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This game is a work in progress and hasn't been updated in a while, please excuse the rough edges. I'll return to it at one point.

v1.1

# GUN

The West is dying.

Not the actual land, that's doing fine. Not the people either, they're thriving. But the idea, the concept, the open space. The emptiness is being filled in. The potentials are collapsing. The oil rigs are going up, the train tracks are going down. The law is moving in.

You came out here for the same reason the others did. To seek a new life, to run away from something, to seek your fortune. To eke that little bit out the West that's worth having, if it was ever there.

Problem is, the West is dying.

## Your Character

Don't come at this game with a perfectly clear idea of who your character is. The West will change you.

There's three important facts about your character. First, **you're an outlaw**, and **part of a posse**. Second, **you've got debts**. Third, and most importantly, **you have a gun**.

The rest we'll sort out soon enough.

## The Narrator

One player needs to take the role of the Narrator, who will make judgement calls, facilitate rules, put things on the Territory, and play all the characters that aren't player characters. More on all that later.

## Setting up

You'll need a **character sheet** for each player, a **posse sheet** for the table, a **territory sheet** for the narrator, and a **map of the territory** (this could be a blank sheet of paper). The narrator might like a notepad too, and you'll all need stuff to write with and a whole

bunch of six sided dice (d6s) that you can get at any game store. This game also uses a deck of cards and a d100 (that's two ten sided dice, one for the tens and one for the 1s) or d%, but you could also randomly generate that number some other way because it ain't used outside of character or territory creation. Go ahead and pass that all out now.

Now, this booklet has a certain approach. We're gonna get right into the rules. If you want to skip down and see what setting up and playing a first session looks like, flip right to the end where all those bits are. Some of them ain't gonna make a lick of sense without a quick read through the top parts though.

Well, let's get right into it.

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### Throwing down

When the outcome of your action is uncertain, dangerous, or contested, you'll need to **throw down** and roll some dice to see what happens.

First, name your **goal**. The Narrator can always tell you the goal is unattainable given the current circumstances if it's too outlandish.

Then check real quick what the **stakes** are - what might happen if you fail. Is it **controlled**, like sneaking up on a fella that's unaware of you? It is **risky**, like standing up on your horse while it's galloping full speed through the waste? Is it **desperate**, like swinging on a frayed rope across a canyon? Or is it **life or death**, like staring down the barrel of a gun with a finger on the trigger?

Most rolls are **risky** if you're not sure, and rolls **never start life or death**. If there's nothing at stake, you **just do it**.

Otherwise, you'll roll a d6 (six sided die). Often you'll roll more than one (usually no more than 4) and pick the highest, sometimes you'll roll two and pick the lowest.

Check the final result (the highest die).

**On a 1-3**, you don't accomplish your goal, and you suffer the consequences.

**On a 4-5**, you accomplish your goal, but there's a tradeoff or complication of some kind. You're forced into a hard choice, a worse outcome, a bad position, or suffer the consequences anyway.

**On a 6**, you accomplish your goal.

The **stakes** you established before rolling tell you just how **bad the consequences** are. If you took a controlled action, you can't get hurt more than a little bit by your failure, and any setbacks are going to be minor. If you took a risky or desperate action, it could look bad for you, friend. This helps keep things fair between the Narrator and us poor old cowpokes. If you didn't stake anything, you wouldn't roll in the first place, and you knew what the stakes were going in.

## Let it Ride

You only ever make one roll for your goal, and you can't try it again until you change the narrative circumstances (time passes, you have extra tools or help, etc) or you change your goal.

## Fortune Roll

Sometimes there ain't really any risk in doing something, but the outcome is unclear and we want to see if it can be done (and maybe how well) - for example asking for information in a friendly place, restoring an old pair of boots, cooking a meal. That's a **fortune roll**. Name what the roll represents, your goal if there is any (gather information, make something, survey the landscape, etc), and roll, as normal. Check the final result. A 4-5 is generally a success, an expected or good result, a 1-3 is a failure or poor result, and a 6 is a great result.

## To sum up so far

Tell the Narrator your goal. The Narrator will tell you if your goal is doable, what the stakes are based on what you're doing (controlled, risky, desperate) and how tough things are going to be if you fail. You can back out and rephrase your goal if you want.

If there's nothing at stake, you do it. Otherwise, roll at least one d6 based on what you're trying to do. Check the highest die. On a 1-3, you fail and suffer the consequences, on a 4-5 you succeed at a cost, and on a 6 you succeed.

If the outcome of something is unclear, but not necessarily risky or contested, make a fortune roll instead (roll and check the final result, the higher the better).

## Where the Sam Hell do these dice come from, and Maximum and Minimum dice

Dice come from **qualities**, which track how good you or anything else is at a particular course of action, from 0-4. For example, how strong or fast you are, how precise your gun is, how resilient your caravan is as you go through the old mountain pass. For example, 3 in a quality will give you 3 dice when you roll an action with that quality, picking the highest. **If your quality is 0, you roll two and pick the lowest.**

You (the character) can only get 1-4 dice in a quality normally. You can get one or two extra die from a **Raise**, which we'll talk about shortly.

If you're hurt, tired, beat up, or in a bad way and have **harm**, you might get **-1** or even **-2 die**.

If you roll 0 or lower dice, you roll 2d6 and pick the lowest result.

## Which Quality?

You're free to tell the Narrator which approach you're trying, or what quality you're deciding to use. The Narrator will tell you how effective that's gonna be and if that's going to change the **stakes** at all.

For example, if I'm trying to open a door, I can **Handiwork** the door open or try and bust it down with my **Guts**. The Narrator will tell me how effective and risky they think that's gonna be, and I'm free to choose either approach.

### **Combining Qualities**

If you take an action that's **complicated** or **exceptionally hard** and would require two or more qualities at a time, **roll the lowest quality**.

### **Raise**

Most folks (including you!) have 0-2 in a quality, base. You might look at the odds on that and conclude that it ain't entirely in your favor, and you might be right.

Like we mentioned above, there's a way to get extra dice. You can get up to **+2** on any action you take when you throw down, and you get it from **raising**.

The first, and easiest way to Raise, is for you or someone else that can help you to **spend 1 gunslinger's grit**. That's something you get when you go on any job, and it helps you avoid consequences. More on that later.

The second way is to **raise the stakes**. If the stakes can get riskier, they do. If they were controlled, they go to risky, risky to desperate, and desperate to life or death. Life or death stakes can't get raised further.

The final way is to make a **Deal with Old Scratch**. You or someone else suggest something bad that happens as a consequence of your actions, no matter how high you roll. You get the extra die, and no matter the outcome, the thing you bargained for happens.

Certain deals might get you a **Free Raise** - that's a free bonus die in certain circumstances.

You can only get up a maximum of +2 dice from raising, and you can only get **one of each of these dice** once on an action, so you can't, for example, spend 2 gunslinger's grit for +2 die.

Raising can take even a roll with 0 dice (roll two and pick the lowest), to 2 dice, which is not bad at all! Keep that in mind.

### **Throwing Down and Other Folk**

The west is full of all kinds of folk other than you and your gang. The Narrator will play all of them.

Unlike you and your gang, other folk don't throw down. They're not really the protagonist type, though they always have their own agendas, hopes, wants, and fears. They're

always stirring up trouble, or making plans. They might be real movers and shakers. They're just not the type to instigate things.

**Rolls do double duty** - they both determine the outcome of your action but also the action or attitude of any characters played by the Narrator, based on on your actions, the stakes, and the outcome of your roll. If a bandito is aiming a gun in your direction, he doesn't roll to hit you. You decide what you're gonna do about it and throw down. If you knock that gun out of his hand, you're good and he scrambles away for cover. If you fail that roll, he shoots you. He doesn't have to roll for that - you failing your roll has given the narrator license to let you suffer the consequences (remember that bit?) - the consequences being pretty clear in this case. If you're lying to the lawman that no sir, you did not just rob the imperial bank, and you fail your roll, that lawman's gonna see straight through you.

This works even on partial successes. Say you're going at that bandito, and the narrator decides (rightly) that it's risky to go for the gun. Even if you succeed, you might roll a 4 or a 5 and he shoots you anyway. You still succeed on your action (you get the gun away from him), so unlike in the first example where you flat out fail you're in a better position, but that's still a bullet coming your way.

## The Cards

If you don't want to bother with rolling and you want to push your luck, you can always play the cards instead of rolling.

At the start of any session, you'll draw one card from a 52 card deck (a normal deck minus jokers) and the Narrator will draw cards equal to the number of players (the Narrator is always playing with a full hand). You can't look at anyone else's cards.

At any point, instead of rolling, you can state your goal to the Narrator as normal but tell them you intend to play the cards instead of rolling. The narrator will tell you what you have to stake to get that goal. If you decide to go in, you must stake what the Narrator asks for in order to play. You can always pull out of playing the cards once you hear what you've gotta stake and roll normally.

If you use the cards, you don't roll any dice, so you can't raise, and other factors can't effect you. The Narrator still decides what the stakes are, the effect of your action, and whether the action is even possible.

You then play your card face down. The Narrator at this point can fold and give you what you want. Your goal is successful, you spend your card but the Narrator doesn't spend anything. Alternately, the Narrator can call your bet, playing one of their own cards face up and forcing you to flip your card face up. If the Narrator's card is the same value (A>K>Q>J>10-2) or higher, you lose what you bet and don't accomplish your goal, if you win the bet you accomplish your goal.

If you have the Ace of Spades, you win a bet, even if the other person plays another Ace.

### **Spending Cards for other effects**

Some Big Deals (bits of a character, location, or their stuff that can be used to tell us more about them) allow you to spend cards for other effects (detailed in that Deal). The Narrator can sometimes spend cards to nullify the above affects or activate Big Deals of any of the folk, locations, etc that are under their control, the same way as you.

### **Getting cards back**

You get a card back when you start a new session, take a breather or go into a new job, but the Narrator can discard any number of cards, then draws until they have the same number in hand as there are players.

#### *Discarding cards*

Cards are always discarded or spent face down unless someone calls a bet. Discard any cards at the end of any session.

### **Contested Actions**

If you're going up against other player characters, you might make a contested roll. In that case, you're rolling against each other, and comparing who has the highest result to see who wins. If there's a tie, check the next highest result (so if two characters roll a 4 but one rolls a 4 and a 1 and the other a 4 and a 3, the second character will win, for example). This also means that characters that roll more dice will always win ties against characters that roll less.

Sometimes the narrator will roll contested actions with NPCs against other NPCs, just to see how they turn out.

You can play cards against other players. The person who initiated loses any ties.

### **Clocks**

One of the last few things we've gotta talk about is Clocks. Tracking time's pretty important in the West, and not only for the rail companies. **Clocks** are the main way we track complicated actions out here in the West. A clock usually has 6 or 8 segments, but a long and complicated clock could have 10, and a simple clock has 4. Most actions taken we don't care about clocks - one roll and we're done! However, if we want things to play out a little more and our goals are more complex, we can use clocks to track actions.

When you create a clock, make sure it's clear what it represents, and what will happen when it fills up. You could use a clock to represent any task that would take more

complicated or concerted action, like a plan, a chase, a street gunfight, a duel, a research project - pretty much anything. Clocks could be immediately relevant to the scene or represent a more long term project or goal.

Clocks are usually visible to all players unless there's something preventing the players from knowing about them (such as a secret organization planning a takeover). When the clock fills up, the consequences come true.

Here are some examples:

- A bounty hunter is tracking the players down. When the clock fills up, they catch up.
- The rail company is fomenting a hostile takeover of the town of Sweetwater. When the clock fills up, they're successful and the town is theirs.
- The lumber mill is on fire. When the clock fills up, it collapses.
- The Baltrop boys are getting away. When the clock fills up, you lose them.

#### *Filling in clocks and effect*

When a character takes action to fill in a clock, consider how effective that action's gonna be. If the action has **normal** effect, it fills in **2 segments** on a success (a 4+). If it's got **weak** effect, **1 segment**, and **strong** effect, **3 segments**. It's also possible for an action to have no effect at all.

**Judging this is usually pretty qualitative** - but sometimes certain deals will have more or less effect in certain circumstances. For example, trying to stop a raging bull with your bare hands is, in most circumstances, gonna have low effect or no effect at all - unless you have a deal that says otherwise.

#### *Using clocks to track failure*

Clocks can also represent failure states - with 1 or 2 segments filling up on a failure or partial success. This can be things like running away from the authorities, tracking a fleeing bandit, or trying to sneak out before the alarm is raised. This often creates a 'racing' clocks situation where characters are trying to fill up one clock without filling up the other!

#### *Using clocks to track time*

The narrator can fill in clocks to track the passage of time or long term threats or projects by factions. These clocks fill up in the following ways:

- When the characters take a breather or go into an interlude, fill in a segment on all active clocks
- When other long term consequences of player action provide a boost to a clock, such as not taking a job, failing a job, or making a decision that empowers a certain clock, fill in 1 segment.



You may notice that time passing fills in all of these clocks, meaning that if multiple clocks are out on the table, it's going to be hard for the players to get rid of them all.

### *Clearing clocks*

It might be possible for players to totally clear a clock through their actions. If a clock is no longer relevant, get rid of it, such as in that previous example if the players fill up their clock before the Boys can escape.

If a clock represents some big undertaking or effort by a powerful entity (like a company, a gang, etc), then you can always put a Job on the territory with the goal of stopping that clock. If a clock is truly something inevitable, it might only be possible to delay a clock (by erasing segments on it) instead of clearing it completely, such as 'The Federal Authority gains total control of the City'.

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Alright, that just about does it.

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## **YOU**

Let's get into the nitty gritty.

You came to the West to find out who you really are. You might come at making a character here with an idea of who you are already. That's just fine and dandy, but I'm gonna ask you to find some stuff out about yourself that you might not know. That's just the way of things. There's a lot of space in the West for someone to make a life out here, to escape their past and start anew. To clear their debts. A lot of air, land, and space. Good land, fertile and beautiful.

Problem is, the West is dying.

### **Who you are**

Your are an outlaw.

Now that don't mean much because out in the West, pretty much everyone is an outlaw except for the Law. Outlaw don't mean you're at heart a criminal, thief, or cold-blooded killer, though it don't exactly preclude that either. It means you're not the kind of person who keeps their head down and their nose out of trouble, otherwise we wouldn't be telling this story. That pretty much makes you an outlaw.

You're not from around here. Nobody is really, but you especially haven't been here long. You also travel with a posse. We'll talk more about your posse later, there's some details we have to straighten out, but it's good enough to know for now that riding alone out here usually spells death.

### **Why are you here?**

It's really up to you.

But loosely speaking, it's gonna have to do with making money. It always is. Your goal in the West is to get rid of your debts, get away from your past, and put as much cash away as you can and retire, buying a little homestead somewhere, a piece of land away from the killing, the dying, and everything in between.

Maybe that will buy you some peace. Or maybe not.

### **Roll into town**

**Let's find out who you are right now.** We'll go through the details in a bit. The list of all the stuff we talk about in this section is put after the rules to avoid breaking up the flow, so you might find it useful to refer back to this section.

#### **When you roll into town, make your character.**

The Narrator assembles two 52 card decks, with one of every card minus jokers (2-10, j, q, k, a).

Go around the table and have each player pull a card for their character from one deck. Then each player pulls a card for their gun from the other.

These cards give you a **Big Deal** for your character and your gun (yes, your gun gets its own Big Deal). These describe, at a basic level, who your character is and how they move, talk, and fight. A Big Deal is a set of basic facts about your character that neither you, the narrator, nor God Almighty can dispute.

Set up your **personal qualities**, then roll for some **deals**, a **reputation**, and a piece of **stuff** for your character.

Your character has **debts**. Roll for a starting debt, and I guarantee you, sir, you'll pick up more.

Write down your **past** (the reason you came to the west) if you want. You can come back to it later.

Your character probably has a **hat**. Detail it a bit.

Finally, your character has a **gun**. Don't get picky with me. They have a gun. It's the name of the book.

At the end of this, you'll have ranks in **personal qualities**. You can put three more ranks wherever you like, but can't take any quality higher than 2 unless a Big Deal specifically says so.

#### *Get out that character sheet*

Go have a good look at it. It will help. It's a little roughshod right now, but what's a man to do?

#### *Terms of Address*

For ease of parlance and flair this booklet will often refer to one or the other when describing character options, or address you as sir or madame. I ain't about to tell you who can and cannot be a gentleman or lady or a sir or madame, that's for you to decide.

#### *Trading Cards*

If you don't like the card you've been dealt for your Big Deal (for your character or your gun), you can always trade with other players. You also get one mulligan (set that card aside and pick a new one). You could always just choose cards and deals, and not roll at all, but that's against the spirit of the West, sir.

#### *Putting things on the territory*

Some parts of your Big Deal will ask you to put something on the territory. We'll get to that later in this book, so don't worry about specifics right now. All that means is putting something on a map and naming it.

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## **Big Deals**

Your character has a **Big Deal** for both themselves and their gun.

Big Deals tell us a basic fact or group of facts about your character, their gun, or their stuff. During the course of play, not you, the narrator, nor God can change or contest that fact sir. That's just how it is. For example, if one of your big deals is you are never surprised, you can never be surprised, no matter what the narrator might say. Conversely, if one of your deals is that you cannot pass up a good meal, you cannot pass up a good meal - that's just who you are.

Big Deals often give you **free raises, bonuses to personal qualities**, or other effects.

## *Other Big Deals*

You're not the only one with big deals by the way. Other folk have deals as well that inform you and the narrator how they behave or act. Stuff (your gear and weapons, or other people's gear and weapons), animals, and even locations might also have deals. Just keep that in mind for now.

## **Personal Qualities**

There are ten of these, base, for you and other player characters. When you take action where one of these qualities would apply, roll that many dice and pick the highest result. If your rating is 0, roll two and pick the lowest.

Personal skill accounts for 4 of these. 0 is untrained, 1 is average, 2 is skilled, 3 is highly skilled, 4 is masterful. You can't get 4 in a quality without a bonus from a Big Deal.

**Swindle** - Lie, impersonate, forge documents, seduce, etc. If it's in bad faith, it's swindling.

**Straight Talk** - Persuade, intimidate, or convince in a straightforward fashion.

**Class** - Get social access, research, hearsay, or connections

**Hustle** - Move with quickness or agility. Run, jump, climb swim.

**Guile** - Move or act quietly or unseen.

**Hunt** - Track, hunt or fish, find objects or people

**Squint** - Appraise a person or situation in greater detail, detect deceit, get a gut feeling

**Handiwork** - Fix an object, whittle or craft, pick a lock, set explosives, etc

**Survive** - Cook food, set up camp, apply medicine, forage, resist the elements

**Guts** - Eat, drink, throw a punch, lift a heavy beam, perform feats of strength or resilience

Right now, set two of these at 2, 4 of these at 0, and the rest at 1. You might get extra bonuses on these due to your Big Deal.

