Marshall,  
Christopher "Talamond" Martin,  
Steph "Flannel Mouth" McW,  
Curt "Moocher" Meyer,  
David E. "Peg" Mumaw,  
Chris "No Reply" Noessel,  
Michael "Open Road" Ostrokol,  
David "Pete Man" Panseri,  
Ian M. "Plinger" Perkins,  
Phantom Reader 42,  
Tina "Road Sister" Rowand,  
Ryan S(scoz),  
Thomas "Sewer Hog" Southard,  
David "Shuffler" Starner,  
Zabet "Groznaya" Stewart,  
Jim "Sea Food" Stutz,  
Bettina "Shanty Queen" Tan,  
Amanda "Gun Moll" Taylor,  
Jesse "Timbers" Thacker,  
Jo "Tear Baby" Turover,  
Kimberly "Ing3nu" Unger,  
Chris "Whistle Stop" Whissen,  
Alexander "SquidLord" Williams,  
Daniel "Wingy" Winterhalter,  
Yolgie "the Shank",  
Todd "One-eyed Zed" Zircher.

# The Setting

The setting is whatever you want. I had considered for a few moments that it would technically be a fantasy setting, but in reality just be a bunch of insane homeless people going on violent rampages until the police killed them to stop the horror. Instead of some kind of deep social commentary, the game works better as a joke, but you do whatever you want.

# The Rules

## Rule #0

If your health reaches 0, you're dead.

## Rule #1

Everyone uses the same die type during game play. Do you only have a handful of d6? That's the die used. Got some d20? Use that. Whatever die used is the same die type everyone at the table must use.

## Rule #2

All rolls add 1/2 your level (round down) to the die. You may have additional modifiers from other bonuses added after your base.

## Rule #3

Contested rolls, such as combat, go to the winner with ties going to the defender.

## Rule #4

Uncontested rolls (like skill checks) are measured against a difficulty tier. Default difficulty for anything is Medium. Rolling lowest on a die is an automatic failure on all but Very Easy tasks. Rolling highest on a die is an automatic success.

# Rolling Dice

## Catastrophic Failure

The lowest roll you can make on a die

## Critical Success

The highest roll on a die:

# Skills

## Drudge

When you need a little extra muscle to get the job done or door open.

## Impetus

Quickness and agility, and also initiative for combat.

## Talky Bits:

Oddly enough, sometimes stabbing in the face isn't the answer.

## Tamper

Dismantle or repair things, including jury rigging.

## Scrounge:

Finding things is important, especially inside things you stab.

## Skill difficulty tiers:

Very Hard - Low rate of success

Hard - Less than normal rate of success

Medium - Normal rate of success and failure

Marginal - Less than normal rate of failure

Easy - The only failure is a Catastrophic Failure

Very Easy - No chance of Catastrophic Failure

# Combat

All combatants begin the fight with full health.

Roll Impetus at start of combat, adding all your modifiers. Highest goes first, ties go to players.

Declare your actions in order of lowest impetus rank to highest and then resolve your rolls.

Highest die rolled per turn is the player's combat die for purposes of being targeted.

Each round, you can accomplish one of the following tactics:

## Attack -

~~Roll against a target. If you win, you deal your target 1 damage.~~

## Defend -

Roll against incoming Attacks targeting you. If you win, you heal 1 damage. You can only Defend if you have taken damage, you can only heal 1 damage per fight.

## Hinder -

~~Reduce a target's single Attack or Defend by your Hinder roll. You can only Hinder once per fight.~~

## Go Faster -

Reroll Impetus to improve your combat rank. You can never reduce Impetus lower than your initial combat roll.

Level 1 - Every character is a combination of the Homicide and Transient styles. You choose one from each style and decide whether your Homicide or Transient style is primary. Starting Health 2.

Level 2 - Acquire the first primary style trait. Gain 1 health

Level 3 - Acquire the first secondary style trait. Gain +1 to one combat option, one skill, or health.

Level 4 - Acquire the second primary style trait. Gain 1 health

Level 5 - Acquire the second secondary style trait. Gain +1 to one combat option, one skill, or health.

# Experience

You want more beyond killing things and getting their stuff?

Go up a level whenever the GM says so.

# Who the hell are ya?

## Homicide Styles

### Kill -

Simple and to the point, you focus on getting that hit. Kill style gains the ability to reroll attacks in combat.

### Mangle -

You focus on making the enemy less effective. Mangle style has more opportunities to Hinder opponents.

### Murder -

You dabble in death so nice you sometimes do it twice!

Getting Away With Murder is your chance to get an extra attack in combat.

### Slaughter -

Your aim is to make them hurt so bad. Slaughter style gains the ability to increase damage in combat.

### Slay -

Sometimes you have a little extra oomph in your swing. Slay style gains the ability to attack multiple targets in combat.

