

Huck Finn

THE ROLEPLAYING GAME

Written and Designed by Ben Overmyer

March 17, 1996

Period IV

PDF Built: April 30, 2021

Contents

1	Introduction	1
2	Character Creation	3
	Creation Steps	3
	Attributes	3
	Occupations	3
	Developing the Character	3
	Equipment	3
3	Encounters	5
	Interacting with People	5
	Combat	5
4	Mark Twain's World	7
	Character Stats for the Main Character	7
	Information on the Book's Setting	7

Chapter 1

Introduction

Hello! If you're into role-playing games, or just a Mark Twain fan, this game is for you! For all of you who have never played a role-playing game before, an RPG is a game where you, the player, take the role of a character and act him out. This game requires the use of a six-sided die. It will be referred to like this: if you roll it three times, the game's notation for it would be 3D. Got that? Now, on to the game!

Chapter 2

Character Creation

Creation Steps

1. Roll 3D for each attribute. Refer to Attributes for more information.
2. Based on personal preference and attribute scores, select an occupation.
3. Roll 3D and multiply by 10 to get your money.
4. Develop your character.
5. Buy your equipment.

Attributes

- **Muscle:** Your physical strength.
- **Brains:** How intelligent your character is.
- **Speed:** A measure of your swiftness.
- **Agility:** The ability of your character to move around.
- **Endurance:** How much damage your character can take before dying.
- **Marksmanship:** Your character's ability to hit a target.

Occupations

- **Rogue:** Requires 13+ Speed & Agility. Benefits: Raft, Rifle
- **Carpetbagger:** Requires 17-18 Brains. Benefits: Can easily con people, carpet bag
- **Kid:** No Requirements. Benefits: Raft

- **Bounty Hunter:** Requires 17-18 Brains & Agility, 13+ Marksmanship. Benefits: Paid for hunting down men

Developing the Character

This step consists of writing a brief history of your character, describing his physical features, recording his goals in life, his outlook on life, and his personality.

Equipment

Price List

- Rifle - \$50
- Knife - \$10
- Salted Meat - \$5
- Corncake - \$1
- Bread - \$1
- Butter - \$3
- Saw - \$5
- Leather Sack - \$1
- Snuff - \$10
- Sugarhogshead - \$1
- Skiff - \$150
- Candle - \$1 for 5
- Candlestick - \$5
- Pick - \$15
- Sheet of Paper - \$1
- Pen - \$5

- Ink (10 uses) - \$1
- Dice - \$1
- Deck of Cards - \$2
- Canoe - \$100

Chapter 3

Encounters

Interacting with People

Your character will, no doubt, meet people in his adventures. So, you must interact with them. Most often it won't be hostile, but if it is, you will enter

Combat

Combat is handled like this...

1. Percent of cover (POC) of target is divided by five (round up).
2. Roll 3D to hit the target (THT).
3. Add $(Marksmanship - 12) + (Speed - 12)$ to the roll, and subtract $(EnemyAgility - 12)$ from the roll.
4. If the final THT is larger than the target's POC, then you must roll damage.

Chapter 4

Mark Twain's World

Character Stats for the Main Character Information on the Book's Setting

Name: Huck Finn

Occupation: Kid

Money: \$6,000

Description: Blue eyes, brown hair, slightly muscular

Age: 14

Muscle 12

Brains 15

Speed 15

Agility 12

Endurance 10

Marksmanship 11

Inventory

Canoe

Rifle

Knife

Leather Sack

The Mississippi River

This river is Huck Finn's main road, so to speak. He spends much of his time on the river.

Cairo

The city that Huck set out for with Jim, his black friend and runaway slave, is a major one. Almost as big as St. Louis, it has many people living there.

St. Louis

A major city, this was never visited by Huck in either book, Tom Sawyer or Huckleberry Finn.

St. Petersburg

Huck's home town, this is a good place for Kids to start out, as it has many interesting things to do here.

Jackson Island

This is the island a few miles away from St. Petersburg where Huck and Jim hid.