## **Deals**

You start with three **deals**, and two for your gun. You can write these down, choose them using the lists in character creation, or just pull cards for them. Personally it's more in the spirit of things to pull cards but that ain't everyone's cup of tea.

Deal are simple facts or descriptive terms about your character that can be called on during play by either you or the narrator. You or the narrator **can use deals as narrative cues** to judge situations, figure out complications, make Deals with Old Scratch, determine stakes, and determine effect. If your gun has a deal saying it jams a lot, you can bet what happens if you fail a roll to fire it. Not all deals need be positive in nature. **When you finish a job, if your deals hindered you, you can get experience.**

## Reputation

A reputation is like a deal but tells us how people broadly perceive your character (that perception may or may not be accurate).

Reputations come in two varieties, regular and infamous. Regular reputations can be changed or cleared during an Interlude. If a reputation is circled, it's **infamous**. Infamous reputations are much harder to change.

**The Narrator will look at your reputations like deals** to determine how characters treat you. Characters might attach good or bad judgement to that reputation. If your reputation is 'gambler', for example, certain people might refuse to lend you money out of hand. If your reputation is 'honorable', the sheriff might be more inclined to deal with you. Law men might love your 'lawful' reputation, and bandits might refuse to deal with you. You can get or clear reputations when you go into an Interlude, and you can settle debts by turning them into reputations. If you have a good or bad reputation, it might make the stakes or effect of rolls (especially social ones) easier or harder on you.

## Stuff and Load

Your deal might give you stuff, or you might pick up stuff during the course of your journey in the West.

Stuff does any or all of three things:

- Stuff can modify how **effective** your rolls are, usually for the better (weak, normal, or strong), give you a **free raise**, or give us narrative cues to determine how risky something's gonna be. If you use Stuff when you throw down, it might make your actions easier or more controlled. Having a rope to cross a canyon probably brings that from desperate (jumping across) to controlled.
- Stuff can contribute to your Future or Past
- Stuff might have its own Big Deal, which you can use

If your Big Deal gives you stuff, you generally always have it on you and you don't have to worry about tracking it. You can lose that stuff, but you get it back during an Interlude without having to spend anything. If you pick up other stuff that's not a part of your Big Deal, you can generally keep it with you or stash it wherever you're keeping your camp, but it can be lost, destroyed, or stolen.

When you're out on the range or on a job, you need to decide how much stuff you're taking with you. You don't have to pick exactly what it is, just the total load you're taking with you, either soft and silent (2), business as usual (4), or loud and heavy (6). When you pick an item up and want to store it or want to pull an item out from the list of stuff you've acquired, tick it off on your load, but you can't go over the load you brought with you (if you do, you'll have to drop things or leave them behind). You've got to actually

own an item you take with you, you can't get it from nowhere. It's assumed you picked it up before leaving on a job.

Small items typically take 1-2 load, like cooking gear, extra ammo, or a good winter coat. Something heavier like a full pack takes about 3-4. Something very heavy like a crate of dynamite takes 5 or more. Personal items, minor items like a pack of cigarettes and the like, don't take load.

### *Movement and noise*

A character with a quick and quiet load moves faster and quieter than a character with a business as usual load, who sure as hell moves faster and quieter than a character with a loud and heavy load. Moving quickly, climbing, jumping, swimming, or sneaking is much easier with a quick and quiet load, but with a loud and heavy load it's hard if not impossible. A loud and heavy load is very conspicuous, a quick and quiet load can be stuffed under a coat.

If you have a horse or other animal with you it might be able to take extra load with you. Animals always move faster than anyone on foot, no matter what load they have.

### *Other Folk and Load*

Most folk other than player characters are walking around with a 'business as usual' load, unless there's extenuating circumstances.

### *Animals*

Your deal might give you an animal, in which case you can always get one during an interlude, even if your old one is stolen, dead, or lost. Otherwise you might pick a horse, dog, or other animal up during the course of your journey. If they're not part of your deal you don't get them back during an Interlude if they're stolen, dead, or lost.

Animals have qualities just like you.

**Speed** - How fast the animal is.

**Endurance** - How tough and healthy the animal is. Roll if the animal is fighting, traveling long distance, climbing, or doing something physically tough.

**Loyalty** - How loyal the animal is to you. Roll when you want the animal to do something tough or self-directed.

**Load** - How much load the animal can carry.

Like you, animals can take injury, get shot, and need to get fed. We'll get around to that, friend, but just know for now they follow the same rules as you. If someone puts a bullet in them, they'll die.

### *Cash*

Out in the West, they trade in anything as diverse as Imperial Dollars, Pesos, rail market bonds, treasury bills, solid gold bars, freshly laid eggs, and plain old barter.

Tracking every single dollar would be a real pain in the ass, so we use Cash to track it instead. That's more of an approximate measure of the good stuff you can trade in for goods and services. The specifics of the cash you have on hand is really up to you.

We don't track every cent spent here, cash is for the stuff that matters. You always have loose change to stay alive and buy the little things.

Here's the specifics of cash:

- You get usually make it with 5 cash from a job. You can sometimes get out with around 1-3 for a botched job, and 10 or more for a haul.
- You can carry up to 4 cash on your person. Cash carried around can get misplaced, lost, burnt, or pinched.
- 1 cash is about enough for a pack of good cigarettes, a drink, or a meal. 2 will buy you more bullets, a good meal, or a stay in a hotel. 3 will buy you a man's loyalty for about a day. A good horse will cost you about 10, a nag might cost you 5. A homestead might cost you 40 or more.

During an Interlude, you have to do three things with cash:

- Spend it by taking the Barter action
- Stow it on your person (up to 4 cash). Carrying a lot of cash is dangerous, friend, and I don't advise it.
- Invest into your Past or your Future.

**Any excess cash past 4 that's not spent is lost after an Interlude.** That's just the way of the west, friend. Money is like water here.

### *Past*

You start out with a **past**. This is what you're trying to escape from by coming to the West. You don't necessarily need to know a great deal about it, only the general idea (I owe a lot of money to my family, I wronged someone who's out for revenge). You can fill out the details at the start, or as you go.

The narrator can roll your Past like a quality if called for. Each level of your past (from 0-4) also determines how fast it catches up to you if you retire.

You can put cash directly into your Past to pay it off during an Interlude (any amount). Each time you put 6 cash into your past, you can erase a level of Past, down to 0. If it goes to 0, you've somewhat escaped it. For now.

### *Future*

You can also buy off your future by investing into it, same way as your past. Each 6 cash invested buys off a part of your future.

Each time you buy off part of your future, check one of the following off: Safe, Comfortable, Quiet, Loving.

Checking off one of these words guarantees it for your retirement. If you don't check it off, you don't have it.

If you retire without buying any of these guarantees, your retirement is none of these.

## Debts

You sure as hell got debts, ma'm, if you're coming to the West. Everyone's got them out here.

**It's only a debt if it's big enough for someone to care about it and remember it.**

Otherwise it's water under the bridge.

Just remember, people might forget the little slights out here because they're too tired to care, but they'll hunt you down for the rest of it.

You pick up debts the following ways:

- You always start with a debt.
- **If you ever kill, you always, always get a debt.** Could be an individual person, could be a bunch of people (I killed Jim 'Whisky' Morrison, I killed a bunch of the Baltrop boys). No two ways about it.
- Your posse usually gets a debt when you do a job
- You can take on debts to get cash or stuff
- Finally, you could get a debt as a **complication from your actions**, such as stealing, hurting someone, or causing long lasting or widespread harm. Like all other stakes this has to be pretty clearly communicated. An easy way for this to happen is to make a Deal with Old Scratch to get a raise.

A debt has two parts - who you owe and maybe what you owe. Someone's gotta know what you need to do to get out of the debt (you or the narrator), but it might be tough to get out of. You roll to find out your starting debt.

When you go into an Interlude, the very first step you'll take is to see if your debts come calling. Roll a d6 per debt you have, if you get at least one result of '1', one of your debts comes calling, either right now or during your next job. The Narrator gets to choose which one and when.

The narrator might decide that a debt is **no longer relevant or resolved**. You might clear debts incidentally during a job, for example, by doing a favor for someone, or perhaps that fella you killed a while ago is long forgotten. If so, you can clear them when instructed to do so.



Otherwise, you can settle debts three ways.

- First, by resolving them through money, action or recourse and **taking the 'settle debts' action** during an Interlude or **paying what's owed** when a **debt comes calling**.

- The second way to settle debts is to **turn them into a reputation**, any time. When you turn debts into a reputation, you can turn all related debts into a reputation (if you owe a bunch of money, you can settle all those debts to get the 'wastrel' reputation, for example, or turn a bunch of blood debts to bandits into 'bandit hunter'). You can do this a second time to turn your reputation infamous, but if you've got an infamous reputation already, there's nothing else to do.

Now if all of this sounds too complicated, the third way to settle a debt is with **THE LAW OF THE GUN**.

That's a gun duel, mutually agreed upon. If someone's killed as a part of that duel, it doesn't incur a debt. Everyone respects it.

You can only track six debts at a time. If you would get more than 6, one of them immediately comes calling (no matter where you are), or you must immediately convert one or more into a reputation. If your reputations are all full or all infamous, you're shit out of luck and you've gotta skip town. You can no longer play as your character and you must immediately retire.

## Hat

If you're out in the West, you've probably got a hat. Sun's a hell of a thing, and a good hat will keep it off your neck and out of your eyes. You can nap with a good hat, keep all kinds of things in it. Use it as a vessel for water. Use it as a decoy for bullets.

Now, I ain't gonna cast aspersions on a fella based on the superfluous qualities of his haberdashery of choice. Some superstitious folks think the hat makes the man, but that's on them.

I am gonna be plain with you though, friend. If you've got a hat, you best describe what kind of hat you wear, and what color it is.

## GUN

If you're in the West, you've got a gun.

No judgement upon that fact, that's just how it is. I ain't gonna tell a gal if she likes using her gun or not, whether she likes the weight of cold steel on her hip, or if she takes any joy in killing. Everyone's got a gun out in the West. Some day that won't be necessary, because the West is dying. Now when I say your gun, I mean *your gun*. It doesn't

necessarily even mean a specific gun, just the gun that you use. If you lose your gun, you'll get it back during downtime. It's less an object, and more the part of the body where the arm hits the hand hits the grip.

Your gun, like you, has qualities, from 0-4.

Speed - How quick you can draw and fire your gun

Power - Stopping power, penetration, destruction

Range - How far you can make a shot and still hit

Precision - How accurate or precise you can make a shot

When you pick up your gun, **pick one quality to set at 2, one at 1**, then set the other at 0. Then roll two deals for your gun. These deals are much like your personal deals - used as narrative cues for you and the narrator to figure out your rolls. Just like your personal deals, if your gun's deals gave you trouble, you'll get xp for it.

### *Firing a gun*

When you shoot your gun, first you gotta decide if you're trying to put a bullet in someone or something else. That's important and we'll get to it a little later. For now, just know that's a decision you always gotta make.

You and the narrator gotta figure out what kind of shot you're trying to make to determine what quality you're going to use. Find out what the most important factor in the shot is. If you're trying to win a showdown and fire before the other lady gets a finger on her trigger, that's speed. If you're trying to take a bandito out through the wall he's hiding behind, that's power. If you're looking down sights and or you've got your finger in the wind, that's range. If you're trying to shoot the gun out of the other fella's hand or the tip off his cigarette, well, that's precision.

**Speed** - Draw and shoot a fella before he even realizes he's dead. Shoot from the hip. Put out a lot of lead in a few winks of an eye. Shoot one or two fellas at once, maybe three if they're close together. I sure as hell have never seen someone do four.

**Power** - Pure stopping power. Blow a hole right through something or someone, like a door, a chandelier, a piano, a wall someone's trying to use for cover, or a fella trying to blow your brains out. Cause indiscriminate mayhem. Shoot a charging bear. Punch through armor. Knock someone clean off their feet with the force of the shot. A higher power gun kicks like a mule and you might get a sore shoulder.

**Range** - Take a shot at a distant target. If you're looking down sights or through a scope, it's probably range you're gonna be rolling.

**Precision** - If you fire a gun, you usually ain't being particularly picky about where you're going to hit the other sap. If you want or need to get picky, you're gonna roll precision. That means you're trying to hit a tiny, fast moving, or hard to see target.

Like other qualities, you may find yourself wanting to combine two at a time. If that's the case, you pick the lower of the two to roll.

### *Using another gun*

If you pick up someone else's gun, you can use that gun's qualities, but none of its deals. The narrator can decide what the qualities are.

You lose a gun you pick up if you go into an interlude, or else it becomes your gun and gains the same qualities and deals. These things have a way of happening.

### **The Last Part**

Pick a name. It don't have to be your real name. If you need some pointers you can always roll for one.

Well, that's you, all raring to go. We don't know everything about you yet, because we're going to find out a lot about you during your time in the West. There's some other stuff we gotta get out the way first, some stuff the narrator and you have to know, and then we can really get into it.

### **Improving**

You can improve your character or gun when you go into an Interlude (more on that shortly) by spending cash or experience.

#### **Experience**

Experience is a measure of how long you've been around in the blasted West, and how much you've been through. You can keep up to 6 at a time.

You get experience by completing jobs, taking desperate actions, and letting your actions get complicated. You can check out more in the Interlude section. Just know when you go into an interlude, you'll ask a bunch of questions about the last job, and get experience based on that.

You can spend experience in the following ways:

- Improve your **Big Deal**
- Improve a **Quality** (yours or your gun's)
- Change your **Big Deal**. If you do this, you can keep one of the improvements from any former Big Deal.

You can also spend **cash** to improve the quality of your stuff.

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***KILLING, DYING, AND EVERYTHING IN BETWEEN***

The West is a damn big place, it's just not quite big enough. It's where our story takes place, and where all the action is about to go down.

Before we start telling your story, we've gotta straighten a few things out. We've got to talk about the nasty business, the business of **killing and dying**, and everything in between. It's a damn shame, but it's unavoidable out here in the West. Sometimes you've gotta decide if you want to be aiming down the sights or being aimed at.

We've gotta talk about **taking a breather**.

We've gotta talk about everyone together. The **posse**.

We've gotta talk about what you're gonna get up to, which are **jobs**, and everything in between, which is **Interludes**.

Finally, we've gotta talk about the **Territory**. That's the little bit of the West our story takes place in. We know next to nothing about the territory when our story starts, but we'll learn a lot about it as our story goes on. We gotta talk about **places, folk, and jobs** a little more, then we gotta talk about **fate**, but that's all mostly for the narrator to worry about.

## **Killing**

The only way to kill a man for sure is to put a bullet in him. Everything else is up in the air. This goes for everyone.

Killing is easy. If you ever kill outside of the Law of the Gun, it always incurs a debt. This is the law of the West.

## **Dying**

Alright, let's get a little more clear.

If you ever take a bullet, you're dead.

If you put a bullet in anyone, they're dead.

It's pretty plain and simple. Taking a bullet by the way is pretty unequivocal. We're not talking about grazed, winged, or shot in the foot, we're talking about really taking a damn bullet. Now, there are some folks out there, a few hardy sons of bitches, who can take a bullet and live. Some real, real hard bastards can take a second bullet. But nobody, and I mean nobody on God's Green Earth, can take a third bullet and live.

Let's just assume for now, unless stated otherwise by a Big Deal, if anyone takes a bullet, they're buying the farm, friend.

## Harm

Alright, maybe what's coming at you isn't a bullet, it's a wild animal, like a cougar. Or a knife, or a man's fists. If you take an injury or some persistent harm due to clear and present complications or consequences, you probably take **harm**.

**You've got a little clock on your sheet** with room for 6 boxes of harm - 3 level 1, 2 level 2, and 1 level 3.

You might figure that harm comes in levels of 1-3, and you'd be right.

Harm could be physical injury, like Shot, Mauled, Broken Nose, Mangled, Dazed, or a Broken Leg. It could be a malady, like Sick, Drunk, Tired, or Poisoned. It also doesn't have to be physical injury or illness. You could take emotional harm like Enraged, Upset, Hysterical, Terrified, or Confused. Whatever it is, it's something that impairs your ability to function normally. If it ain't that, it ain't bad enough to be harm. You might say 'how is being upset gonna help me get shot easier?', but then I know you ain't been so angry you're practically blind to what's in front of you, and you ain't really been to the West yet.

Level 1 harm is something mild but painful, like a bruise, a cut, a bad hangover, a broken heart, tiredness

Level 2 harm is a little worse, like illness, getting winged by a a bullet, stabbed, broken fingers, etc

Level 3 harm is downright painful - something like a broken bone, getting smashed by a bear, thrown by an explosion, or collapsing from exhaustion.

You generally only take harm as a **consequence from your actions**, and **based on the stakes of your roll**. For example, if you're in a controlled situation, you're only likely to take level 1 harm. A desperate situation might see you end up with level 3 harm. Pretty straightforward.

If you're in a **life or death** situation, you can suffer **Total Harm**, which means fill in your whole harm clock.

Each time you take harm, fill in a box and write down what the harm is. If a row fills up (level 1, 2, or 3), you go **down and out** (so taking just 1 level 3 harm puts you down and out). If there's no room to fill in a harm box (because you went down and out earlier, for example), the harm moves up 1 row, so level 1 harm becomes level 2. Taking Total Harm will instantly send you down and out.

**If level 2 or level 3 harm is filled out, get -1d on actions relevant to any harm written down in that row** until you can heal. For example, if your hand is broken, you probably get -1d to do anything requiring it.

## *Down and Out*

For you, down and out ain't dead. It ain't really even unconscious all of the time, though it often is. All it means is you're out of the picture - too bloody, too dazed, too upset, or too reeling to be a part of the scene. The shape it takes really depends on what put you there - getting mauled by a cougar and going down and out looks a lot different than passing out stone drunk, falling off a cliff, or running away from the fight because you're too terrified to act.

You go down and out if you would ever fill out a row of harm. You can recover from down and out whenever you and your gang decide to take a breather, and clear 1 box of level 1 harm. You get back in the picture, wake up or come back to yourself wherever fate left you, whether it's in the city hospital, bloody and getting dragged by a stranger from a cougar's den, calming down outside of the mayor's gala, washed up on the shore of a river somewhere, in a pile of corpses, or with the world's worst hangover in an alley somewhere.

Taking level 3 harm or Total Harm instantly puts you down and out. Tough luck, friend.

## *Back to the point*

Now friend, here's the important thing about Down and Out and taking harm: you (just you), and anyone like you (other player characters) can never die from being down and out, even if something real nasty happens to you. It might get rough, it might get downright painful, you might be in some deep shit afterwards, but you categorically **can not die**. Poisoned, stabbed, dragged off by a bear, set on fire, it don't matter. If it's not a bullet, you'll make it through.