## Homicide Advancement

### Kill

- Talent 1 Reroll one attack per fight, taking the better of the two rolls.
- Talent 2 Reroll two attacks per fight, taking the better of the two rolls.

### Mangle

- Talent 1 Hinder one extra opponent action per fight.
- Talent 2 Hinder two extra opponent actions per fight.

### Murder

- Talent 1 Gain one extra attack against one target once per fight.
- Talent 2 Gain one extra attacks against one target twice per fight.

### Slaughter

- Talent 1 Increase successful damage by 1 once per fight.
- Talent 2 Increase successful damage by 2 once per fight.

### Slay

- Talent 1 Attack two different targets in a round once per fight.
- Talent 2 Attack three different targets in a round once per fight.

# Who the hell are you?

## Transient Styles

### Bum -

You're good at rummaging about for stuff. The Bum is skilled in Scrounge.

### Grifter -

You silver-tongued devil, you. The Grifter is skilled in Talky Bits.

### Tramp -

Not much keeps you in one place. The Tramp is skilled in Impetus.

### Vagrant -

You've a knack for doing things to things. The Vagrant is skilled in Tamper.

### Hobo -

You at least know the meaning of an honest day's work. The Hobo is skilled in Drudge.

## Transient Advancement

### Bum

- Talent 1 Increase scrounge checks by 1
- Talent 2 Increase scrounge checks by 2, once per fight, use Scrounge as your Go Faster roll.

### Grifter

- Talent 1 Increase Talky Bits checks by 1
- Talent 2 Increase Talky Bits checks by 2, once per fight, use Talky Bits as your Hinder roll

### Hobo

- Talent 1 Increase Drudge by 1
- Talent 2 Increase Drudge by 2, once per fight, use Drudge as your Attack roll

### Tramp

- Talent 1 Increase Impetus by 1
- Talent 2 Increase Impetus by 2, once per fight, use Impetus as your Defend roll

### Vagrant

- Talent 1 Increase Tamper by 1
- Talent 2 Increase Tamper by 2, once per fight, use Tamper as your Kinder roll

# Watch out this stuff will eat you

## Wretched Mutt

Scrounge for Stuff

Health 3 None

Bonus +1 Scrounge for Magic

None

Scrounge for Moneys

1d6 per step above easy

## Crotchety Old Man

Scrounge for Stuff

Hard and Hard

Health 2

Scrounge for Magic

Bonus +1

Very Hard for 1d3 Magic

Scrounge for Moneys

1d6 per step above Medium

## Not Big Monster

Scrounge for Stuff

Hard and Medium

Scrounge for Magic

Health 2

Hard for 1d3

Scrounge for Moneys

Bonus +3

1d6 per step above Hard

## Big Monster

Scrounge for Stuff

Hard and Marginal

Health 3

Scrounge for Magic

Bonus +3

Hard for 1d4 Magic

Scrounge for Moneys

1d6 per step above Medium

## Really Big Monster

Scrounge for Stuff

Medium and Marginal

Health 3

Scrounge for Magic

Bonus +4

Medium for 1d4

Scrounge for Moneys

1d6 per step above Marginal

## Huge Fucking Monster

Scrounge for Stuff

Medium, Marginal and Easy

Health 5

Scrounge for Magic

Bonus +5

Medium for 1d4+1 Magic

Scrounge for Moneys

1d6 per step above Easy

# Monster Modifiers

There are all manner of beasts in the world, well beyond these half-dozen monsters. Here are some modifiers that you can apply on the fly to any monster in order to change it up some. Each modifier improves or adds a new ability to the monster. It will also improve one of the creature's scrounges. You can add as many modifiers as you see fit or mix-and-match however works best.

Flying: increase Impetus by +1, decrease Magic by one step

Armored: increase Health by +2, decrease highest Stuff by one step

More arms: increase Attack by +1, decrease lowest Stuff by one step

Slimy: increase Hinder by +1, decrease lowest Stuff by one step

Rich: use Talky Bits to bribe target to switch sides for next round, increase moneys by 1 die.

Super Rich: As Rich, but +2 Talky Bits, increase moneys by 1 die type.

Squealer: Summons 1-2 more monsters of the lowest type in combat (50/50 chance) in 3 rounds

## Stuff

You can purchase Stuff in town with Moneys or go kill things and take theirs. When you find stuff roll 1d10 to figure out what sort of stuff you have found.

Magic cannot be bought. When you find it you can use it to Increase the bonus of an item by a +1 permanently. You may also use two Magics to create Hooch or Moonshine. No item can be modified more than once.

