



# Rascals, Varmints & Critters

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Our fans, who brave the Weird West.

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# POSSE TERRITORY



JUNGLE





# CHAPTER ONE: WELCOME TO THE JUNGLE



So your heroes have captured vicious outlaws, foiled the plans of insane scientists, faced down the best gunfighters at high noon, engaged evil sorcerers in arcane battles, and foiled the plans of nefarious cultists.

We bet you think you're pretty tough.

But how tough are you? You may think your heroes are the biggest, baddest hombres on two legs, but have you faced everything on four? Or more? Do you know the full power of the creatures called abominations?

We didn't think so.

*Rascals, Varmints & Critters* may make you think twice about just how tough you are. Inside the pages of this book, there's a wealth of information on those lurking fearmongers that help make the West as Weird as it is.

This book is divided up into three sections just like most of our sourcebooks.

In Posse Territory there are expanded rules for animal sidekicks and a few archetypes from the world of monster hunting.

No Man's Land is made up of the *Explorers Society Bestiary of North America*. This document has been seized and banned by the Pinkertons, so make sure you get your Marshal's permission before you read it.

The Marshal's Handbook contains the real deal about all the abominations in the *Bestiary*, as well as some guidelines for the Marshal on using critters in his game. You posse members should keep your peepers out of here unless you want

the Marshal to unleash a whole zoo full of trouble on you.

So get your hunting rifle, hire yourself a good guide and, without further ado, let's see just why we call it the *Weird West*.

## ANIMAL COMPANIONS

Not every hero in the *Weird West* is the two-legged kind. Sometimes an animal of exceptional courage or outstanding ability becomes almost as large a part of a hero's legend as the hero himself. Where would the Lone Ranger be without Silver? Brisco County Jr. without Comet?

These rules are specifically made for creating animal sidekicks for heroes in *Deadlands*. To gain one of these valuable companions, the character must take the *sidekick* Edge or obtain his new friend through an adventure.

Dogs and horses are the two most common animal sidekicks, but others are certainly possible. More exotic companions, like hawks, cougars, wolves, or bears, are special. These animals are very rarely tame, so it is their tameness (around the hero at least) that makes them unique. Anyone could have a horse or a dog, however, so for one to be special, they have to be created from scratch. Luckily, this book tells you how to do just that.

Please note these rules are for creating extremely special animals. Even the so-called "exceptional" horses are average by comparison.



# JUNGLE

## ANIMAL COMPANION TRAITS

Note: Mental Traits are relative. A dog with a 3d8 *Smarts* is not smarter than a man with 1d6. Also, *Deftness* here relates to how well the animal can manipulate objects with its mouth.

### DOGS

| Card       | 2  | 3-8 | 9-J | Q-K | A   |
|------------|----|-----|-----|-----|-----|
| Deftness   | d4 | d4  | d4  | d6  | d6  |
| Nimbleness | d6 | d8  | d8  | d10 | d12 |
| Quickness  | d6 | d8  | d10 | d10 | d12 |
| Strength   | d4 | d6  | d8  | d10 | d12 |
| Vigor      | d6 | d8  | d8  | d10 | d12 |
| Cognition  | d4 | d6  | d6  | d8  | d8  |
| Knowledge  | d4 | d4  | d6  | d6  | d8  |
| Mien       | d4 | d6  | d8  | d10 | d12 |
| Smarts     | d4 | d6  | d6  | d8  | d8  |
| Spirit     | d4 | d6  | d8  | d10 | d12 |

### HORSES

| Card       | 2  | 3-8 | 9-J | Q-K | A   |
|------------|----|-----|-----|-----|-----|
| Deftness   | d4 | d4  | d4  | d6  | d6  |
| Nimbleness | d8 | d10 | d12 | d12 | d12 |
| Quickness  | d4 | d6  | d8  | d8  | d10 |
| Strength   | d8 | d10 | d10 | d10 | d12 |
| Vigor      | d8 | d8  | d10 | d10 | d12 |
| Cognition  | d4 | d6  | d6  | d6  | d8  |
| Knowledge  | d4 | d4  | d6  | d6  | d6  |
| Mien       | d4 | d6  | d6  | d6  | d8  |
| Smarts     | d4 | d4  | d6  | d6  | d8  |
| Spirit     | d4 | d4  | d4  | d6  | d8  |

### JOKERS

Drawing a Joker is as weird for animals as it is for people. If you draw a Joker, it counts as an Ace for whichever Trait you use it for. Draw another card for the Coordination. In addition, the animal has a "Mysterious Past." See that section at the end of this chapter.

Don't bother to use these rules unless the animal is extremely important. Otherwise, use the standard profile.

## CREATING A FOUR-FOOTED FRIEND

To create an animal sidekick, follow these six easy steps.

1. Concept (including species)
2. Traits
3. Aptitudes
4. Hindrances
5. Edges
6. Background

### ONE: CONCEPT

This is easy. What kind of dog? What color horse? What is he trained to do? Who does he belong to, and what is their relationship?

### TWO: TRAITS

Animals have 10 basic Traits, just like humans. The difference lies in the range of those Traits. To determine Traits for an animal, draw 10 cards from a fresh deck. Do not discard any cards.

Assign these cards to Traits as you would for a human character. The Coordination is determined by the suit just like for humans. The die type for the Trait is determined by the card and which Trait you wish to place it in. Use the tables at left to determine Traits for dogs and horses.

### SIZE

Dogs start at size 4; horses at size 10.

A dog's size can vary wildly. By taking various Edges and Hindrances, a dog's size can range from 1 to 7. The following chart shows the relative sizes of some sample breeds of dog.

### DOG SIZES

| Size | Breed      | Maximum Strength |
|------|------------|------------------|
| 1    | Chihuahua  | d4               |
| 2    | Beagle     | d6               |
| 3    | Poodle     | d6               |
| 4    | Bloodhound | d8               |
| 5    | Husky      | d8               |
| 6    | Great Dane | d10              |
| 7    | Mastiff    | d12              |