Anyone else (non-player characters) that go **down and out** (and they can, just like you) **might die**, or they might not, depending on what put them down and out. It's never assured. I mean, it makes sense - if you knock a fella out, he's probably gonna get back up at some point. If a gal goes down and out from eating bad food and gets sick as a dog, she might make a comeback.

Even if it looks fatal though, **if there's not a body, it's not assured**. People in the West are tough sons of bitches. Even if you see a fella fall of a cliff, even if that fella gets knifed in the neck, even if a fella gets dragged off by a bear, or run over by a train, if there's not body, it ain't for sure that they're dead. Don't get me wrong, I mean, most of the time it's plain common sense: most folks ain't gonna come back from getting hit by a train. And that's what should happen most of the time, to most people.

If you sent someone down and out and you think you killed them, write down a debt. I mean, if it's bad enough that you think they're dead, it's gonna be bad enough to incur a debt. And they might just be dead anyway. Most of the time they are.

Because, friend, **if there's not a body, they do come back, sometimes**. Hence the 'might die'. Which brings us back to the important point:

**The only way to kill a man for sure is to put a bullet in him.**

### **Gunslinger's Grit**

Now, there may be times you don't want to take a bullet or harm. You might want to shrug off that punch to the jaw. You might want to duck out the way of the speeding train at the last second. This is a pretty common occurrence, sir, and you haven't made it out to the West without getting shot at or dodging a few trains, I guarantee it.

You, and all your fellow characters from your posse, are **tough**, and have 6 **gunslinger's grit**. If you want to reduce the consequences of any of your actions, including a bullet or a condition, you can spend **1-4** grit based on the stakes of the situation (1 for controlled, 2 for risky, etc).

This allows you to **shrug off harm, dodge bullets, or reduce the consequences**. You can do this after you learn what the consequences are. This doesn't eliminate bad outcomes or consequences completely, just make them less bad for you. For example, if you are swinging across the canyon and fall and spend grit to resist that consequence, you don't break your leg, but the Narrator tells you you are still in a bad position, hanging on to the edge of the canyon, and you'll need to climb up to totally get out of the situation. You still failed at your goal (crossing the canyon) but the outcome was less bad for you since you didn't take harm.

**Dodging bullets** may allow you to dodge them completely or turn them into harm instead, depending on the circumstances. Dodging a bullet and turning it into harm still turns it into harm depending on the stakes, so dodging a bullet in a controlled situation ain't that bad.

**Your final point of grit** counts as any amount of grit for resisting consequences.

If you're out of grit, you're **shit out of luck** and can't resist anything. That's a term by the way (**shit out of luck**).

### *Raise*

As we mentioned before, you can also spend 1 grit to **raise** and add +1d to any action you take, or another characters' action.

### **Tough**

The rules up above apply to you and everyone else in your gang. People of consequence, ie player characters.

Everyone else, most common folk, go down and out immediately if they are dealt any amount of **harm**. If they take a bullet **they're dead**. It's the only way, remember.

Sometimes you'll run into real badasses though. They're **tough**. Instead of going down immediately, you might have to fill out a **clock** to beat them down, filling in segments just like any other clock. Common toughs like banditos might have 2 or 3, seasoned fighters have around 4-6, and real tough sons of bitches might have 8-10. While that clock's up they can do the same to you as you can to them (shrug off harm, dodge bullets, reduce the consequences).

Once someone's clock is filled out, they're either **down and out, dead**, or **shit out of luck** and at your mercy (Narrator decides which, based on the circumstances), just like you would be to them. A tough person that's shit out of luck goes down and out if they take any more harm or takes a bullet if you give them one.

By the way, **shit out of luck** only happens to tough folks. Normal folk don't any luck to be out of in the first place, so they get off for free.

### **Taking a Breather**

Everyone's gotta take a break sometimes, especially out the West. You gotta keep fit and hale, gotta keep alert and awake for when the situation turns sour, as it nearly always will. Sometimes you gotta wipe the sweat from your brow, check that rattlesnake wound, and light a cigarette.

You can only take a breather on a job (not in an interlude). It could be as short as leaning up against a wall for ten minutes, or as long as passing out for four hours.

**When you take a breather, time passes.** Not in the literal sense, because of course time is passing all the time, even if here out in the West, it can get a little loose. I mean that if the narrator is tracking time for anything, as they often will be, they get to tick off one segment any and all clocks, which is quite usually bad news for you. You tick all clocks related to time as well.

When you take a breather:

- The narrator lets time pass if they're tracking it, and marks off one segment on all clocks.
- Anyone who's down and out comes back from being down and out and clears 1 segment of level 1 harm.
- The narrator can discard any number of cards, then draws cards until their hand is the same as the number of players. Then everyone else draws a card.
- If you choose, you can heal any harm or bullets by turning them into deals.



You then get **1 grit** back. If you smoke, drink, or apply medicine, spend **1 cash** and get back an additional 2 (for a total of 3). We assume you bought the stuff prior.

Most people smoke cigarettes but it could be cigars or Mary Jane for all I know. If you're drinking, it's probably cerveza, moonshine, or whisky, but it could be something non-alcoholic, like coffee, tea, or buffalo milk. Medicine's usually the kind mashed from plants or cut from strips of cloth, and only occasionally comes in a pill bottle.

### **Healing harm**

Level 1 harm will go away on its own. You get rid of **1 segment each time you take a breather**, and **all of it when you go into an interlude**.

Here's how you get rid of other harm:

- Level 2 or higher harm can only normally be healed by taking the 'Heal' action during an Interlude. That takes time, possibly money, and effort, so:
- You can also heal all harm in a single row by turning it into a deal when you take a breather or during an Interlude

When a harm becomes a deal, clear a whole row and one of the harm boxes in that row becomes a more permanent part of your character. For example, the 'deafened' harm becomes 'deaf'. The 'mauled by a cougar' harm becomes 'scarred by a cougar'. The frightened harm becomes 'cowardly', 'flighty', or 'shell-shocked'. These deals can now be invoked by the narrator or you, though they don't innately give you any bonuses on qualities. They don't always have to be bad - some folks might find you very intimidating if you're 'scarred', some folks might take pity on you because of your 'limp', and your 'short temper' might let you throw a punch harder than normal. You also get experience if a deal hinders you, don't forget!

If you've already got a deal and you turn harm into the same or a similar deal, that deal becomes worse (scarred > heavily scarred, limp > bad limp) but you can only do this once, otherwise you'll have to heal normally. There's only so much a gal's body can take.

### *Healing Bullets*

If somehow you are a tough son of a bitch who can take a bullet and live, a bullet can be healed the same way as harm (turning it into a deal, or getting rid of it by taking the heal action during an Interlude).

### **Posse**

**Your posse** is the you and the other group of strangers that's come out here to the West together (played by the other people around the table). You've stuck together for

many reasons - and friendship ain't necessarily among them. All of you are outlaws, so it ain't hard to figure out.

When you make a posse, you've gotta give it a **name** and put your camp on the territory. Your posse's got a **Big Deal** and **Debts**, just like you. It doesn't start with any, but it'll sure as hell pick them up.

### *Name and Hideout*

Your posse needs a name. If your posse has a leader, it usually follows their name, like the Jessi Stone gang. Then put your camp on the Territory, and describe the surrounding area by giving it a Location (see Putting Things on the Territory shortly).

### *Hustle*

Pick a Hustle for your posse.

Jobs  
Assets  
Vault  
Abilities  
XP  
Infamy

### *Debts and Reputations*

Your posse also can gain debts, the same way you can (up to 6) and tracks reputations. Check for your posse's debts at the start of an Interlude, the same way as checking for other debts. You can turn debts into reputations the same way as turning normal debts into reputations. If your posse gets more than 6 debts, one or more must immediately be turned into a reputation. If it's impossible to turn more debts into reputations, all your posse's debts come calling at once during the next Interlude. If you can't deal with them then, it's over for all of you and you must all retire and leave the West.

The main way your posse gains debts is by doing jobs. If you do a job, it's always going to get your posse a debt to someone.

When your posse's debts come calling, they come calling for everyone in general. Any member of your posse can try and settle debts during an Interlude as normal by taking that action.

Your posse's reputations reflect on the posse as a whole, whenever that would come up.

### *Debts to the posse*

It's possible during jobs to take a **debt to the posse**. If you get a debt to the posse, any other member of your posse can invoke it to do one of the following:

1. Get you to follow their lead and listen to what they say.

2. Get help from you on any action. You spend 1 grit and raise for them, giving them +1d.

This clears the debt. It takes up a debt slot as normal.

## Jobs

Jobs are the main way you make money out here in the West. Some of them might be legitimate work, some of them might be genuinely to help out folks, some of them might even be for the Law or the damn Authority, for that matter. Most of them are not what we call 'legitimate business'. That's the reason you are outlaws. Sure there's hard, honest work out here, but that doesn't help you pay off your debts, buy more bullets, and retire in peace.

**The Territory always starts with a single job** available. This is the job you came out here to work in the first place, so you might already know something about it. Other jobs you'll have to **discover**, either naturally during the course of a job, or by taking action during an Interlude. Discovering a job puts it on the territory, and who discovered a job actually matters quite a bit so keep that in mind.

When you discover a job (do this with the first job, just to practice), first **put it on the Territory**, then ask and establish the following questions:

### *1. Who's paying us, and who are we crossing?*

Who's paying you to do the job is usually the one who benefits. Sometimes that might be nobody (you're robbing a bank, for example), and its purely for your own benefit. You always cross someone when you do a job. Your posse gets a debt with them. Could be the Bank, could be the Law, could be the McGaskill family.

### *2. What's the goal and stakes?*

The goal is what the job is trying to accomplish (not necessarily what you're paid for). If you accomplish your goal, even at least partially, the job is successful, otherwise it's botched. This could be something like 'Take in the outlaw John Polston alive', 'Clear the bandits off the McGaskill land by any means necessary', 'Get the mayor's nose out of my oil business', "Convince the deserters hiding out in the eastern mountains to come in peacefully", or "Bust Sasparilla Joe out of prison".

The stakes is what will happen if you ignore the job, or botch things. For example 'John Polston gets away', 'The Bandits get a stronghold on the McGaskill farm', 'The Mayor takes over the oil refinery', or 'The deserters turn into a bandit gang', or "Joe's hung for his crimes". If you botch a job, your posse always gets a debt to whoever paid you as well as who you're pissing off. The Narrator might set a clock up based on the stakes, or tie the stakes of the job into an existing clock.

### 3. What's the pay?

Pay can be cash, stuff, or something else such as stealing something, acquiring something rare, or busting someone out of jail.

If pay is cash, here's the deal:

- **A regular, successful job pays 6 cash** to each person involved.
- **A botched or failed job pays 1-3 cash.** For example, if you bring in John Polston and he's dead as hell (and he was wanted alive), the sheriff might pay you something for the corpse, even if you failed the main goal.
- **A haul pays 10 cash** to each person involved, but haul are always tough. The debt you take by pissing someone off is also proportionally larger.
- **If you own the job**, you get +2 cash on a successful payout

### 4. Who's job is this?

Whoever owns the job is the person who discovered it or arranged it. That's likely you or one of your posse. You get paid +2 cash on a successful job you own if the job pays cash, but accept responsibility if it's botched and get a **debt to the posse**. During a job, **you have final say on any decisions made** (you are effectively the leader). If someone disagrees with you, they can go their own way on the job but **take a debt to the posse** at the end of the job.

If nobody owns the job, that's fine too (but rare).

### 5. What are we taking with us?

Finally, pick a load for the job (light and quiet, business as usual, loud and heavy). Not everyone has to pick the same load. Characters with a lighter load move and act faster and quieter than characters with a higher load. Load determines the total load of items you have with you (2, 4, or 6). You can check off an item if you brought it with you any time (you don't have to decide what you brought with you when you take a job), but can't go over the total load you brought with you.

### *Ride Out*

When you finished establishing all of the above, you ride out. Now that don't necessarily mean you ride out of camp, you might just walk out instead. You might not even be at camp. You might take a stagecoach. You might sneak out instead.

All that means is you leave whoever you are, you ride out to the job and **we catch up with you when you're on the scene**. No fiddling with how you got there.

### **Interludes**

An Interlude is what you get into between jobs. It's where time slows down a bit and you ain't struggling so hard to survive. You and the gang can spread out a bit, go your own ways, do your own thing. Cool some steam.

Tracking the particulars of time during an Interlude ain't particularly important - it could be a couple days, a couple weeks, or a couple months, depending on what the story demands. You always go into an Interlude between jobs. You can fit any kinda freeform storytelling, meandering, or what have you in there as you please, I ain't gonna stop you. If you wanna check in with some folks down at the McGaskill ranch with no particular goal, that's up to you. Here's the hard and fast benefits and rules you do get for going into an Interlude though:

Here's what happens when you go into an Interlude:

First, gain experience. If you **completed a job** successfully, everyone gets 1 experience. Then answer the following questions. Everyone might answer differently.

**Did your deals, debts, or reputations hinder you** during your job? If so, take 1 experience.

**Did you take a desperate action?** If so, take 1 experience.

**Did you express your beliefs, heritage, or drive?** If so, take 1 experience.

You'll notice it's mostly bad stuff that teaches you. You learn from your mistakes, I guess.

Then go through the following:

- First, you **get paid**. Count out what you got paid for the job you just did and anything else that might pay out for you.
- Second, you can **clear all level 1 harm**. Then decide **if you want to eat decently or eat well**. If you want to eat decently during your time off, pay 1 cash and get 3 grit back. If you want to eat well, pay 3 and get it all back. If you don't pay, you don't exactly starve, but you only get 1 grit back.
- Third, **you get your gun back** if you lost it, and you **get anything else that's given to you by a big deal**, such as stuff or a horse, dog, or contact.
- Fourth, you **Hone** (spend exp or cash to improve your character).
- Check to see if your debts come calling or the posse's debts come calling. They either come calling right now or during your next job (narrator decides). If a debt comes calling, it takes your free Interlude action (you can still take one, but have to pay 1 cash).
- Take one **interlude action**, or a second if you pay 1 cash.

When you get out of an Interlude, you'll run out of any money you don't have stored, spent, or stashed on your person.

**Hone**

You can spend cash or exp to improve or gain tags, qualities, or deals. You're turning that experience or money into practice time, parts, upgrades, suppliers, or training, basically.

You can train and improve your skill in one quality by spending 6 xp. You can only train 6 times, ever, and can't improve past 3.

You can improve your gun quality by 1 by spending 6 cash. You can only improve your gun 3 times ever, and can't improve any quality past 3.

You can improve a Big Deal for 3 xp.

You can replace your Big Deal with a new Big Deal for 6 xp. This erases any improvements.

### Interlude actions

During an Interlude, you have a little more time to spread out, take on projects, and pursue leads. In any Interlude, you can do **one of the following actions, or two if you spend 1 cash** to buy yourself a little more time. If a debt comes calling, that takes up your free action, so you'll have to pay if you want to do anything.

These actions are all narrative and fairly loose. The only important thing is the outcome. If you take multiple, you can choose what order you take them in.

Some of these actions ask you to **put something on the Territory**, that's an action we're gonna get into right after this little section, but that means putting a location on the map, naming it, and making it a real place, even if there was nothing there before.

#### Heal

You get bedrest, fresh air, and time to recuperate.

You can clear a row of harm. If you want to get rid of a second row, you can do that by spending 2 cash or taking a debt to a doctor (write down who and where, put it on the Territory). You can get rid of a bullet by spending 2 cash or taking a debt as above (you can never get rid of a bullet for free).

#### Work a side hustle

You work the closest thing to an honest job that can be found out here in the West. When you take this action, establish **what your side hustle is, where you do it, and who you do it for**. Put it on the Territory if it's not already there. Most folks out here work as farm hands, but you might work as a casino dealer, waiter, bodyguard, longshoreman, courtesan, performer, shopkeep, servant, or some other kind of honest business.

Get a new Deal with your side hustle, with a quality of 0. This generally tells you the kind of work you're in. It can be improved by +1 by spending 4 exp before you roll this action, up to quality 3.

Roll your side hustle's quality. On a final result of 1-3, you can either take nothing or get paid 2 cash and get a debt to your employer. On a final result of 4-5 you get paid 2 cash, on a 6 you get paid 3 cash

### *Project*

If your side hustle is a project, like building a house, taming a horse, or scouting a supplier, set it out as a 6 segment clock and take improvements on the clock instead of cash. When the clock fills up, the project is complete.

### **Barter**

You try and pick up stuff for yourself. When you take this action, establish **what you want, who you're getting it from, and where that is**. Put it on the Territory if it's not already there. A lot of folks will buy and sell all kinds of things, so you can always look at who is already on the Territory.

You have two options:

- You can spend cash to acquire the stuff 1 to 1.
- Alternately, you can steal it, take it out on loan, or see the moneylender. Take it and get a debt. If it costs 6 cash or more, **make a job to steal or acquire it** (its too big of a deal to just grab it).

Whoever you're getting it from (a fence, dealer, or salesperson) is a person with a quality of their own. Depending on the kind of person they are, they'll have different stuff available, but can typically get a hold of anything of their quality or lower. Folk that don't like your reputation will either raise prices by 1 or 2 cash or refuse to deal with you outright. Folk who like your reputation will usually be more amenable to bartering and could lower prices by 1 or 2. If you've got both good and bad reputations it's a wash.

If you're trying to get a hold of something rare, the narrator can roll your contact's quality as a fortune roll to see if they can get a hold of it (if it's especially rare or illicit, the roll is hard) If your dealer fails the roll and can't get a hold of that thing, the narrator must always tell you **where you can find it and who has it, and put a new job on the map to acquire it**, with the payment of getting a hold of it.

You can sell stuff or deals you own for 1/2 price, rounded down. You can only sell a deal or item if it has a cash price.

### **Scout the Territory**

You wander and explore the Territory, taking time away from your gang.

You **discover a new Job** and **something new on the territory**. You own the job. The Narrator can either roll to create the job and feature of the territory right now, or reveal it from something they've already prepared.

### **Cavort**

You go a little wild. You indulge in vice, go on a bender, and attempt to turn money into peace of mind. You let the good times roll, just for a little bit.

Spend up to 6 cash.

Roll a number of d6s equal to the amount of cash you spent, and consult the following for each d6 spent (one at a time) to see what happens.

- 1 - Choose one: Take a debt, pay 4 cash, or get a bad reputation based on what went wrong - (examples: Wastrel, Drunk, Addict, Bad Gambler, Trouble Maker, Spendthrift).
- 2 - Take a debt, or lose 2 cash from bets.
- 3 - Hear an interesting rumor - put something new on the Territory.
- 4 - Get a good reputation based on what happened (examples: magnanimous, friend of the mayor, socialite, good gambler)
- 5 - Win 2 cash from bets.
- 6 - You win 3 cash from a big bet and get a debt to the poor sap you won it off, even if it was fairly won.

