

OLD TIMERS

In the time of the Wild West folks just didn't live as long as today, at least on the average. There are many reasons for this, bad eating habits, lack of medical care and so on. Below is a table for calculating a hero's life expectancy and possible causes of natural death.

Vigor Type	Men's Age	Woman's Age
d4	30+d10	32+2d6
d6	45+d10	47+2d6
d8	60+d10	62+2d6
d10	70+d10	72+2d6
d12	90+d10	92+2d6

Hindrance Causes of Death:

Below are just some possible means of death caused by a hero's Hindrances, those with numbers in parenthesis are years taken off the character's life expectancy. Where there are multiple numbers these represent the various levels of that Hindrance. Note that all the modifiers are cumulative.

Ailin' (-3/-5/-15): The sickness finally catches up with the hero, he's now pushing up the daisies.

All Thumbs (-2): Whoops! You never where good with machines and now you don't have to worry about them, as there probable aren't any of those darn contraptions in heaven.

Bad Ears (-1/-3): Was that a train coming? You didn't hear it coming and now you're waiting to hear old Gabriel's horn.

Bad Eyes (-1/-3): You discover that the big doggy you where petting, walks on two legs is very hungry and besides it's a full moon.

Bad Luck (-5): If you've lived this long your luckier than you think. Who could have known that the new cure all salve medicine (made with real Ghost Rock) would actually melt skin when the user had consumed alcohol and been exposed to the rays of the sun.

Big Britches (-2): Ten to one sounded fair odds to you, since you where the one in the equation. It's a good thing you didn't put any money down on that wager.

Big Mouth: Telling the outlaws about your secret stash of gold and where to find it, probable was not such a good idea.

Big 'Un (-3/-5): A big man like you has a big ticker and it just stopped ticking.

Bloodthirsty (-5): It would appear that you're not the only bloodthirsty bastard around. Some ornery feller bushwhacks you just for fun.

Curious: What would happen if? Was your battle cry, now it's your last words.

Clueless (-1): I wonder what that slimy stuff was? Oh well, it hasn't killed me ye....

Death Wish (-5): You've just got your wish, Merry Christmas.

Doubting Thomas: Portals, demons, what a bunch of nonsense, for example if I was to read from this old dusty tome, nothing would happen. Listen and observe.

Enemy (-1 to -5): Your past catches up with you as well as your enemies.

Geezer: You pass away in your sleep one night.

Grim Servant O' Death (-5): You're shot in the back in some low life saloon in some backwater town.

Hankerin' (-1/-3): Your addiction causes your demise whether it be cancer from smoking or an over dose on some drug or perhaps liver failure from a long time drinking.

Illiterate: How many pills was I supposed to take and from which bottle?

Impulsive (-1): You were told that being impulsive would get you killed and apparently you were told right.

Intolerance: Too bad when you needed some friends, you had pissed them all off, because you didn't care for them in the first place.

Loco: Perhaps showing up at night, in a cave full of Nosferatus, in just your long johns to demand that they get out of your house right now, was not such a good idea.

Mean as a Rattler (-3): No matter how mean you are, there is always someone meaner. You finally met that meaner feller and he was indeed meaner. Now there's one less mean feller and you're it.

Night Terror (-1): You've had a hell of a nightmare and when you awake in heaven, you've realized that you died of a heart attack in your sleep.

Outlaw (-1 to -5): Your past catches up with you and death waits at the gallows or in jail for lesser crimes.

Poverty (-3): If only you could have afforded to have that leg looked at before it became gangrene.

Randy: You're shot in bed with another man's wife for a good reason.

Slowpoke: They say that when being chased you don't have to be fast, just faster than the other guy with you. Guess you lost the race.

Stubborn: Come hell or high water you're going to cross the Mohave Desert with or without a steam wagon, by foot if you have too. Those are the last words that your friends remember.

Superstitious: While trying to run over the black cat trying to cross in front of you, in your brand new steam wagon, you fail to see the other steam wagon and die in a blaze of glory.

Vengeful (-3): He, who lives by the sword, dies by the sword. Someone didn't like the vengeance you wrought upon their kinfolk and now you're taking a long dirt nap.