

DEVIL'S CROSSROAD

Unlike the first edition, Devil's Crossroad 2e features a very large and diverse skill list that allows the characters to truly be unique. A player can truly make the character they see in their head with this version of Devil's Crossroad, without having to fight the system they are trying to play in.

Determination

Determination is a very important pool of points that a character has at their disposal. Determination represents a character's stubbornness and ability to push themselves beyond their normal limit.

Determination can be used to provide a +1 advantage on any skill or attribute check. Determination can also be used to change the initiative order or even heal characters from superficial wounds.

While determination is important, a character that exhausts all of their determination will become fatigued. They will suffer disadvantage on all of their actions until they have had a chance to rest.

ADVANCEMENT

The way characters advanced in the first edition of Devil's Crossroad, was creative, but in practice it wasn't very elegant. One of the first things I noticed

when I started running long games that lasted over several sessions was that combat skills tended to advance much quicker than non combat skills. I tried to correct that here.

Now, character advancement follows the same rules as character creation. At the end of a session each character gets a number of build points as a reward that they can spend to improve their character's scores.



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MANY FACES

Here are a couple of examples of the characters that can be made with this new edition of Devil's Crossroad.

Landon, the scamp

Landon was born to a well off family. He was sent to school to be a doctor, but he was far more interested in drinking and playing cards than studying medicine. He has been disowned by his family cut off from their wealth, and that suits him fine. He is a drifter by nature. He is easy going and only interested in enjoying life as much as possible.

Unfortunately for him, his lifestyle tends to create enemies and get him involved with rough crowds and bad company.

Landon was built with 24 build points.

Amy, The cowgirl

Amy grew up on a ranch. She can ride and shoot as straight as any man, better than many. She has won first place in the town fair shooting contest 3 years in a row.

Last winter she publically humiliated the son of a wealthy banker, when he asked her to marry him at a town dance. Since then his family has gone out of their way to make things hard for her and her family.

She is starting to wonder if it might not be better to try her luck elsewhere and try to make a go of things on her own.

Amy was built with 25 build points.

Hank, the Brawler

Hank is a large intimidating figure from the first time you see him. A rough face covered in scars and a body to match. He was once in the army and got along fine fighting Indians. But when most of the heavy fighting ended Hank was left with nothing to do, since all he has ever been really good at is fighting. He has a good heart, but a quick temper. Now he is trying to sell himself out as hired muscle to just about anyone that can pay him after a run of poor choices and bad luck have left him in debt to a number of criminals.

Hank was built with 40 build points.

Quiet Wolf, the Scout

Quiet Wolf was born and raised as an Apache. He chose to join the US Army rather than face relocation with the rest of his people. He was a skilled tracker but after years of hunting down other Apache for the government, he chose not to reenlist. Now he is trying to make a meager living as best he can as a trapper and hunter. He is

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not only a skilled fighter, but also a rather cunning tactician.

Quiet Wolf was built with 45 build points.

McDowns, the bounty hunter

No one knows where McDowns came from, but he speaks with a southern accent, when he speaks at all. He is a quiet isolated man that likes to be left alone most of the time. He has been working as a bounty hunter for years and it is the only life he seems suited for. He has tracked down and brought back many dangerous wanted outlaws. His successes have earned him a reputation, which makes him a target for hotshots wanting to make a name for themselves.

McDowns was built with 62 build points.

Sample file

DEVIL'S CROSSROAD

WESTERN RPG

Name: Landon Gender: male Age: 22
 Description: A smooth talking card player

Personality Friendly Promiscuous

ATTRIBUTES

Body [8]
 Mind [11]
 Quickness [10]
 Willpower [11]

CARRY

Encumbered [16 lbs]
 Maximum [32 lbs]

INITIATIVE [25]

SPEED [4]

BUILD POINTS []

DETERMINATION

Maximum Determination
 [3]

Current Determination

3

HEALTH

HP Maximum [16]

Current Hit Points

16

Healthy [16]
 Wounded [8]
 Injured [4]

Lasting Injury

TRAITS AND FLAWS

Hard Drinker (+1 advantage to body
 checks to resist becoming
 drunk)
Lighting Reflexes (+4 to initiative)
Enemy (A jeleous husband)
Enemy (A bandit who was cheated
 during a card game)
Weak Willed (-2 determination and
 +1 disadvantage to resist
 coercion)

SKILLS

	Attribute	Rank	Score
<u>Deception</u>	<u>Willpower</u>	<u>3</u>	[<u>14</u>]
<u>First Aid</u>	<u>Mind</u>	<u>2</u>	[<u>13</u>]
<u>Flirt</u>	<u>Willpower</u>	<u>2</u>	[<u>13</u>]
<u>Etiquette</u>	<u>Willpower</u>	<u>1</u>	[<u>12</u>]
<u>Handguns</u>	<u>Quickness</u>	<u>1</u>	[<u>11</u>]
<u>Boxing</u>	<u>Quickness</u>	<u>1</u>	[<u>11</u>]
_____	_____	_____	[<u> </u>]
_____	_____	_____	[<u> </u>]
_____	_____	_____	[<u> </u>]
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_____	_____	_____	[<u> </u>]

BELONGINGS

Wealth [\$2]

playing cards, Repeating Pistol 4 lbs

Total Weight: 4 lbs

ARMOR

Normal [] Firearms []

WEAPON

	Acc	Damage	Wight	Range	Clip	Information
<u>Repeating Pistol</u>	[<u>11</u>]	<u>1d6 (+3)</u>	<u>4 lbs</u>	<u>20 ynds</u>	<u>12</u>	<u>Unreliable (19)</u>
<u>Boxing</u>	[<u>13</u>]	<u>1d4</u>	<u>/</u>	<u>/</u>	<u>/</u>	<u>Acc +2</u>
_____	[<u> </u>]	_____	_____	_____	_____	_____