### **Make a name for yourself**

Tell the group and the narrator you want to acquire a new reputation, then tell them what you're going to do to acquire it.

Throw down and make a roll relevant to what you're trying to accomplish. If you like, you can play out or describe a short scene depending on the roll (only roll once).

On a 6, you choose the exact reputation. On a 4-5, you choose one, the rest of the group chooses one, and the narrator picks between the two. On a 1-3, the rest of the group chooses (narrator has final say, however).

### **Clear your name**

Clear a reputation that is not infamous.

If a reputation is **infamous**, if the narrator agrees the matter is resolved enough or the reputation is no longer relevant, clear it.

Otherwise, the narrator tells you what you need to do to clear that reputation. Either play a short scene out now to try and resolve it, or if it can't be resolved now, **put it on the territory** as a **job** that you own with the goal of clearing your name.

### **Settle Debts**

You attempt to settle a debt without turning it into a reputation, either your own or one of your posse's. The narrator might decide the debt is **no longer relevant or resolved**.

You might clear debts incidentally during a job, for example, by doing a favor for someone. If so, clear it.

Otherwise, you've gotta do one of three things to settle a debt:

- **Pay what's owed.**



- **Find a new way to pay.** Whoever you owe the debt to either asks you to take some action right now to settle the debt, creates a new job for you on the territory, offers you a different currency (instead of cash, pay with some of your stuff, instead of paying with your blood, maybe pay with cash), or tells you the only way forward is to pay what's owed.

- **Resort to the LAW OF THE GUN.** A gun duel must be mutually agreed upon. If anyone dies as part of a fairly agreed upon duel, it doesn't incur a new debt. Duels typically aren't to the death.

You can only settle one debt at a time during an Interlude.

### **Retire**

You attempt to retire. Roll your past like a quality, picking the lowest result (if you have 0 past, roll two and pick the highest). You're trying to roll over your current number of debts (so if you have 3 debts, you need a 4 or up to retire successfully).

If you have 6 debts, you cannot retire.

If you have zero debts, you can always retire.

When you retire, first check your future fund to see the quality of your retirement.

Then check your level of past to see how long it is before your past catches up to you.

4 - A matter of days

3 - Could be weeks, could be a year or two

2 - Could be year or two, could be many years

1 - Could be many years, could be a decade or more

0 - Some day, far off, when the West is dead. Hopefully you're also long dead before then.

If you're still in the game, then make someone new. Find out who you are now.

### **After an Interlude**

When an Interlude ends, all your money runs out, except for money you've spent, invested, or stashed on your person (up to 4 cash). That's just how it is, friend.

Your posse's got to pick a new job to take on. If you don't, you're slowly gonna run out of food and cash until you get one.

If there's no jobs for you to take, put a job on the territory right now.

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## **THE TERRITORY**

The Territory is the little square of nothing where our story takes place. It's out West. That's about as much as we know about it. The West is hot, and sparse, and there ain't a whole lot to look at.

But there were whole societies of people here who called it home long before the Authority came out here and killed it, and they lived well. There is beauty, if you know where to look, and plenty. There's truth, and hell, a little redemption out here too.

### **Setting up the Territory**

When you start the game, in the first session, immediately, with your group, **put three things on the territory**, then fill in details. You can roll on the Territory tables to generate these randomly or just choose. Each feature of the Territory will have a Deal attached, which might provide a job, tell you to put some folk there, etc.

### **What's on the Territory**

Other than the three things you put on the Territory at the start of any game, the Territory always starts with four other features.

**First**, there's always a **city**. It doesn't have to be a big city, hell, it could be basically a big or even a middling town for that matter. The city is the only city in the territory. It is where the Federal Authority lives, and the Law, who serve the Authority. The city is always next to a water source (ocean, river, etc), which means you need one of those too. That's about it.

**Second**, there's **your posse**. That's pretty plain.

**Third**, there's a **job** for you to do. Also pretty plain.

**Fourth**, there's the **old nation**. That's the whole people that was here before the Authority came and killed the West.

### *The Authority*

The Federal Authority is a relative newcomer to the West. It doesn't have full control over the West, or even the Territory yet, or even much outside of the City though someday it will. The Authority isn't the only authority in the area, just the most powerful one. The Authority loves money, brightly colored flags, banners, and brass. It loves the machine and the factory and the rifle, the smoke stack, the oil rig, and the steel mill. It worships the gun. It is fabulously rich. It crushed the Old Nation. It will break the neck of any man or woman who stands in its way, and it cannot be beaten.

It will start a world war fairly soon and rot from the inside, but not yet. Not until the West is dead.

### *The Law*

The Law is the largest and most powerful gang in the West. Membership is pretty easy. The badge used to mean something, but pretty much anyone can pick up one nowadays. So it goes.

### *The Old Nation*

The Authority came and stepped on their backs. These days, they're just about the only folk with the guts to fight it, if you're looking for compadres. They will lose for now, because the Authority can't be beaten, but don't mean shit in the long term. They'll be around long after the West is dead, and long after the Authority has rotted from the inside.

### *Notes for the Narrator*

The only thing you have to figure out as the Narrator before the start of session one is what the first job is and what that part of the territory looks like. Roll to generate it or make it up yourself, and give it a deal, then roll up the job and fill in the details. After the first session, use the stuff you put on the Territory this session to create one or two more jobs and keep going from there. Jobs and features of the Territory can either be immediately generated (ask your players to help you) or you can be much more reasonable and prepare them beforehand, only revealing them to the players until they take action to reveal them.

You might also want to figure out what the Federal Authority looks like and what the City looks like. You can roll for that too, or just make it up.

### *Keeping things hidden*

If the Narrator takes the perfectly reasonable step of preparing the Territory (jobs, features, people, etc) beforehand, keep it hidden until the players figure out what's there. Try not to prepare past what you need.

We keep things hidden on the Territory since it makes the West feel big. Which it is.

### **Putting things on the Territory**

You'll be asked to do this a lot.

Since the Territory starts relatively blank (other than the city, a job, a few features, and your posse), it's up to you, your fellow players, and the narrator to fill it in.

Here's the rule: If it's not on the Territory, it doesn't necessarily mean it's not there, it just means it's not significant to our story yet, and therefore not worth worrying about.

If you are worrying about it (say, you're looking for a good doctor), ask the Narrator, and they'll put it on the Territory. Now it very much does matter. Simple as that. If something's not interesting enough, then don't put it on the territory.

You typically put things on the Territory in the following ways:

- When you Scout the Territory during an Interlude
- When you put a job on the territory
- When you're asked to put a person or place on the territory by an Interlude action, a deal, or some other time

When you put something on the Territory

- **Name it.** If it's a person, name them.
- **Give it a Deal.** Fill out details. Give it further deals or qualities.
- **Relate it.** If it's related to a character, even if it's just that character discovering it, then note down who. If it's a place, give it some folk who live there. If it's a person, put them somewhere.

The Narrator always has final say on anything that gets put on the Territory, as that's mainly their job. Putting something on the Territory might cause you to have to fill out details and put more things on the Territory. For example, if you put a little town on the Territory, you sure as hell are going to have to figure out some folk who live there.

If something's already on the Territory (say, a doctor you just visited), it's almost always better to refer back to it, connect it, or expand on it, rather than adding something new. That way we make a tricky little web of connections that might just snap at any moment, because we know just how the West is.

### ***Jobs***

Jobs are frequently put on the territory by either the Narrator or other players. We've already covered how you put a job on the territory, just remember that the Territory already starts with a job available, and you can typically put jobs on the territory in the following ways:

- Taking the Scout the Territory Interlude action
- Setting up a heist to steal something worth 6 cash or more
- Clearing or gaining a reputation
- Settling a debt
- Stop a clock from filling up (more on clocks in just a bit)

Finally, if there are no jobs on the territory after an interlude ends, put a job on the territory right away. Nobody owns it, it just sorta falls into your lap.

### ***Locations***

Putting a location on the Territory is fairly common. A location could be as small as a storefront, or a block in the city, and as large as the wasteland. A location could contain several smaller locations, though you don't have to detail all of them the moment you put it on the territory.

When you make a location, name it and detail it. Here's a couple more questions you need to ask when you make a location.

1. Who's in charge? Who owns this place? Could be nobody, or could be multiple folk jostling for control. Put them on the territory if they're not there already.

2. If nobody's in charge, why is that? If nobody's in charge now, who wants to own this place? Is there something here people want? There ain't a square inch of the West that someone doesn't want their grubby paws on, unless that square inch is fighting like hell to get them away.

If you like, you can give a location a Big Deal. They are usually written like this 'When X, then....' where X is some kind of a condition or action you can take, which might require rolling. If we roll, unlike most rolls, we check our roll against this deal and the final result is narrated based on what the final roll is.

For example,

**When you take a breather at a store**, you can Barter (like the Interlude action).

That's a pretty simple one. Here's some more.

**When you attempt to cross Death Valley**, everyone crossing marks off 2 load for water and supplies used, and mark time on any clocks the narrator is tracking. If you cross with horses, mark off 1 more load for water and supplies, but don't mark time.

If you can't mark load for water and supplies, or don't want to, you can attempt to cross the hard way. Mark time, then anyone who's going without supplies rolls Hunt, or Survive. On a final result of 6, they cross unharmed. On a 4-5, they cross, but get the 'Scorched' passing condition until they can drink water or take a breather. On a final result of 1-3, mark time again as you have to drag them (or they drag themselves) through the waste, and this condition becomes bad.

**When you try to pass through Roya Canyon unhindered**, roll Guile. On a 6, you're fine. On a 4-5, you're tailed by one of the Baltrop boys. Either mark time to throw him off your tail, or take action right now to deal with him. On a 1-3, the whole gang's found you. Pay 4 cash for the toll directly or in its equivalent stuff and pass through unharmed, take a debt to the Baltrop boys and pass through unharmed, or get into a fight. The choice is yours.

If you've got horses or a heavy load, the best you can do on this roll is a 4-5, even if you get a 6. Tough shit.

**When you sit down to play cards at the Wild Buck Saloon**, roll Swindle or Squint and mark time. On a final result of 6, you come away with 2 cash in winnings. On a 4-5, you get 1 cash. On a 1-3, lose 1 cash or its equivalent in stuff, or if you can't pay, take a debt to the shark, 'Buckwild' Hamish Robinson. If you cheat, make the roll risky. Take away +1 cash no matter the roll (so you lose nothing on a 1-3), but if the risk is tails or 1-3, you get caught cheating and must take a debt 'caught cheating' to the Saloon owner. You're not welcome at the Saloon until that debt is cleared somehow.

**When you cause trouble or make noise in the French Quarter**, your posse takes a debt to 'Smiley' Riggs and his gang for breaking the peace on his territory.

In the finished book, we'll have a lot of these in here for you to use pre-made, but there's only a few currently there.

You get the idea.

### ***Folk***

Folk are who lives out in the west. They are hardy as hell, even the City folk, and that's saying something. By Folk, we mean everyone who's not the player characters, who operate a little differently.

Folk have a couple details, and not all folk have every one of these:

- Name
- Big Deal (if any)
- Values - The reputations that a person values, determines the attitude they have towards characters. Good and bad reputations can be invoked with this person like a deal. Good reputations can reduce prices, bad reputations increase them.
- Quality - This is the quality of that person, roughly summed up, a measure of how generally capable they are. To resist conditions or consequences from this person, a character must spend grit equal to their quality. You can use it if you want to check and see how well they do on something not related to the player characters, but typically you don't roll.
- Gun quality - This is the quality of their gun, if they have one (most folk do). Characters must spend this much grit to avoid a bullet from this person.
- Resistances - If a character has resistance against a quality or thing, rolls against them using that quality or thing are hard
- Deals (if they have any) - These mostly just tell us some flavor about that person

Folk can be split roughly into two categories, regular folk, and **tough** folk.

For regular folk, do the same as when you're putting anything else on the territory. Give them a name, maybe give them a deal, and relate them. However:

- Regular folk have no grit, and no resistances.
- Since they don't have grit, if they take a bullet, they're dead, and if they take a third condition, they're down and out.

Tough folk are the same as regular folk, with a few major exceptions:

- Tough folk have 1-6 grit, and can spend it to avoid bullets, conditions, or other consequences. They still can't turn a bullet into a condition (only players can do that), but they might be able to take multiple bullets, though only legendary sons of bitches can do that.
- Tough folk can have resistances. They never have more than three.

Let's see a couple:

### **Jeremiah Covenant**

Values: Likes religious, law-abiding, or simple folk. Doesn't like uneducated folk, city folk, or killers.

Quality: 0

GUN: 0

### **Big Deals:**

#### **Storekeep -**

Store Quality 1

Jeremiah is a storekeep (the store is its own location). Roll his store's quality if he's asked to get a hold of something he doesn't have. On a 6, he gets it no problem, on a 4-5 he can get it but will need a little help first, on a 1-3 he doesn't get it. He can get a hold of anything quality 1 or less.

**Deals -** Slow Talker, Suspicious

### **Black Jack**

Values: Hates law-abiding folk, loves gamblers, drinkers, killers, and bandits.

Grit: 2

Quality: 1

GUN: 1

Resistances: Hunt

**Big Deal: Practiced Cheater -** If you don't cheat when playing any game of chance against Black Jack (cards, dice, etc) he will automatically win.

**Deals -** Mean, Cocky

**Virginia Irons**

Values: Loves law abiding or religious, hates chaotic, disreputable, or wild reputations

Grit: 4

Quality: 4

GUN: 3

Resistances: Swindle, Guile, Class,

GUN Resistance: Speed, Precision

Big Deal:

**Platinum Hand:** If shot at, the Narrator can spend a card to have Sheriff Irons shoot first, putting a bullet in her attacker before the outcome of the shot against her is determined. One player can call the Narrator on this ability by playing their own card to distract the Sheriff (Narrator still wins on a tie). If used, this ability can't be used again until time's marked.'

**Deals** - Stoic, God Fearing, Too Old for This Shit

You get the idea.

### ***Fate and Quality***

Now I know I said before the Narrator don't typically roll, but sometimes she does.

First, you might make a quality check for non-player characters, locations, objects, or something else with Quality. For example, during an interlude, the 4th Brigade of federal marines attacks the town of Little Crossing. The narrator rolls the Brigade's Violence quality of 3 vs the town's size quality of 2 and compares results.

If there's a situation that's truly up in the air, that the Narrator wants to leave up to chance, or find out what happens, they can roll Fate. This should always generally be something beyond anyone's control. For example, you want to see what the attitude of the Mayor is like that day, or what the weather is like, or if someone decides to run out on the players or not.

Fate's just a straight up or down d6 roll. On a final result of 4+ it goes well for what you're checking, on a 1-3 it goes badly. The lower the worse, the higher the better. That's it.

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## ***FIRST SESSION***

That's a lot to think about, I know. Take it slow. If you're a little lost, refer back to the character sheet and the posse sheet.



Hopefully your story don't end too tragically, but let's put it off to a good start.

During the first session, do the following:

Hand out **one character sheet** to each player, and **one posse sheet** for the table. Then the narrator can take a **territory sheet** and puts the **map of the territory** (a blank sheet of paper) on the table. I most sincerely apologize for how rough these look right now.

Then follow these steps:

### 1. ROLL INTO TOWN

Find out who the player characters are.

- Pull a **Big Deal** card for each player and their gun, from two suits of a 52 card deck. Players can mulligan once or trade cards.

- Roll for details. **3 deals** for each player, **one deal** for their gun, **one starting reputation**, **one starting debt**, and **one piece of starting stuff**. Each is written right now as a roll on a 1-100 table. You can roll a d% or randomly generate numbers.

- Fill in details when prompted. Set qualities (one at 2, 4 at 0, the rest at 1). Write down each player's **past**. Detail their **hat**.

Name the **posse**.

### 2. FILL IN THE TERRITORY

Start filling out the territory:

- Put the **City** on the territory, put the posse's **hideout** on the territory, then put the **first job** on the territory.

- Put anything on the territory prompted by a player's character sheet.

- Put 3 more things on the territory. Roll randomly for these if you like or write em down.

- Detail all as much as you like

If you're a narrator and you want to prepare more, you can do step 2 by yourself and fill out all the details. That's all you need for a first session.

Finally,

### 3. START THE FIRST JOB

You don't have to actually finish it all in one session (doing step 1 and 2 might take a little bit), but try and kick off the first job.

*Continuing onward*

After the first job, go into your first interlude. The game should have a certain momentum that feeds itself. As a narrator, if you're unsure of how good you are at improvisation, it's probably always best to prepare a bunch of locations/folk and jobs to

have ready. You can always use the stuff provided for you in this game below, as scant as it is right now, to flesh it out, and don't be afraid to ask your players for help.

If you're at a loss as to where to go next, **put things on the territory**, look at **debts**, **deals**, or **pasts** to figure out where to go next.

Well, that's it. Good luck, friend. You're gonna need it.

## **STEP 1: ROLL INTO TOWN**

Eventually there'll be a big deal for every card in the deck. For now there's just 13 (a single suit) for each.

Pull a card for your character, then one for your gun, then consult the following:

If something's got a OOO next to it, that's boxes you can check off to get a free raise under certain circumstances, or use a special ability. Uncheck 'em when you enter an interlude or take a breather.

## **CHARACTER BIG DEALS**

### HEARTS

#### **2. The Kid With the Golden Arm**

You're young but you've got a hell of a talent for killing. You're not exactly a child, but you ain't exactly an adult either.

- You've got a hell of an arm. You can spend your card face up to put a bullet in anyone or anything in hollering distance that you can see without rolling. Unless the narrator also spends a card of equal or higher value, no one can do anything about this, even someone tough.
- If you kill someone or think you killed someone get the 'traumatized' level 2 harm.

*Improve (3 xp) **Innocence***: Anyone that physically harms you gets the 'guilt' level 1 harm. If they kill you, they can never get rid of it.

*Improve (3 xp) **Blood ties***: Pick another player character. They are now your mentor, whether they like it or not. If they die, get a debt to hunt down their killer (and vice versa for you). Get the following:

O - Ask your mentor for pointers, advice, or help on some topic. If you get a response, both of you can each restore 1 grit or get 1 xp (choose independently). Once you take this action 3 times with the same mentor, pick a new mentor.

*Improve (3 xp) **Sympathy***: OOO - Get a free raise when another character protects, aids, or helps you, but they also share in any consequences or complications of your actions.

#### **3. Mountain Soul**

You've spent a large part of your life living outside of what most folk would call 'civilization'.

OO - If you brought augury tools (1 load) on a job, take a moment and put ear to earth, throw bones, read the herbs, or toke from the pipe. You can gain one of the following three benefits:

- Sense the approximate location, number, and type of any living creatures within a mile of you. The effect is stronger the less there are.
- Ask the narrator what direction you should head and get a truthful and helpful answer
- Ask one question and receive a simple yes/no/unclear answer in the form of a vision, gut feeling, or sending.