### Cheap stuff (Cost 2d6 Moneys)

Inferior Work Boots: +1 to Drudge  
Breath Spray: +1 to Talky Bits  
Coffee Mug: +1 to Impetus  
Tool Kit: +1 to Tamper  
Goggles: +1 to Scrounge  
Moonshine: Single-use, gain highest die roll for a single Skill roll

### Expensive stuff (Cost 2d8 Moneys)

Better Weapon: +1 to Attack  
Shield: +1 to Defend  
Di(stra)cctionary: +1 to Hinder  
Hooch: Single-use, gain the highest die roll for a Defend action

# Oldtown

Squalid and ruined are two positive things to say about Oldtown. There are only three notable places amid the ruins and wreckage: Angels' Brothel, The Old Abandoned Train Station, and Fuch Hall. There are a few vagrant camps within the former dog park, after the great zombie dogocalypse wiped out all the yippy dogs other than terriers and left it open.

Angels' Brothel is the only building in town that isn't inherently dangerous. For the right price, about 3d6 Moneys, you can spend a night as close to heaven as you can get without dying. This has the benefit of giving you one extra health at the start of your next combat.

It's said that the tough-as-nails head of security down at the Train Station keeps sewer cannibals as pets, forcing them to work for him and only letting them feed on the vagabonds he catches.

The neighborhood that hosts Fuch Hall is riddled with carnivorous land-squid. It's rumored there's a fantastic amulet somewhere within the hall itself, but that it is guarded by a sinister force.

Nobody's seen the interior of Fuch Hall in generations.

# Oldtown

## Stuff

Amulet of Peace: With a marginal Impetus check, you rub the amulet the right way and it emits an awkward moaning that makes those engaged in battle stop fighting. Nobody can engage in combat until you stop rubbing the amulet.

Duct Tape: +1 to Hinder. Costs 2d6 Moneys. On the highest roll of a die, the target loses its next action. On the roll of a 1, the user loses his next action instead.

Terrier On A Stick (TOAST): Single-Use item.

When you make a successful attack with TOAST, you lunge a terrier in the target's face and he falls to the ground, losing a turn beating the dog to death and getting back up. You get to keep the stick so you can duct tape another terrier to it, though. An unsuccessful attack does not use the TOAST.

Bull's Long, Hard Rod: +2 to Attack (It's already got magic)

# OrDtown Monsters

## Sewer Cannibals

Scrounge for Stuff

Medium

Scrounge for Magic

Hard for 1d4 magic

Scrounge for Moneys

1d6 per step above Medium

Health 3  
Bonus +2

## Big Bull the Were-Minotaur

Scrounge for Stuff  
Medium and Easy plus possession below.

Health 5  
Bonus +4

Scrounge for Magic  
Medium for 1d4 Magic

Scrounge for Moneys  
<sup>1d6 per step above Marginal</sup>

Special: When transforming into a minotaur, Bull heals 3 health and his bonus increases by +1.  
Possession: Bull's Long, Hard Rod.

## Entropic Maw

Scrounge for Stuff  
Hard

Health 2  
Bonus +3

Scrounge for Magic  
Medium for 1d6 Magic

Scrounge for Moneys  
<sup>1d6 per step above Medium</sup>

Special: Ability Eater - On a successful attack, the Maw may steal an ability instead of dealing damage. It can use any abilities it steals.

Special: Health Eater - Once per fight, a successful attack that does damage heals the Maw.

## Land-Squid

Scrounge for Stuff  
Medium

Scrounge for Magic  
Very Hard for 1d4 magic

Scrounge for Moneys  
<sup>1d6 per step above Moderate</sup>

Health 3  
Bonus +2

Arms - On the highest roll of a die, the Land-Squid gets an extra attack against a different target.

Old town and its environs are the work of the first eight Kickstarter backers who pledged \$10 or more to make Homicidal Transients a reality. Again our thanks and below credit where credit is due.

John Johnson - Were-minotaur.

Gary Hoggatt - Duct Tape

Andrew Ange - Angels' Brothel.

Don Freeman - TOAST.

Reynaldo Madri'an - Entropic Maw.

Jo Turover - Amulet of Peace.

Georgieanna - Land-squid.

Michael Ostrokol - Train station with sewer cannibals.

## Optional Rules

Any or all of the optional rules may be utilized in a game, as long as the group agrees on them.

### Really Catastrophic Failure:

In combat catastrophic failures do damage to yourself or an ally (50/50 chance).

### Hyper-Critical Success:

In combat critical success do one extra point of damage.

### Critical Success in Impetus:

regain one use of a trait (only once per fight).

### Automatic Success/Failure:

The highest/lowest number on a die is automatic success/failure.

### Random character creation:

Roll 1d6 each for Homicide and Transient styles. 6 is your choice.

### Situational penalties:

The GM assigns penalties as arbitrary pettiness allows or logic dictates

### Two-die game:

Assign two standard dice: one during combat and one out of combat.

### You guys suck:

Each Transient style suffers a -2 to one skill and -1 to another skill