This deal only works outside of the city.

*Improve (3 xp) **Bounty:*** If you're outside of a city or town and take a breather, you can drink, smoke, or apply medicine without spending cash (you forage for or find the stuff from the wild). This benefit can apply to one other person if you share. They roll a d6 if you do. On a 1, it's too strong for them, and they get the 'sickened' bad condition.

*Improve (3 xp) **Soul of Freedom:*** You can never get lost outside of a city, and cannot be tracked if you spend a day or more in the wilderness (lose this effect if you enter a civilized place again). You can always Scout the Territory during an interlude without it counting against your actions. If you do, put one extra thing on the territory.

*Improve (3 xp) **Beast Speaker:*** O - Entice an animal with food to help you out for about an hour. The animal can be an independent small animal typical of the local fauna (coyote, dog, cat, raccoon, hawk, pigeon, etc) has speed 1, endurance 1, loyalty 1, and 1 grit. When you entice the animal, give it a one sentence request or direction, which it will follow to the best of its ability until it is harmed or an hour passes. You can also do this with large animals instead (Bear, Moose, Eagle, Bison). It has 2 speed, 3 endurance, loyalty 0, and 4 grit. Once enticed, a large animal will show up but cannot be given orders and is not obedient to you in the slightest without some effort on your part. It is not immediately hostile to you and might cause trouble on its own.

#### 4. The Big Show

You are a traveling salesperson of questionable ethics.

When you talk to large crowds of people, you get +1die and always have strong effect.

O - Grandstand in front of an audience for up to a minute. When you do, if you're in a populated place, you always gather a crowd, and anyone who hears you other than people of your choice has to pay attention for that full minute (or until something suitably dramatic happens that would distract them). When you finish grandstanding, you can give the crowd a one sentence command. They'll follow that command to the best of their ability for the next minute. If the outcome is in question, the Narrator gives them a quality from 1-4 depending on the size and competence of the crowd and rolls it to see how they do.

*Improve (3 xp) **Bridge Salesman:*** O - Sell anyone anything for 2 cash, on the spot, even things that don't exist or that you don't own. You don't have to throw down (you're just that convincing) but the person does have to be receptive to talking to you. They

realize they have been swindled when you take an interlude, and you always immediately get a debt based on how much trouble you're in.

*Improve (3 xp) Snake Oil:* You can bring a cask of snake oil with you on any job (1 load). It can also be imbibed by you or anyone else to clear any condition, bad or otherwise (even things like injuries). However, roll a d6. On a 1 or 2, the person who drank it clears the condition but immediately goes Down and Out.

*Improve (3 xp) Sideshow:* You have a sideshow business that you can always turn to as a Side Hustle each time there's an interlude (it doesn't count against the number of actions you can take). It starts as normal at quality 0.

- Roll a d6 to determine the nature of your business: (1 - Quack Medicine, 2 - Burlesque, 3 - Exotic Animals, 4 - Amateur Novelist - Tales to Frighten and Astonish, 5 - Lewd and Lavicious Prints, 6 - Miniature Circus)

- The sideshow also gives you one of the following: (roll a d6):

- 1-2: A cart, qualities Speed 1, Durability 1, Maneuverability 0, can take load 4. No horse though.

- 3-4: A trained animal. Speed 1, Loyalty 1, Endurance 1, 1 load, 1 grit

- 5-6: A companion, hired thug, or flunky: Qualities: GUN 1, Brawling 1, Lugging 1, Critical Thinking 0

- You can spend 2 cash during an interlude to improve any of these qualities of the above by 1, to a maximum of 2.

## 5. Salt of the Earth

You're a gourmand, rambler, and folk healer.

You always get +1d and strong effect while cooking.

You can cook up a roast, gumbo, stew, or other hearty family recipe dish and bring it with you on a job (2 load). It's primary ingredient is (d6 1 - game meat, 2 - root vegetables, 3- beans or lentils, 4 - juicy mutton, 5 - freshwater shrimp, 6 - pumpkin).

Once on a job, when you take a breather and have a little time to eat, you can share your stew with anyone present, and they can restore 1 grit.

You can ask one question of any one person who shares a meal with you, any time, and they must answer truthfully, to the best of their ability. This effect can't be resisted.

You have excellent taste and can always easily assess the quality, price, and flavor profile of food or drink.

You cannot pass up a good meal.

*Improve (3 xp) Thick Dialect:* You have a thick dialect when you want to. Write it down as a reputation. People without a thick dialect cannot understand you unless you let them, and people with a thick dialect will always treat it as a good reputation.

*Improve (3 xp) Raconteur:* OO - Interrupt the narrator any time when someone other than you fails or takes a complication to correct the narrator as to the nature of that failure or complication, as if they spent grit to resist it. This cannot change the outcome completely (it's still a failure or complication) but can make it less bad (such as taking a condition instead of a bullet, etc). This takes the form of you correcting someone as you are telling the story later, some time in the future.

*Improve (3 xp) Cousins:* You know someone in every town in the territory, though not in the city. They have one thing they're good at at quality 2 (Stealing, Cooking, Mending,

Healing, Grifting, Rambling, Eating - you pick), always start off liking you, and may or may not be related to you. They will do one favor for you free of charge, then they'll need convincing.

## 6. Revenant

You are tough as hell. You've got bad business in your past.

- It takes two bullets to kill you (you can take a bullet and live).
- Total Harm only counts as level 3 harm for you (it'll still turn into total harm the second time you take it).
- Someone wronged you in the past. Detail this person to the narrator. While this person is alive, you cannot retire, even if you pay off your past.
- If that person is still alive and you die, you can walk back into any scene at an interlude or breather with a new scar. Describe the scar. This benefit immediately ends if that person is no longer alive.

*Improve (3 xp) **Coat of Scars:*** Each time you turn physical harm into a deal, take 2 xp. If you lost a limb or body part, take 4 xp instead.

*Improve (3 xp) **Grudge:*** If someone deals you physical harm, you get +1d against them for any action for the remainder of that job. If someone kills you or someone you're very close to, you get +1d on any action against them, forever, and they now count as someone who prevents you from dying/retiring.

*Improve (3 xp) **Rage:*** O - Nominate someone you can see. Get +1d on any action to hurt, subdue, or kill that person until that person or you are down and out or dead. Until then, you can't do anything else except try to hurt, subdue, or kill that person and roll as though you had quality 0 for any other action (roll 2d6 and pick the lowest). If they leave your presence, are killed, or knocked down and out, you calm down after about a minute, ending this effect.

## 7. Calamity

OOO - Get a free raise on any action, but the outcome always causes collateral damage, widespread destruction, hurts someone unintended, smashes or breaks something important, or loses you an opportunity.

*Improve (3 xp) **Corrupter:*** When you share a vice (drinking, smoking, gambling, etc) or cavort, if someone willingly parties with you, you may change their reputations as you please after your activity ends. If you spend a card, you can also change how they view your reputations if they're not a player character.

*Improve (3 xp) **The Dirtiest Son of a Bitch in the West:*** You are absolutely filthy. Due to your layer of grime, each time you would take a condition, roll a d6. On a 6+, ignore it. If you clean up, lose this benefit, but nobody recognizes you while you're clean. You look like a whole different person and are always treated as such, so you effectively have two different identities to work with. Become dirty at the start of every job.

*Improve (3 xp) **Leadbelly:*** You can drink twice as much alcohol as anyone else. Being drunk is not a condition for you. Being sober is a condition for you.

## 8. Windfinger

You can always tell the exact time of day, when sunset or sunrise will be, and what the weather will be in the next day or so.

Get the following benefits depending on the current weather:

Sunny - You can see up to a mile in almost perfect detail. Nobody can approach you without you knowing of their approach (this also means you cannot be ambushed).

Cloudy - You don't leave tracks or traces of your presence, nor does any mount you ride. Fires you light leave no smoke, camps you make cannot be found. This benefit extends to anyone you choose traveling with you.

Windy - You can eavesdrop on anyone within a mile of you with good clarity, as long as they're outdoors. You can speak a sentence of up to 10 words into the wind and have it heard by someone you name.

Rain, mist, or fog - You move completely silently.

*Improve (3 xp) **Barefoot Bandit:*** As long as you're not wearing shoes and are touching bare earth, you are faster than anyone else on foot.

*Improve (3 xp) **Wanderer:*** O - When the narrator describes a scene or location, you can check the box to instantly be there, watching from a hidden location. Don't worry about how you got there.

*Improve (3 xp) **Bushcraft:*** OOO - Get +1d on any action to sneak, fight, or move quickly when you do so in trees, underbrush, or vegetation.

## 9. Silver Tongue

When you lie to someone, you can choose to make the lie 100% believable. You don't have to throw down, and the person you're lying to will believe you, no matter how outlandish the lie. After 1 minute passes, they realize they have been lied to, no matter what.

You can always tell if someone's lying.

*Improve (3 xp) **Fox:*** OOO - Get +1d to lie, seduce, or swindle someone that's attracted to you

*Improve (3 xp) **Toad:*** O - When you suffer consequences or complications from any action, check the box and pass them off to another player character. That character also gets 1 xp. These are resistible as normal.

*Improve (3 xp) **Weasel:*** Get the 'dishonest' infamous reputation, which you cannot lose. As long as you have this reputation, at the start of an Interlude, roll a d6. On a 4+, you can settle a single debt of your choice without paying anything (you get out of it somehow).

## 10. God Damn Enormous

You're biggest god damn cowpoke in the West. Categorically speaking, nobody out here is bigger than you.

You can take a bullet and live.

Feats of physical strength always have strong effect for you, and you get +1 Guts, which could take you to 3.

*Improve (3 xp) **Bunyan:*** OO When you attempt a feat of strength, push yourself past normal human limits and pull, push, or lift something such as a boulder, a wagon, or a pack animal.

*Improve (3 xp) **Hammer Hand:*** Your punches count as bullets.

*Improve (3 xp) **The Wall:*** It costs 1 grit maximum to resist all physical harm other than bullets from any person smaller than you.

### **J. Angel Eyes**

You can put a bullet in anyone that runs away from you or surrenders to you without throwing down.

You can put a bullet in anyone that trusts you without throwing down.

You can't take psychological conditions (such as afraid, etc).

You have the 'cold blooded killer' and 'bloodstained' reputations. You can never lose these reputations. Folks can just tell.

*Improve (3 xp) **Dispatch:*** If someone isn't tough, you can put a bullet in them without throwing down (tough folk have 1 or more grit).

*Improve (3 xp) **Blood scent:*** OOO - Get +1d on any action to track, hurt, or intimidate someone who is bleeding.

*Improve (3 xp) **Revel in Infamy:*** When the narrator or you invokes a bad reputation to give you -1d, get 1 grit back as well as 1 exp.

### **Q. A Proper Damn Dandy**

You appear for all intents and purposes to be someone of good breeding and education. You've got class and style to spare.

At the start of any job, get 4 privilege. You can spend privilege to reduce that number by 1 (to a minimum of 0) and gain one of the following effects:

- Gain entrance to any social function or meeting
- Force someone to act as though they believe a lie for up to a minute.
- Get someone, even another player character, to help you

This effect does not work on anyone with a gun drawn.

*Improve (3 xp) **Swoon:*** OO - Pretend to faint, forcing everyone within about ten feet of you to attend to you for up to a minute or until something suitably dramatic happens to distract them from you (like getting shot at). This doesn't work on someone who has a gun drawn.

*Improve (3 xp) **Dirty Laundry:*** If you stay a day or more in a populated location, if there are any dirty or embarrassing secrets or blackmail on people of note who live there, you learn them

*Improve (3 xp) **Irresistible:*** OO - Make a request of someone who doesn't have their gun drawn. They have to choose one of the following (you don't have to throw down for this):

- Say yes
- Stall and sputter for one minute, consuming all their attention as long as you remain with them
- Draw their gun

- Make excuses and leave your presence.

### K. **Guapo**

You're drop dead gorgeous, and a complete idiot, or good at acting like one.

You are always better looking than anyone else in the room.

If you would take a bullet or a condition, you can choose to roll a d6. On a 5+, you completely dodge it from sheer dumb luck (or something that looks like it), but someone or something close to you bears the brunt of the consequences instead. Get a debt to them if it was a person, or a debt to the posse if it was a player character.

*Improve (3 xp) **Free Pass:*** You're so unassuming and good looking that nobody will deny you entrance or exit to any building or area, including jail. Until you break that facade (you are caught stealing, for example), people will always assume you belong somewhere. This benefit never extends to anyone with you.

*Improve (3 xp) **Lip Loosener:*** OO - Ask a seemingly innocent and completely idiotic question to anyone nearby and get a true answer from them as they try to explain it to you, no matter their attitude towards you.

*Improve (3 xp) **The Fool:*** OO - Tell the narrator that you stumble on something or someone genuinely useful or helpful to your current situation. The narrator decides what.

### A. **Nobody**

You're no one in particular. You might go by a nickname, but that's something other people gave you.

Nobody knows anything about you unless you want them to, including your name.

If someone learns your real name, lose this deal and roll for a new one.

You always shoot first. You can't take harm or bullets from someone who's trying to shoot you if you can shoot them first.

*Improve (3 xp) **Few Words:*** OO - Give someone that can hear you a short command that's a short phrase or one word, such as 'come over here', 'show us inside', 'drop that weapon', 'kneel', or 'leave'. That person has to either follow the command, leave your presence, or take the 'terrified' passing condition.

*Improve (3 xp) **Stare Down:*** OO - Lock eyes and walk right at someone, then name what you want them to do. They have to either back down and do what you want, flee from your presence, or put a bullet in you. You don't have to throw down to get this effect, the person you're doing it to is forced to make a choice. If they can't put a bullet in you (they don't have a gun, for example), then they don't get that choice, but if they do, you get shot (you can still spend grit to resist as normal or turn it into a condition).

*Improve (3 xp) **Get a Coffin Ready:*** You can spend your card to declare loudly that someone in your presence will die (you can choose a specific person if you like). Before the end of the job, unless the narrator spends a card of equal or higher value, your prediction will come true, and you get a debt as though you killed them as normal.

DIAMONDS



## 2. Authority Figure

You worked for the Authority as a bureaucrat, but now you're on the run.

People always assume you're in charge.

When you talk to a person or group, you can invoke your former authority to gain one of the following:

- Passage, information on a person, object, or group, time, ignorance, aid, weapons, food, drink, supplies, a horse
- Anything you get from this move can cost up to 4 cash. You can also just take up to 2 cash directly.

You always get it, you don't have to roll, and this works every time.

However, if you do, roll a d6. On a 1 or 2, the Federal Authority gets wind of you. Start a clock on your character sheet, with six segments, and fill in two. Each time you roll a number on your d6 equal to or less than the number of segments filled when you use this ability, fill in one segment. When all the segments fill up, the Authority finally tracks you down during the next Interlude. Make a new character.

You can pay 10 cash to shake off the Authority and clear a segment on your clock.

Good luck.

*Improve (3 xp): Official Seals* - You can forge any document and make it look official, once a job. A forged document takes 1 load and always provides one of the following - Identity, Passage, or Purpose. It only works for the current job, and is impossible to tell from an original, though you may prove yourself as fake through your own actions.

*Improve (3 xp): The Look* - OO - Successfully pass yourself off as someone's boss, supervisor, officer, or superior with throwing down.

*Improve (3 xp): Papers Please* - OO - Get +1d on any social roll by citing lack of appropriate paperwork, but roll a d6. On a 1, it turns out they had the paperwork all along, and your roll has no effect.

## 3. On a Mission From God

You are a traveling preacher or nun.

As long as you haven't committed a violent act in someone's presence, they must spend 1 grit before even attempting to harm you or lay hands on you. If they can't spend grit, they can't harm you.

Anyone you touch becomes unable to draw their gun out of guilt for about a minute, or until you draw your gun.

If you kill, get a debt to God as well as any other consequences. You can clear a debt to God by praying for guidance during downtime as part of the normal clear debts action.

If someone kills you, they get a debt to God. They can never clear it.

*Improve (3 xp): Moment of Prayer* - OO - Pray for guidance by asking a short one or two sentence yes or no question. You will receive an answer, grudge, or gut feeling in the form of a Yes, No, Unclear answer. The answer is always truthful.

*Improve (3 xp): Shield of Faith* - You can carry a pocket bible with you (1 load). OOO +1d to preach, negotiate, or convince religious folk. Your bible may block a single bullet, but if it does, take a debt to God.

*Improve (3 xp): Disarming Presence* - O - Everyone in your immediate presence, including you, are unable to draw their gun until time passes.

#### **4. Ghoul**

OO Scavenge off any corpse that's still warm.  
This gives you one of the following (roll a d6)

- 1 - Pilfered food - Eat immediately to gain 1 grit back
- 2 - Bullets - Uncheck all gun deal boxes once
- 3 - Cigarettes - Don't mark cash next time you smoke
- 4-5 - 1 cash in various coinage
- 6 - Crumpled treasury or rail bonds. You will have to barter with them (they can't be sold directly), and are worth anywhere from 2-4 cash.

You have the 'Corpse Botherer' reputation. You can't get rid of this, no matter what. Most, if not all folks find it distasteful.

*Improve (3 xp) - Sense Death* - If you take a moment and sniff the air, you know exact the location of all corpses within about a hundred feet of you. If you can reach a corpse, you know by touching it how long its been dead. You also get hazy impressions of what it did for the last day it was alive, from its point of view. You get faint impressions and memories of people, activities, locations, etc that it visited.

*Improve (3 xp) - Possum* - You can play dead perfectly, making it almost impossible to tell if you're a corpse.

OO - Take +1d on any action you take from playing dead, scaring the hell out of someone

*Improve (3 xp) - Dead Man Walking* - O - Strip the clothes off someone that's been dead for less than a day and wear them. You'll smell like hell and mark 1 load but unless someone gets within about touching distance of you, you perfectly pass as that person. Otherwise get +1d on any action to imitate or pass yourself off as that person, no matter what.

#### **5. Old Timer**

You've been in this business a long time, long enough that you know it's over for you. Once you have this big deal, that's it for you. You can't change it or take any others.

If you have less than 4 improvements in any personal quality, and 2 in any gun quality, take improvements until you reach those now, due to your experience.  
Roll or choose for 1-3 personal deals or gun deals (your choice).

You can no longer improve qualities or gain new deals. You can still gain experience, improve this Big Deal, acquire stuff, reputations, debts, etc as normal and put money into past or future, but it works differently (see below).

Write out a new track on your sheet called 'Been a Long Time Coming'. It has 6 sections, which start empty.

You can't improve any of your own qualities but still gain experience normally. Instead, you can spend your xp when you Hone to improve another player character's qualities instead. You choose which one. Then mark a section on the 'Been a Long Time Coming' tracker.

You can't ever escape your past or retire normally. Instead, when you put enough money away in your past or your future to either gain a level of future or erase a level of past, you pay it off for another player character. Then mark a section on the 'Been a Long Time Coming' tracker.

When the tracker fills up, it's over for you during the next Interlude. Could be old age, could be a man in a dark coat, could be your past catching up to you. You're out of the game, and out of the territory, and don't nobody hear from you again.

You choose who gets your stuff. They choose how they remember you.

*Improve (3 xp) - You Got Another Chance, Kid* - When you pitch in and help someone younger than you, you can choose to take all consequences instead of sharing them. The person you helped is safe.

*Improve (3 xp) - Too Old For This Shit* - You can fill in a section of your 'Been a Long Time Coming' tracker instead of taking a bullet.

*Improve (3 xp) - Lead By Example - OOO* - When someone fails a roll, you can check a box and immediately attempt the same roll as long as you're capable of doing so. If you succeed, treat it as the same roll, and you compensate for that character's failure (they don't suffer any consequences).

## **6. Damned**

You made a deal with Old Scratch.

(By the by, it don't particularly matter if the Devil we're talking about here is the actual Devil. Folk have plenty of their own internal devils to deal with without us having to invoke Lucifer. But hell, It ain't beyond ken that a man out here would parley with the Prince of Darkness).

You get a new tracker on your sheet 'Debt to the Devil'. It has 6 sections, and starts with 2 filled.

You can fill up a section on the tracker to turn any and all dice you just rolled into 6s. This could turn a failure into a success.

At the start of any job, Old Scratch will tell you something you've gotta do for him, in his quiet and honeyed voice. The Narrator decides exactly what, but it always involves (roll):

1. Fire
2. Cheating, Lying, or Gambling
3. Kidnapping
4. Stealing
5. Alcohol or Narcotics
6. Murder

If you ignore the Devils' request or it remains unfilled by the end of the job, fill up a section on the tracker. If you fill the Devil's request, he's sated for now, and erase a segment.

If your tracker reaches 6, at the start of the next Interlude. Old Scratch comes to claim you and has his way with you. You're out of the game and ain't heard of no more, except in hushed whispers. You can't get rid of this Big Deal or change it unless the tracker is at 0, which is the only way to get rid of it.

*Improve (3xp) - Devil's Bargain* - When you raise and Make a Deal with Old Scratch, get +2d instead of 1.

*Improve (3xp) - Devil's Luck* - You can ask the Devil to throw dice for you. If you do, until time passes, take +1 die on all actions. However, each time you roll a 6 (even one forced by your Big Deal), set it aside or track it. Every 3 6s, mark 1 segment on your tracker. This effect ends when time passes.

*Improve (3xp) - Devil's Glamour* - You can ask the Devil to slip some honey into your voice. If you do, until time passes, you appear like an incredibly healthy, charming, and attractive version of yourself. Get +1d to convince, seduce, persuade, lie, cheat, trick, or deceive someone. After time passes, for the rest of the job, you appear as a haggard, tired, hollowed out, miserable looking version of yourself and get -1d on all actions for the rest of the job.

## **7. Judge**

When you want to force someone into a course of action, you can decide they are in violation of local or federal law. Roll for the law (d6 for each)

Law part 1

- 1 - Association with
- 2 - Indulgence in
- 3 - Violation of
- 4 - Intent to pursue
- 5 - Flaunting of
- 6 - Promotion of

Law part 2

- 1 - Public

- 2 - Unseasonal
- 3 - Noisy
- 4 - Illegal
- 5 - Dangerous
- 6 - Unsanctioned

#### Law Part 3

- 1 - Drunken-ness or Indecency
- 2 - Loitering and layaboutness
- 3 - Vice and moral depravity
- 4 - Firearms
- 5 - Animals
- 6 - Haberdashery

#### Recorded laws

- 1
- 2
- 3

You can keep 3 laws on the books during any job, and can get rid of any number of them when you finish an interlude. You can't add new laws if you have 3.

Get +1d on any action against someone that's in violation of any of the above laws. The person you accuse is always in violation of that law (in some convoluted way that doesn't have to make sense), but any future people must be directly violating a law.

You are incapable of shooting someone that is not in violation of your recorded laws.

If you break your own law, get a debt to yourself. You can clear it by paying 4 cash as bail or putting a job on the territory to assuage your conscience. If it comes calling, start all jobs with the 'guilty' bad condition until you clear it.

*Improve (3xp): Bigger Book:* Get room for 1 additional law on the books. Keep this law and its benefits and restrictions even if you change Big Deals.

*Improve (3xp): Generous Interpreter:* You can re-roll any part you like of any or all of your laws, once per job, but must keep the final results.

*Improve (3xp): Loose cannon:* You can freely break your own laws

### **8. Cat**

You have 9 lives. You can expend a life to turn any die you roll into a 6.

If you roll a 1 on any risk die, the narrator can spend one of your lives to turn the risk die *and* the action die into a 6, and the result into a success.

If you run out of lives, you can no longer resist bullets in any way. If you roll a 1 on a risk die while you're out of lives, the consequences are even worse than normal.

You can end this effect by putting a job on the territory to regain your luck. After completing the job, regain 1d6 lives.

*Improve (3xp): High Flier:* Acts of acrobatics are never hard for you. You always land on your feet, no matter how far you fall. You can never be knocked over, knocked out, pushed, or touch unless you choose to be.

*Improve (3xp): Contagious luck:* You can spend your lives to affect other folk's dice also

*Improve (3xp): Miracle:* If you would die, you can spend 2 lives to make a miraculous recovery and ignore whatever would have killed you as though you resisted it.

## 9. Siren

You have a magnetic, electric personality, an ethereal beauty, or a general mysterious demeanor that makes folk clamor to be near to you.

You can flirt, wink, tease, pontificate or otherwise entice someone consenting with your words, looks, or actions if you have a moment to do so.

Doing so starts an infatuation clock with them, with 6 segments. Fill in one. You can only keep three clocks going at a time, and can't infatuate more people if you already have three clocks. Someone who you have a clock on does their best to treat you well, no matter the circumstance.

Reduce a clock by 1 segment to ask for a small favor, such as gifts, food, or goods worth up to 2 cash, access (such as to a club or restricted area) or information. They'll always get it for you, or try their hardest if it's not readily available.

You can reduce a clock by 3 segments to ask for a major favor, which is anything worth up to around 4 cash and short of killing someone. Presents, nice clothing, excellent food, cover, transport, etc.

When you go into an interlude, roll 1d6 per clock. On a 1-3, decrease the clock by 1, on a 4-6 increase it by 2.

Once a clock clears (either by being reduced to 0 or filling up), your spell is broken on that person and the clock breaks, giving you a debt to them with severity based on how much you asked of them. They can never be infatuated with you again.

O - Spend an hour in someone's presence, then either increase their infatuation with you by 2, or start a new clock at 2.

This ability only works on player characters if they are willing. Each time a segment increases, they get 1 xp.

*Improve (3xp): Absolute Thrall:* You can reduce a clock by 5 segments to have someone kill for you or throw down their life for you. Killing on your behalf still incurs a debt.

*Improve (3xp): Divine Protection:* You can spend your own grit for anyone that's infatuated for you as if it was their own. Folk that are infatuated with you can take a bullet and live.

*Improve (3xp): Love at First Sight:* 0 - Roll 1d6. On a 1-2, decrease all infatuation clocks by 1. On a 3-6, increase all infatuation clocks by 2.

## PERSONAL QUALITIES

Set one at 2, four at 0, and the rest at 1. You can only ever have one at 3, maximum.

**Swindle** - Lie, impersonate, forge documents, seduce, etc. If it's in bad faith, it's swindling.

**Straight Talk** - Persuade, intimidate, or convince in a straightforward fashion.

**Class** - Get social access, research, hearsay, or connections

**Hustle** - Move with quickness or agility. Run, jump, climb swim.

**Guile** - Move or act quietly or unseen.

**Hunt** - Track, hunt or fish, find objects or people

**Squint** - Appraise a person or situation in greater detail, detect deceit, get a gut feeling

**Handiwork** - Fix an object, whittle or craft, pick a lock, set explosives, etc

**Survive** - Cook food, set up camp, apply medicine, forage, resist the elements

**Guts** - Eat, drink, throw a punch, lift a heavy beam, perform feats of strength or resilience

## GUN BIG DEALS

### HEARTS

#### 2. The Rattlesnake

Get a free raise on any shot where you surprise someone completely or catch them unawares.

Until drawn, your spring-loaded gun is completely undetectable, even if someone pats you down or searches for it.

#### 3. The Bull

Get a free raise to use your gun as a melee weapon or an effective hammer, crowbar, or club.

Your gun is incredibly loud.

#### 4. The Stinger

Get a free raise on any shot to injure.

Your gun is too small caliber to kill someone unless they're down and out or shit out of luck and has absolutely no effect if aimed to kill.

#### 5. Solid Iron

Your gun never jams or misfires.

If you lose your gun, you always somehow get it back in your holster one minute later.

Your gun will not fire for anyone else than you.

Your gun feels itchy when someone is about to betray you.

#### 6. The Hunter

Get +1d on a shot where you can brace your gun, hold your breath, remain still, and aim down sights

If someone's within about 30 paces of you or closer, get -1d on shots.

You can't use this gun at all if anyone is close enough to touch you.

### **7. The Sledgehammer**

OOO - Destroy any object within about spitting distance of you that you can see not held or worn. Alternately, blow through any non-reinforced door, window, or other similar obstruction.

### **8. The Hammer**

+1d when firing from the hip.

If you're forced to aim, shoot at someone further away than hollering distance, or make a hard shot, get -1d.

### **9. The Mule**

Your gun's effective range is spitting distance or less. Outside of that, it has absolutely no effect.

OOO - Check a box to knock someone hit by your gun off their feet and back about ten paces. You are knocked off your feet after firing.

### **10. The Saw**

Your gun can be rapid fired. +1d if you're aiming at a group of people or a broad area but if fired this way causes indiscriminate and brutal harm to everyone and everything in the area.

Once your gun is drawn, it cannot be holstered until it tastes blood.

### **J. Argus**

While you have your gun drawn and you remain perfectly still, nobody nearby can hide from you, and nobody can sneak up on you without you knowing.

Once drawn, your gun has a tendency to point you towards the location of anyone else that has a gun drawn, even through walls, doors, floors etc.

Darkness or lack of vision does not make a shot hard for you.

### **Q. The Show**

+1d on any shot aimed to impress, dismay, or show off to someone. This shot can never be aimed to injure or kill.

### **K. Double Action**

If you hit someone with your first shot, you can hit someone standing within 5 paces of them with the same shot without having to roll again.

### **A. The Legacy**

Your gun has a history. You can invoke the legacy of your gun to succeed automatically on any social roll, but get a debt to the legacy. While you have a debt to the legacy, you



can't use this ability again. You can get rid of a debt to the legacy by winning a gun duel. It can't be settled any other way. If it comes calling, someone shows up to duel you. Pulling back your jacket, coat, or cloak to show your gun forces everyone in the room to stop what they are doing for a few moments and look.

## **DIAMONDS**

### **2. The Hostage Taker**

O While this gun is pointed directly at someone, you can check the box to make that person will follow your directions and commands exactly, unless they are directly self-harmful. This effect immediately ends if time passes, if you fire your gun or move it away from that person, and won't work on the same person again until the next job.

### **3. The Reaper**

Once you kill five people with this gun, name a sixth person and fire straight up into the air. They'll be dead before morning. Get a debt as normal.

### **4. The Firework**

O - When you fire this gun, everyone within spitting distance of you is momentarily stunned by the noise and light it makes, allowing you to act for one roll without threat or consequence from them. If you fire this in an enclosed space, such as a saloon or interior room, it applies to everyone in the room except yourself.

### **5. The Scrambler**

OOO - You and the person you are aiming at both immediately drop whatever you are holding, including this gun.

### **6. Venom**

If you successfully put a bullet in someone, you can choose to delay their death up to a week, up to the exact hour.

You can end this effect by giving them a dose of antivenom (1 dose for 1 load)

### **7. Gorgon**

If you point your gun at someone, if they don't also have their gun drawn, they can't move a muscle and are completely paralyzed. This effect ends on someone if you fire your gun or move your gun away, and once broken won't work on the same person again until time passes.

### **8. Vorpai**

+1 die on any shot where you shoot for the head

You can only shoot for the head, and you can only shoot to kill.

Anyone that takes a bullet from you dies, even if they could take one and live.

### **9. Joust**

If someone shoots at you, if you can see them clearly, you can roll a d6. On a 6 or higher, you shoot their bullet out of the air before it hits you. On a 1-5 the shot hits normally and you must turn it into a condition or take it (you can't resist it).

### **10. Sidewinder**

You can curve bullets around corners or ricochet them off walls. Cover and obstacles in your way never make a shot hard for you.

### **J. Seeker**

You can call someone's real name into the wind 1/job. When you move closer to that person, no matter where you are on the territory, your gun will grow warmer, and colder as you move away. The closer, the hotter, and vice versa.

### **Q. The Retort**

If someone shoots at you first, hit or miss, if you're in range and you can see them, you can always hit them back without rolling. If you've already fired a shot in a fight, this ability no longer works until you get into a new one.

### **K. Ludicrous**

Your gun is incredibly shoddy condition, sprays bullets wildly, or you have absolutely no aim to speak of

All shots are hard and risky for you, even those that don't involve violence (like trick shooting)

If you hit a shot, get 1 xp

### **A. Lucifer**

After any job you killed with this gun, get +2xp

## **CLUBS**

### **2. The Old School**

Your gun is a bow or crossbow

It's completely silent and you won't run out of ammo for it as long as you can retrieve your arrows

If you dispatch someone stealthily with your bow, it's at least 1 minute until someone finds out they're dead, no matter how obviously dead they may be.

### **3. The Gheist**

Your gun can shoot through walls.

You can only use your gun at night.

### **4. The Ticket**

You can break any lock or open any door, no matter how big or tightly locked, by shooting it.

This is always incredibly loud.

### **5. Jack**

+1d to shoot anything or anyone larger than you

If you shoot ineffectively at something much larger than you and it has absolutely no chance of working (like a train or a landslide or a grizzly bear), roll a d6. On a 6, it works anyway.

### **6. The Latest**

You have a very advanced gun with expensive parts

Your gun gets +1d on any roll but you have to spend 3 cash at the start of any job or be unable to use it.

### **7. The Tutor**

OOO Ask your gun for advice about the current situation. It'll give you pretty good advice. No one else can hear it.

### **8. Polygraph**

Your gun emits a quiet ringing sound audible only to you when someone (anyone) is lying in your presence.

### **9. The Crank**

Your gun is an enormous, multi-barrel affair. While you're firing it it gets +1d to all categories but jams after firing if you roll doubles and is unusable until you take a breather to unjam it.

### **10. The Jockey**

Your gun gets +1d if you shoot while riding a horse.

### **J. The Pacifist**

After any job in which you never touched this gun, get +2 xp.

### **Q. The Winger**

+1d to shoot an object out of someone's hand, or shoot an item of clothing (such as a hat) off someone. These shots are never hard for you.

### **K. Chaos**

Your gun gets +1d on all rolls and shots aren't hard for you, but you hit a random target closeby (assign possible targets 1-6 on a d6 and roll).

### **A. The Ace**

Your gun can only be shot once a scene, but never misses (treat the final die roll as a d6, and still take quality into account). You still roll risk.

## **DEALS**

Now, roll for deals for your character and your gun. Put em in any order you like. Further deals cost 2 xp for you or 2 cash for your gun if you randomly roll, and 4 xp for you or 4 cash for your gun if you choose.

### CHARACTER DEALS

Roll for 3 at the start. Either choose from the list of terms or write your own based on the list provided. All that matters is the quality it gives you.

#### Deals

Roll (d100)	quality	Deal (pick one or write your own)
1-10	+Swindle	Comely, Charismatic, Personable, Convincing, Cocky
11-20	+Straight Talk	Persuasive, Intimidating, Straightforward, Plain, Honest, Well Spoken
21-30	+Class	Classy, Mannered, Connected, Gossipy, Erudite, Pampered, Naive
31-40	+Hustle	Quick, Lithe, Athletic, Nimble, Energetic, Carefree
41-50	+Guile	Quiet, Light-footed, Slippery, Subtle, Cautious, Hardened, Cold
51-60	+Hunt	Keen, Sharp, Aware, Alert, Perceptive
61-70	+Squint	Wise, Bespectacled, Appraising, Instinctual, Perceptive, Intuitive
71-80	+Handiwork	Crafty, Skilled, Deft, Dextrous, Proud
81-90	+Survive	Hairy, Rugged, Weathered, Tough, Tired, Unkempt
91-100	+Guts	Strong, Large, Overweight, Muscular, Hearty, Vigorous, Irate, Impatient, Hot-Tempered

### GUN DEALS

Roll for two at the start.

When you hone, you can roll a new one randomly (2 cash) or buy one outright (4 cash).

When you pick up a deal, detail, and say who you're getting it from.

Put gun deals on your sheet in any order. The order you put them will determine the number of times they can be used. You can rearrange order any time you go into an interlude.

Roll for a type of gun if you like

#### Gun Type

Roll (D6)	Gun Type
1	Derringer
2-3	Revolver

4	Volcanic Pistol
5	Shotgun, Musket, or Flintlock
6	Rifle (lever/bolt action/repeating)

### Gun Deal

Get +1d in the listed quality when you invoke these deals (or -1d and +1xp if it hinders you).

Roll (d100)	Deal
1-5	<b>Ornery</b> - Your gun kicks like a mule and almost leaps out of your hand when firing (+1d power)
6-10	<b>High Caliber</b> - Your gun is heavy and larger than normal. Big bullets, tends to jam (+1d power)
11-15	<b>Smoldering</b> - Your gun gives off a ton of sparks, smoke, etc when it fires and bullets tend to ignite (+1d power)
16-20	<b>Destructive</b> - Your gun blows huge holes in people and things (+1d power)
21-25	<b>Roaring</b> - Your gun shoot a huge plume of flame out the barrel when firing and makes a ton of noise (+1d power)
26-30	<b>Hair Trigger</b> - Makes it easy to shoot, like rocking a baby. Trigger is very sensitive. (+1d speed)
31-35	<b>Quality Holster</b> - Your nice, leather holster makes it easy to draw, but not as durable. (+1d speed)
36-40	<b>Eager</b> - You've got a twitchy gun hand. (+1d speed)
41-45	<b>Lightweight</b> - Your gun is easy to handle and maneuver, but more easily knocked out of your hand. (+1d speed)
46-50	<b>Lightning</b> - You can unload your gun in the blink of an eye. (+1d speed)
51-55	<b>Improved sights</b> - Your gun has better sights for aiming. (+1d range)
56-60	<b>Scope</b> - Your gun has a small or extended scope. Gets dirty often. (+1d range)
61-65	<b>Long Barrel</b> - Your gun has an long or extended barrel, hard to move in small spaces. (+1d range)
66-70	<b>Reinforced stock</b> - Better for bracing against a shoulder (+1d range)
71-75	<b>Clear</b> - Your vision seems better when aiming down sights (+1d range)
76-80	<b>Gunfeel</b> - Hand to grip - it's all the same (+1d precision)
81-85	<b>Cocky</b> - You feel like you could shoot a fly off a mule's ass (+1d precision)
86-90	<b>Prophetic</b> - You always tend to aim before you think (+1d precision)

91-95	<b>Improved barrel</b> - Finer standards of manufacture, hard to keep clean. (+1d precision)
96-100	<b>Straight and True</b> - Even when fired from the hip (+1d precision)

### Drawback deals

If you like, you can roll or acquire these instead of one of the above deals. These deals don't give any innate bonuses but are more complicating and can more often be invoked for exp (and -1d)

Roll (d100)	Drawback
1-10	<b>Very Heavy</b> - Your gun is hard to lug around quickly
11-20	<b>Quite a Kick</b> - Knocks you around when firing, gives you a sore shoulder
21-30	<b>Awkward</b> - Tough to use in tight spaces, or when someone is close to you
31-40	<b>Conspicuous</b> - Hard to hide or conceal, recognizable
41-50	<b>Tends to Jam</b> - Fails to fire in the worse of times
51-60	<b>Shaky</b> - Has a tendency to fall out of its holster
61-70	<b>Dirty</b> - Hard to keep clean and well maintained
71-80	<b>Old</b> - A little out of date, rusty, old-model, or hard to find parts for
81-90	<b>Loader</b> - Takes longer than normal to load
91-100	<b>Loud</b> - Extremely loud

### Gun Looks

Purely for looks

Roll (D6)	Detail
1	Engraved with a name on the grip
2	Carved or etched with animal figures
3	Mother of Pearl, gold, or silver inlay
4	Leather-wrapped hilt, weathering, assembled from parts of several different guns
5	Famous or recognizable brand
6	Sparkling clean, brand new, or shiny

## STARTING REPUTATION

Roll for one at the start, or write your own with Narrator's permission. Figure out how you got it. These don't exactly have to be true, just how other people see you.

Roll (d100)	Reputation
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1-10	Bandit
11-20	Uncivilized
21-30	Known Cheat
31-40	Purveyor or Indulger of Vice
41-50	Honorable
51-60	Lawful
61-70	Well-connected
71-80	Pious
81-90	Dangerous
91-100	Wealthy

### STARTING DEBT

Roll for one at the start.

***Put this on the territory.*** If other player characters have the same debt, make it the same thing.

Roll (d100)	Starting Debt
1-10	You owe money (about 4 cash or so) to a <b>moneylender</b> . You don't have the money anymore.
11-20	A <b>lawman</b> did you a favor and got you out of jail.
21-30	You passed out drunk in the lap of a famous <b>socialite</b>
31-40	One of your ex-lovers is now the <b>mayor</b> of a <b>town</b>
41-50	You caused a <b>riot</b> in a popular city <b>saloon</b>
51-60	You shot a <b>bounty hunter</b> in the foot by accident
61-70	You got thrown out of <b>church</b>
71-80	You robbed a mail <b>stagecoach</b> of 3 cash and associate mail. You've since spent or used it all.
81-90	You stole food from a <b>general store</b>
91-100	You stole a horse from a <b>courier</b>

### STARTING STUFF

Roll for one at the start if you want.

Roll (d100)	Starting stuff
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1-10	<b>An old horse</b> - Speed 1, Endurance 0, Loyalty 3, 1 grit, 1 load. Name em'.
11-20	<b>Good quality waterskin</b> - 1 load - O - Don't worry about water for a journey. When traded, worth about 4 cash in the right circumstances.
21-30	<b>Well used knife</b> , 1 load - O +1d fight, whittle, or stab rattlesnakes
31-40	<b>Chewing Tobacco</b> - O - Spit at someone nearby. They either have to leave your presence or start a fight with you (they choose).
41-50	<b>A bottle of high quality whisky</b> worth about 2 cash, takes 1 load. If you drink from the whisky when you take a breather, check a box off instead of spending cash. Once all boxes are checked off, the whisky's gone.
51-60	<b>A loaded deck</b> - 1 load - O +1d when cheating at cards
61-70	<b>Faded Locket</b> with a picture inside, valuable. You can look at the picture inside to get back 3 grit, then this effect is lost forever. If you lose the locket, get a debt to yourself to get it back.
71-80	<b>Cigarette case</b> - Blocks a bullet, once, then is broken forever.
81-90	<b>Good boots</b> - 1 load - O - +1d hustle on flat ground
91-100	<b>Faded Treasure Map</b> : Put a job on the territory to 'Find Emilio Silva's buried gold'. This job has a payout of 10 cash to each person, and taking it will give your posse a debt to 'Silva's Treasure Hunters', a bunch of no good bandits and killers (detail them if you need). In the case that you lose the map, the location of the gold is impossible to find until you get the map back (and the job changes to 'get the map back').

## HAT

Roll or write down your own, and note what color your hat is. We keep broad strokes here. Most people wear broad brim hats like a stalker, stetson, or a ten gallon but a few might wear something more trim or upscale like a bowler, lady's hat, or a trilby.

Roll (d100)	Hat Description
1-10	Rakish
11-20	Gaudy
21-30	Broad
31-40	Rugged
41-50	Stained
51-60	Furry
61-70	Foreign
71-80	Oversized



81-90	Neat
91-100	Tiny

Hat color. There are others than these, so write your own if you like. I ain't about to tell you what this means about your personage or proclivities.

Roll (D6)	Color
1	Pearly White
2	Dusky blue
3	Leathery brown
4	Clean Gray
5	Old Straw
6	Jet Black

### PAST

Roll for a prompt or write down your own. Detail as much as you like right now, or get back to it later.

Pasts should always answer the question 'Why are you an outlaw?'.

Roll (d100)	Past prompt
1-10	Your (old money/poor/rigid/famous) family had high ideals for you (arranged marriage/family business/criminal enterprise/military service) but you fled from them.
11-20	You grew up an outlaw, and have been one your whole life. Something went bad with your old posse, and you fled, but they're not ready to let you go.
21-30	Your home was taken from you by the Federal Authority, casting you out. You've been forced to do a lot to survive, and it's going to take a lot to get it back.
31-40	There was a couple bad winters on the farm. Nothing for it but to head west and hope there's a little bit of hope left. You left a lot behind (your family, your humanity, your inheritance, your home, your children). Better than starving.
41-50	You left home a while ago with (high hopes/thousands of dollars from your father/a loving partner), seeking your fortune. That was (months/years/decades) ago, and you lost all that almost immediately. It hasn't gone so well for you (bad luck/impulse spending/poor investment decisions), and like hell if you're returning without something to show for it.

51-60	You were a soldier in the great Western Expansion corps of the Federal Authority, but you deserted because of (cowardice/injury/morale/atrocity). You (miss/regret) your time in the corps, but you'll be executed if they find you.
61-70	You borrowed a great deal of money for (vice/business investment/to pay other debts/family) and it ran out, fast. Now you're on the run from (the banks and their goons/a crime family/your own family/The Federal Authority).
71-80	You killed the wrong man. He was (a politician/a famous financier/a celebrity/a mafioso). It was (for business/for revenge/accidental). You're (guilty/innocent), but that don't make no difference.
81-90	Your former life was one of brutal labor, hardship, violence, and pain, but you managed to escape it. Now your former (bosses/masters/overseers/business partners) are looking for you, and they want you back. You've gotten as far away as possible, but it might not be enough.
91-100	Your (scam/pyramid scheme/money laundering/corrupt business) made you fantastically rich, but it was broken wide open by the Feds. Now you've got a chance to restart it over here, but first you'll need to escape the grasp of (federal agents/former clients/former lovers).

### NAME

Roll here or write your own. The Narrator can use these tables well in a pinch.

<b>1d100</b>	<b>First Name</b>
1-2	Annie
3-4	Wyatt
5-6	Mack
7-8	Jim
9-10	Abraham
11-12	Kate
13-14	Jenny
15-16	Baptiste
17-18	Theodore
19-20	Henrietta
21-22	Sally
23-24	Bill
25-26	Victoria
27-28	Winona

29-30	Ed
31-32	Hubert J.
33-34	Pearl
35-36	Javier
37-38	Molly
39-40	Luoyi
41-42	Luís
43-44	Don
45-46	Yung
47-48	Missy
49-50	Dorothea
51-52	Commodore
53-54	Maria
55-56	Algernon
57-58	Marcellus
59-60	Elly
61-62	Eli
63-64	Weishu
65-66	Bonnie
67-68	Ed
69-70	Abraham
71-72	Lenore
73-74	Buffalo
75-76	Carolina
77-78	Charlotte
79-80	Hector
81-82	Lucia
83-84	Henri
85-86	Rudy
87-88	Prudence
89-90	Francisco
91-92	Robert

93-94	Brigette
95-96	Ringo
97-98	Lars
99-100	Anders

<b>Roll (d100)</b>	<b>Last Name</b>
1-5	Wright
6-10	MacGaskill
11-15	White Deer
16-20	Piper
21-25	Baltrop
26-30	Willup
31-35	Wang
36-40	Diaz
41-45	Jefsen
46-50	Reyes
51-55	Masterson
56-60	Owens
61-65	De Lafayette
66-70	Williams
71-75	Volker
76-80	Byers
81-85	Paz
86-90	Hicks
91-95	LeDroit
96-100	Kidd

If you like, roll a moniker or nickname. This goes in front or in the middle of your name, like “Wild” Bill MacGaskill or Bill “Four Finger” MacGaskill.

<b>Roll (d100)</b>	<b>Moniker/Nickname</b>
1-5	“Madame”
6-10	“Iron Hand”

11-15	“Wild”
16-20	“Slick”
21-25	“Doc”
26-30	“Horse”
31-35	“Red”
36-40	“Four Finger”
41-45	“Gigante”
46-50	“Caballero”
51-55	“Uncle”
56-60	“Rowdy”
61-65	“Pistol”
66-70	“The Snake”
71-75	“Shorty”
76-80	“One Eye”
81-85	“Bear”
86-90	“Flaco”
91-95	“The Kid”
96-100	“Captain”

## **THE TERRITORY**

This ain't fleshed out as much as I'd like but there's still a fair amount here you can use.

Here's the rules for putting stuff on the territory again.

1. Name it
2. Detail it and relate it.
2. Who's in charge?
3. If nobody's in charge, why is that? If nobody's in charge now, who wants to own this place? Is there something here people want?

If you put a landscape or a location down

1. Figure out if you're putting some features in
2. Figure out if you're putting a settlement in

3. If you're putting a settlement in, put some folk down there that live there. Maybe put a couple folk there even if there isn't one.
4. Put a problem there

Mark it down on the map and decide how much of an area of the territory it takes up. Generally you should leave plenty of room and no area should take up more than about 1/8th of the map or so at most. It's possible to stack locations on top of each other (there's a river here in the middle of the plain, which passes into the mountain, for example).

## MAP OF THE TERRITORY

Here it is:

Pretty damn simple.  
You're gonna fill this in, don't worry.

## LANDSCAPES

Most of the Territory is just flat desert or wasteland, and remains that way. Start here if you want to define a general area of the territory that's a little more interesting or figure out what it looks like. You can roll or choose. If you want to circumnavigate a landscape to avoid its ill effects and are tracking time, mark time.

### Landscapes

Roll (d100)	Landscape	Big Deal
1-20	<b>Desert</b>	Hot as hell and cold at night. If you cross without marking off 1 load for water and other supplies, take the 'parched' bad condition when you get to the other side.
21-25	<b>Waste</b>	Mark 1 load for everyone for water if you cross. Otherwise, die. In addition, one person crossing has to navigate and roll Survive (players nominate). On a 6, mark nothing else. On a final result of 4-5, mark either 1 time segment or an additional 1 load for water to cross, or die. On a 1-3, mark both time and load, or die.
26-30	<b>Salt Flat</b>	If you cross without marking off 1 load for water, take the 'parched' bad condition when you get to the other side. In addition, you cannot hide on the salt flat, anyone approaching anyone else has about an hour of warning, and anyone can take +1d to hunt, any time, while there.
31-32	<b>High Mountain</b>	Mark 2 load for warm clothing to cross safely or undertake any job here, otherwise take the 'frostbite' bad condition after the job or crossing.

33-40	<b>Mountain or Foothill</b>	Mark time to cross a mountain safely, otherwise roll Survive or Hustle. On a 1-3, take a bad condition such as an injury, sickness, or fatigue, but cross normally.
41-43	<b>Pass, gorge, or canyon</b>	Areas ripe for ambush but good for hiding. +1d guile to hide or conceal yourself here.
44-65	<b>Plains or Grassland</b>	Clear, fertile area with plentiful wildlife. Put a settlement and a river here if there isn't one already. +1d survive when living off the land, +1d hunt when tracking or scanning the horizon.
66-70	<b>Marsh</b>	Wet, fertile, and cannot be crossed with vehicles or horses.
71-75	<b>Wetland or Swamp</b>	Wet, humid, and full of bugs and diseases. If you cross, roll survive or squint to avoid the bad spots. On a 1-3, get one of the following bad conditions: Foot Rot, Weeper's Cough, Bug Ravaged
76-95	<b>Forest</b>	Shaded and close.
96-100	<b>Coast</b>	Only put this along the Western side of the map. A little glimpse of the sea

### Water Features

If you want to add a water feature to a location, roll here.

Connect water features together with a river (just draw them as contiguous as you can).

Roll (D6)	Water source
1-3	River
4	Lake
5	Pond, pool, or oasis
6	Waterfall (connect to river)

### Other Features

Roll or pick a few if you like.

Roll (d100)	Feature
1-5	<b>Heavy Dust or Mud</b> - Tends to jam or clog guns
6-10	<b>Thickly Wooded</b> - Easy to hide
11-15	<b>Geyser</b> - Natural geyser. Hot. May be hot springs nearby
16-20	<b>Regular Snowfall</b> - Mark 2 load for warm clothing to cross safely or undertake any job here, otherwise take the 'frostbite' bad condition after the job or crossing.
21-25	<b>Chasm or Crevasse</b> - Tends to consume things

26-30	<b>Plentiful Wildlife</b> - Plentiful animals here, such as deer, buffalo, or wild horses
31-35	<b>Beautiful</b> - Striking, breathtaking, impressive
36-40	<b>Barren</b> - Even more dead than normal
41-45	<b>Dry</b> - No water to be found here
46-50	<b>Scorching</b> - Hotter than hell. If you cross without marking off 1 load for water and other supplies, take the 'parched' bad condition when you get to the other side.
51-55	<b>Caves</b> - Deep caves here, good for hiding away
56-60	<b>Rock Formations</b> - High, striking, sculpted by wind and dust
61-65	<b>Mesa</b> - A flat plateau and a long drop
66-70	<b>Sheer Cliffs</b> - Sheared, vertiginous, and harsh
71-75	<b>Rubble</b> - Tossed with rocks and loose gravel. Tough to keep your footing.
76-80	<b>Road</b> - There's a good and usable road here, one of the few out here
81-85	<b>Rainy</b> - Wet and rainy most of the year
86-90	<b>Shaded</b> - Sits in the shadow of a mountain or forest. Gets dark early.
91-95	<b>Tinderbox</b> - Prone to wildfires
96-100	<b>Sloped</b> - On a steep slope, roads here are windy and long

## SETTLEMENTS

When making a settlement, roll for or choose type, roll for a few features if it's big enough, then name it.

### Size

Roll (D6)	Size
1	<b>Camp</b> - Rough, improvised, or open dwelling. Could be a single person occupancy, could be a lot of folks camping together. Work camps (logging, mining, etc) fall under this.
2	<b>Ranch, Farm, or Compound</b> - Usually house a family or group of folks trying to mind their own business.
3-4	<b>Backwater</b> - A small town with a single street, maybe a mail post, a couple stores, a trading post, etc. Most folks live in farms around and come in to trade, swap news, and drink.
5	<b>Fort</b> - A military fort with a small town around it.
6	<b>Town</b> - A full town with a few streets and outlying dwellings, manors, ranches, etc. Big enough typically to have a bank and maybe a rail station.



No settlement is bigger than the city.

### Critical Features

Bigger towns usually have one or more of the following. Pick a few. These have a Big Deal which gives them some stuff to do.

The City has all of these

Feature	Big Deal
<b>Mail post or Stagecoach station</b>	The Federal Post has a station here, which could be as small as a box and as large as a station (the entire settlement could also be a mail post). Usually this means stagecoaches or couriers will pass through the town. <ul style="list-style-type: none"><li>- Mail and valuables are worth typically a normal job (6 cash) worth of goods.</li><li>- The Post often hires people to protect sensitive mail.</li></ul>
<b>Bank</b>	Banks range from small local banks to the Grand Federal Bank. <ul style="list-style-type: none"><li>- Robbing a bank probably nets anywhere from 6-15 cash, depending on how risky it is and how big the bank is, but is likely to be a difficult job and to get you on a wanted poster somewhere. The Federal Bank is only in the city, and robbing it always earns the ire of the Federal Authority</li><li>- Banks will often ask for hired guns to protect stagecoaches</li><li>- You can make an investment at a bank by paying 4 cash. If you do, put it down on your stuff list and note what you invested in and where the bank is. It pays out 1 cash to you each interlude, but roll a d6 for each one. On a 1, the investment crashes and you lose it.</li></ul>
<b>Horses</b>	The location has a stable, corral, or just has horses for sale. Give it a quality from 0-4. You can buy horses at a stable with a maximum quality less than the stable's quality (see stuff for horses).

<p><b>Store or Trading Post</b></p>	<p>The location has one or more stores, and will sell almost any stuff of quality equal to or less than that store's quality. Give the store a storekeep.</p> <p>Most places have a general store or outfitter's, where dry goods, food, gear, horse feed, etc can be bought.</p> <ul style="list-style-type: none"> <li>- You can Barter at a store (like the Interlude action) if you take a breather here</li> </ul> <p>If you like, roll a specialty for the store. It doesn't affect what's for sale, just for flavor.</p> <ol style="list-style-type: none"> <li>1 - Dry goods, food, horse feed, alcohol, etc</li> <li>2 - Tobacco</li> <li>3 - Guns and Ammo</li> <li>4 - Grocer or Butcher</li> <li>5 - Farrier or toolmaker</li> <li>6 - Hats</li> </ol>
<p><b>Hotel, Saloon, Flophouse, or Restaurant</b></p>	<p>A place to post up, enjoy yourself, and rest.</p> <ul style="list-style-type: none"> <li>- If you take a breather here, you can eat, drink, and relax. Pay 1 additional cash and get back 1 extra grit (on top of 1 base, and +1 if you smoke, drink, or apply medicine).</li> <li>- You can cavort here (like the Interlude action) if you take a breather here.</li> </ul>
<p><b>Jail or Sheriff's office</b></p>	<p>A place where the Law roosts. There's a couple Lawmen in town, if not more. Busting someone out of jail is usually a job.</p>
<p><b>Railway station</b></p>	<p>The railway connects here from the City (draw it out). Trains stop off regularly or infrequently at this stop.</p> <ul style="list-style-type: none"> <li>- The train can be ridden for 1 cash and can get you anywhere it connects to in the Territory within a day or so</li> <li>- Give a train a quality (from 0-4), based on how fast, advanced, or old it is. It moves faster than any horse with a lower quality.</li> <li>- Trains carrying valuables can be robbed for anywhere from 6-12 cash.</li> <li>- Steering a train without mucking it up is a hard Handiwork roll unless someone has experience with it.</li> </ul>
<p><b>Church or chapel</b></p>	<p>May or may not be well attended. Acts of violence in the church get you a debt to the whole town.</p>
<p><b>Graveyard</b></p>	<p>Burial site. A graveyard can be robbed for 2 cash, once, but get either a debt (to yourself) or a bad reputation if you do.</p>

**Other Features**

Other notable buildings or locations within a settlement. Roll or choose for a couple for a bigger settlement.

Roll (d100)	Building
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1-5	Schoolhouse
6-10	Dam
11-15	Mill
16-20	Courthouse
21-25	Warehouse
26-30	Aqueduct
31-35	Fields
36-40	Orchard
41-45	Marketplace
46-50	Square
51-55	Well
56-60	Town Hall or Mayor's office
61-65	Fort, bunker, or barracks
66-70	Bridge
71-75	Workshop
76-80	Farrier
81-85	Smithy
86-90	Distillery
91-100	Gibbet

## Industry

If the town's not just a place to live, pick or roll for one of these

Roll (d100)	Big Hustle
1-10	<b>Water Source</b> - This town has a well, aquifer, or oasis. It may be the only source of fresh water in miles.
11-20	<b>Hunting or Fur</b> - This town relies at least partly on hunting or the fur trade to get by.
21-30	<b>Logging</b> - This town is strongly related to logging or timber production and may have or be attached to a lumber mill or sawmill
31-60	<b>Farming</b> - This town is strongly connected to farming, plantations, or ranching. Wheat, cattle, hogs, and sheep are all fairly common in drier climates like the West.
61-70	<b>Gold Mine</b> - This town has an active or dried up gold mine
71-80	<b>Mine</b> - This town is strongly connected to a quarry or mine
81-90	<b>Church or chapel</b> - May or may not be attended. Acts of violence in the church get you a debt to the whole town.

91-100	<b>Oil</b> - This town is built up around an oil rig
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### Name

Roll (and pick one) or write a name if the settlement's big enough to have one

Roll (d100)	Names
1-5	Dirt
6-10	Lucky
11-15	Dodge
16-20	Yard
21-25	Perdition
26-30	Bandera
31-35	San Cristóbal
36-40	Buckhorn
41-45	Duro
46-50	Salvación
51-55	Santa Isabel
56-60	Liberty
61-65	Marshall
66-70	Amarillo
71-75	Pioneer
76-80	Columbia
81-85	End
86-90	Deliverance
91-95	Ruckers
96-100	Nowhere

### Two part names

First Part

Roll (d100)	First part
1-10	Susan
11-20	Cody
21-30	Grizzly
31-40	Oat

41-50	Old
51-60	Dead
61-70	Silver
71-80	Horse
81-90	Salt
91-100	Black

### Second Part

<b>Roll (d100)</b>	<b>Second part</b>
1-10	Wood
11-20	Oaks
21-30	Flats
31-40	Canyon
41-50	Town/-ton
51-60	Point
61-70	Peaks
71-80	Rock
81-90	Hills
91-100	Creek

### Mood

What's the settlement's Deal?  
This might help you figure out problems.

<b>Roll (d100)</b>	<b>Descriptor</b>
1-5	Grim
6-10	Hard Working
11-15	Pious
16-20	Conflicted
21-25	Optimistic
26-30	Comfortable
31-35	Decaying
36-40	Bursting
41-45	Dry

46-50	Hungry
51-55	Rowdy
56-60	Abandoned
61-65	Rebellious
66-70	Suspicious
71-75	Insular
76-80	Traditional
81-85	Tough
86-90	Dangerous
91-95	Wild
96-100	Wealthy

## PROBLEMS

If you put a settlement or location on the territory, it can help to write or generate a problem or two.

Problems can help you create a job for that location or figure out what the conflict is.

### Problems

Roll (d100)	Problem
1-5	Bear
6-10	Corrupt leadership
11-15	No water
16-20	No food
21-25	Sickness or lack of medicine
26-30	Protection racket
31-35	Thievery or Rustling
36-40	Murder
41-45	No work
46-50	Prejudice
51-55	Gang war
56-60	Overpopulation
61-65	Overtaxation
66-70	Rebellion

71-75	Drug or Bootlegger Cartel
76-80	Lawlessness
81-85	Family feud (old/new)
86-90	Exploitation
91-95	Persecution
96-100	War

## THE CITY

If you're detailing The City, do all of the above for a normal settlement but:

- The City always has all the critical features but they're all bigger scale, such as: Central Mail Office, Grand Federal Bank, Central Police Station, Grand Central Railway Station, Cathedral

- Roll or choose anywhere from 4-6 of the following districts and landmarks to fill in the city

### City Districts

If you put one of these in the city, roll problems, folk, etc for each of these districts separately (treat the city as 4-6 little settlements all together)

Roll (d100)	District
1-10	<b>Entertainment district</b> - Full of hotels, saloons, bath houses, theaters and likely brothels
11-20	<b>Public Park or Square</b> - Includes 1 - Monument 2 - Gibbet 3 - Sunday Market 4 - Frequent Demonstrations 5 - Petitioners 6 - Squatters
21-30	<b>Low Market</b> - For buying and selling of food, goods, and raw materials
31-40	<b>Industrial District</b> - Factories and workshops abound
41-50	<b>High Market</b> - For the sale of burgeoning consumer goods. Clothing, household items, fashion, or even makeup.
51-60	<b>Residential District (very poor)</b> - Slums, hovels, or shanties.
61-70	<b>Residential District (poor)</b> - People of tenuous means, living close together
71-80	<b>Residential District (wealthy)</b> - Mansions and estates, set aside and enclosed or walled off

81-90	<b>Warehouse district</b> - For storing of goods and valuables, ripe for the plunder
91-100	<b>Docks</b> - Only if the city is next to a river or the ocean

### City Features

You can use the regular feature table or roll or choose from here.

Roll (d100)	Landmark/Building
1-5	Private Mansion
6-10	Enclosed or Walled Garden
11-15	Trolley or Tram Station (detail the route through the city)
16-20	Courthouse
21-25	Great Theatre
26-30	Burlesque or Vaudeville
31-35	Opera House
36-40	Poorhouse
41-45	Warehouse or Storehouse
46-50	Newspaper office
51-55	Open Air Marketplace
56-60	Prison
61-65	Public or Boarding School
66-70	Auction House
71-75	High Court
76-80	Hospital
81-85	Customs House or Trading House
86-90	Mansion
91-95	Private Clubhouse
96-100	Mayor's Office

## FOLK

You'll need interesting folk a lot. You don't need to flesh out everyone, just the people that stand out from the crowd.

Creating folk out of the blue you need the following template:

**Name**



- **Big Deal** (if any). We don't have any written right now here, but feel free to make up your own.

- **Values** - The reputations that a person values, determines the attitude they have towards characters. Good and bad reputations can be invoked with this person like a deal. Good reputations can reduce prices, bad reputations increase them.

- **Quality** - This is the quality of that person, roughly summed up, a measure of how generally capable they are. To resist conditions or consequences from this person, a character must spend grit equal to their quality. You can use it if you want to check and see how well they do on something not related to the player characters, but typically you don't roll.

- **Gun quality** - This is the quality of their gun, if they have one (most folk do). Characters must spend this much grit to avoid a bullet from this person.

- **Grit** (if any) - If they're tough, give them 1-3 grit. If they're really tough, give them 4 or 5. There's only a few folks out there with 6. Most folk in the territory are not tough.

- **Resistances** - If a character has resistances against a quality or thing, rolls against them using that quality or thing are hard.

- **Deals** (if they have any) - These mostly just tell us some flavor about that person

Then roll for a type/motivation if you want.

## Type of Folk

You should generally decide what kind of person you need. For example, if you just put a store on the territory, it needs a store keep. If you want some prompts or to pick randomly though, you can use these tables.

## Common Folk

Most of the folk that wander 'round the west are one of these. None too interesting on its own.

Roll (d100)	Primary Description
1-10	Bandit
11-30	Farmer or Rancher
31-60	Laborer (ranch hand, cowboy, farmhand, dock worker, etc)
61-70	Pioneer or Homesteader
71-85	Immigrant or migrant worker or laborer
86-90	Industrial worker (miner, logger, factory worker, etc)

## Specific Folk

If you want something a little more standout or interesting, roll for one of these:

<b>Roll (d100)</b>	<b>Primary Description</b>
1-5	Preacher or missionary
6-10	Soldier or veteran
11-15	Nun or monk
16-20	Store keep (D6 - 1- Dry Goods/Outfitter, 2 - Smithy/Carpenter/Farrier, 3 - Gun Shop, 4 - Grocer, 5- Tobacco, 6 - Tailor)
21-25	Bounty Hunter
26-30	Socialite
31-35	Actor or singer
36-40	Stagecoach driver or train conductor
41-45	Journalist or Writer
46-50	Private detective
51-55	Rebel
56-60	Businessperson
61-65	New money rich
66-70	Sex worker
71-75	Tax collector
76-80	Boat captain
81-85	Circus performer
86-90	Barkeep/Saloon/hotel owner
91-95	Prospector
96-100	Lawman

### **Unique Folk**

One of a kind sort of folk, only a few in the territory.

<b>Roll (d100)</b>	<b>Primary Description</b>
1-10	General or Captain
11-20	Scientist or philosopher
21-30	Factory owner
31-40	Bandit queen/king
41-50	Oil magnate
51-60	Politician

61-70	Sheriff or Police Captain
71-80	Old money rich
81-90	Crime boss
91-100	Legendary gunslinger

### Motivation

If you need a motivation, roll or choose from here

Roll (d100)	Motivation
1-5	Personal enrichment
6-10	Leave their current profession
11-15	Prejudice
16-20	Recognition
21-25	Personal Health
26-30	Freedom
31-35	Poverty
36-40	Luxury or excess
41-45	Escape the West
46-50	Comfort
51-55	Family welfare
56-60	Political power
61-65	Religion
66-70	Safety or security
71-75	Tradition
76-80	Jealousy or Rivalry
81-85	Love
86-90	Retirement
91-95	Justice
96-100	Revenge

### Faction

If folk belong or are connected to a gang, organization, or faction you can generate one here. Put them on the territory if you do.

Roll (d100)	Faction
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1-10	Law
11-20	Banditos
21-30	Rebels
31-40	Rail company
41-50	City Crime syndicate
51-60	Rural Crime syndicate
61-70	Oil, timber, or mining company
71-80	Foreign Government
81-90	The Military
91-100	The Federal Authority

### Deal

Roll for 2-3 additional Deals or details or write your own

<b>1d10 0</b>	<b>Deal</b>
1-2	Slow Talker
3-4	Tattooed
5-6	Rugged
7-8	Squinty
9-10	Quiet
11-12	Lazy
13-14	Hairy
15-16	Ugly
17-18	Wears eyeglasses
19-20	Enormous beard, hair, or mustache
21-22	Energetic
23-24	Ornery
25-26	Thoughtful
27-28	Filthy, Odorous or unwashed
29-30	Discerning
31-32	Well-armed
33-34	Brave

35-36	Thick Dialect
37-38	Mean or Cruel
39-40	Fat
41-42	Calm
43-44	Long Braids
45-46	Boisterous
47-48	Oversize or undersize hat
49-50	Hardworking
51-52	Canny
53-54	Pretty
55-56	Judgemental
57-58	Aging
59-60	Violent
61-62	Gangly
63-64	Religious
65-66	Muscular
67-68	Commanding
69-70	Young
71-72	Fragrant
73-74	Loud
75-76	Small
77-78	Gorgeous
79-80	Prickly
81-82	Neatly or expensively dressed
83-84	Serious
85-86	Posh
87-88	Cautious
89-90	Bookish
91-92	Jovial
93-94	Ambitious
95-96	Friendly
97-98	Avuncular

99-10 0	Handsome
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## JOBS

In general its advisable to write your own, but you can use these tables in a pinch. Jobs need the following questions answered:

1. *Who's paying us, and who are we crossing?*
2. *What's the goal and stakes?*
3. *What's the pay?*

Pay can be cash, stuff, or something else such as stealing something, acquiring something rare, or busting someone out of jail.

If pay is cash, here's the deal:

- **A regular, successful job pays 6-8 cash** to each person involved.
  - **A botched or failed job pays 1-3 cash.** For example, if you bring in John Polston and he's dead as hell (and he was wanted alive), the sheriff might pay you something for the corpse, even if you failed the main goal.
  - **A haul pays 10-12 cash** to each person involved, but hauls always involve risky situations, and are always hard (they always involve hard and risky action rolls in some way). The debt you take by pissing someone off is also proportionally larger. Not all the rolls involved in a haul need be risky or hard, just some. For example, breaking into a bank vault that's a haul is likely hard.
  - **If you own the job**, you get +2 cash on a successful payout
4. *Who's job is this?* They get extra cash and can call the shots.

### Job

Primary purpose of the job

Roll (d100)	Job
1-5	Train or Stagecoach Robbery
6-10	Bank Robbery
11-15	Household Robbery
16-20	Buried Treasure
21-25	Debt Collection
26-30	Hunting or Poaching
31-35	Surveillance or Spying
36-40	Neutralize or drive off a threat
41-45	Escort

46-50	Protection
51-55	Demolition
56-60	Cartography
61-65	Missing Person
66-70	Revenge
71-75	Scouting
76-80	Diplomacy
81-85	Justice
86-90	Mischief or Mayhem
91-95	Intimidation
96-100	Murder

### Significant Item or Feature

Roll if you want a little flavor

<b>Roll (d100)</b>	<b>Item or Feature</b>
1-5	A masterfully made guitar
6-10	Five thousand dollars in railway bonds
11-15	A washed up businessman
16-20	An estranged family member
21-25	A notched hatchet
26-30	A case full of cash
31-35	A rickety stagecoach
36-40	An abandoned mine shaft
41-45	A pair of woman's shoes
46-50	A blood covered handkerchief
51-55	Fifty sticks of dynamite
56-60	A busted revolver
61-65	A pack of wolves
66-70	A sleazy politician
71-75	An unfaithful husband
76-80	A powerful bandit king
81-85	A prize winning horse
86-90	A ruthless killer

91-95	An old, grizzled trapper
96-100	One hundred bars of gold bullion

### Complication

The Narrator secretly rolls if they want to make things interesting

Roll (d100)	Complication
1-5	Stakes are worse than expected
6-10	Traitor
11-15	Friendly character shows up on the wrong side
16-20	Characters were framed
21-25	Objective has been moved
26-30	Innocent bystanders enter crossfire
31-35	Weather takes a turn for the worse
36-40	The military is involved
41-45	Things turn into a chase
46-50	Sensitive or secret objective
51-55	New and enticing offer
56-60	Contact is kidnapped
61-65	Time limit
66-70	Rampant corruption
71-75	Bandits attack
76-80	Sudden arrival of witnesses
81-85	Security is very high
86-90	Famous politician is involved
91-95	Something blows up
96-100	Bear

### STUFF

Things that might be for sale, a shopkeeper can typically get their hands on anything that's the same quality or less, or can be asked to acquire it.

Stuff costs **twice it's quality in cash**, from **1-3**, then **quality 4 stuff costs 10**.



Stuff can be used a number of times equal to its quality between breathers.

- Stuff gives +1d to its intended purpose
- Decide what the stuff is
- Pick deal from the following list or write your own: Heavy, Itchy or Rough, Easily

Breakable, Unreliable, Filthy, Improvised, Conspicuous, Loud, Old or outdated, Complicated, Slow, Easy to lose

Then choose or write your own:

Stuff	Purpose
Stacked Deck	Cheating at Cards
Hunting Bow	Shooting deer or people
Lock Picks	Breaking locks
Dynamite	Blowing things up, causing a lot of noise
Mask	Concealing identity
Lasso	Immobilizing or restraining
Pot	Cooking good food
Nice Clothes	Fitting in, sounding convincing
Fake Sheriff's badge	Sounding authoritative
knife	stabbing, whittling, or fighting
map	navigating the wilderness
haircut and a shave	fitting in to high society

There'll be more stuff here in the final version of the game with Big Deals and a little more nuance, but that's it for now.

## VEHICLES

If you want a vehicle, like a cart, wagon, or stagecoach:

- It has the following qualities, **Speed, Durability, Maneuverability** and **Load** (how much it can take). All go from 0-4.

- It costs twice as much as all its qualities put together, with a minimum cost of 4.

For example, if all its qualities are 1, it would cost 8 cash.

Write a couple deals. There'll be a list at some point.

Roll a vehicle's quality instead of your own if it matters, like your vehicle is trying to out pace something, or go down a steep mountain pass.

## ANIMALS

Animals are typically **horses** or **dogs**, but might be something else, like a bird. If it's not a horse, it can't take load.

Animals have the following qualities, from 0-4, and cost twice as much as all their qualities put together (so a quality 1 horse in all categories would cost 8.)

**Speed** - How fast the animal is.

**Endurance** - How tough and healthy the animal is. Roll if the animal is fighting, traveling long distance, climbing, or doing something physically tough.

**Loyalty** - How loyal the animal is to you. Roll when you want the animal to do something tough or self-directed.

**Load** - How much load the animal can carry (horses only).

You can improve an animal's quality once per Interlude, and it takes either 3 xp or 3 cash. You can only do this 6 times, ever, and only take a quality up to 4.

Animals count as other folk, so they have **two conditions** and can **take two bullets if they're a horse or something similarly sized**, and **one bullet if they're not**. They can't turn a bullet into a condition (they die if they take one).

Animals have grit equal to their highest quality.

Roll a Deal if you like or write your own.

<b>Roll (d100)</b>	<b>Animal Deal</b>
1-10	Proud
11-20	Calm
21-30	Oversized
31-40	Nervous
41-50	Shaggy or hairy
51-60	Dirty
61-70	Cantankerous
71-80	Old
81-90	Eager
91-100	Tough

[that's all, folks]