



v1.0 testing release

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If you like the game and got it for free, please consider shooting me Two American Dollars at my Patreon at patreon.com/killsixbilliondemons (it'll also be up there during development at the \$10 tier for all future versions)

This game is a work in progress, please excuse the rough edges. There really ain't much of a layout to speak of so don't send me e-mails about it you rascals.

Thanks to John Harper and his excellent work on *Blades in the Dark* for being a big source of inspiration for this game's downtime system, resistance mechanics, and core game loop. If you haven't read or played the game yet, you should.

Mail feedback to ksbdabbadon@gmail.com or dm me on twitter at [@orbitaldropkick](https://twitter.com/orbitaldropkick)

I draw a webcomic called Kill Six Billion Demons. I hear it's pretty good <http://www.killsixbilliondemons.com>

G U N

The West is dying.

Not the actual land, that's still here, for now. Not the people either, they're mostly 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 in the West that's worth having.

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**, and **you're trying to retire**. 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 or the provided map). 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 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.

THROWING DOWN

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

Name your goal. The Narrator can always tell you the goal is unattainable given the current circumstances. Then check real quick what the **stakes** are - what might happen if you fail.

If there's nothing at stake, you just do it.

Otherwise, roll. You roll a d6 (six sided die). Often you'll roll more than one (up to a maximum of 5) and pick the highest, sometimes you'll roll two and pick the lowest.

On a final result of 4-6 your accomplish your goal. On a 1-3, you don't accomplish your goal, and suffer the consequences.

Simple as that. 'Course, there's a little more to it than that, but that's the gist of it.

Risky actions

Sometimes you're doing something crazy, difficult, or just plain dangerous. Sometimes

there's no helping how good you are at something, you've just gotta hope that fate is on your side. That's a **risky** action (the Narrator will tell you this before you roll). Roll as usual, but the narrator also flips a coin or rolls a d6. On a 4+ or heads, things go **as expected** (you accomplish your goal or don't and suffer consequences).

On a 1-3, however, it's **worse than expected**. If you fail, it **breaks extra bad**. Even if you succeed, the Narrator can have you **suffer the consequences anyway**, or a lesser version of them. This can never take away your success, but means that your success comes at a cost.

If you're trying to hurt someone, or violence is involved, it's always risky. That's just how it is, friend.

Hard Actions

Sometimes you're doing something just plain **hard** or exceptionally difficult. That means **you need a final result of a 6** to accomplish your goal, and on a 1-5 you don't accomplish your goal and suffer the consequences.

Rolls can be both hard and risky, but that's the real tough shit, like shooting the tip off a man's cigar at a hundred paces.

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.

To sum up

Tell the Narrator your goal. The Narrator will tell you if your goal is doable, and if it's going to be hard, risky, or both given the circumstances. Make sure it's clear if anything bad will happen if you fail. You can back out and rephrase your goal if you want.

Roll at least one d6 based on what you're trying to do.

On a final result of 4+ you accomplish your goal, on a 1-3 you don't and suffer the consequences

If its risky, the narrator also rolls a d6 or flip a coin. On a tails or 1-3 it's worse than expected, on heads or 4+ it goes as expected.

If it's hard you only succeed on a 6

Where the Sam Hill 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 0-5. You roll dice equal to quality. For example, a quality might be

how strong or fast you are, how precise your gun is, how resilient your caravan is as you go through the old mountain pass. Having 3 in a quality will give you 3 dice when you roll an action with that quality, picking the highest.

If a quality is 0, you roll two and pick the lowest.

You (the player character) can only get up to 3 dice in a quality normally. The two extra dice are **bonus dice**. You can only get a maximum of two bonus dice on a roll no matter how many you have available. The most common way to get them is either **stuff** (gear, etc), **reputations**, or a **deal** (facts about your character). Once you use something that grants you bonus dice, check off a bullet-shaped box next to it (most things have 1-3). If all boxes are checked, it can't be used again until you *take a breather* (more on that later).

Sometimes you're asked to subtract dice from the total number of dice you roll. You can only get a maximum of 2 dice. Negative dice typically come from the following sources:

- If you've got a **second condition**, you get -1 die on all actions
- If the narrator or you invoke a **deal**, **reputation**, or anything else in a way that hinders you, get **1 experience**, and take -1 die. Then check a box next to that deal.

If you roll 0 or lower dice, you roll 2d6 and pick the lowest result. Your final dice also equals the final quality. So if you first roll with quality 4, but get -2 dice your final quality is 2.

You can never get more than 5 dice on a roll, and never any lower than 0, no matter how many negative dice you get.

Bonus and minus dice cancel each other out on a 1 to 1 basis.

Sometimes we write bonus die as +1d or -1d, just like that, to keep things short and sweet.

Multiple Qualities

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

Help

If one or more people are helping you and are actually capable of helping you, you can pool the highest assets amongst everyone who's helping (quality, stuff, and tags), but everyone helping shares in the consequences of a roll.

For example, Crawford has a Handiwork quality of 3, Mary Owens has a tool kit that gives her +1 die on handiwork, and Big Jim has the 'strong' deal. Between the three of them, they can definitely get 5 dice on a roll to jimmy a door open.

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 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 for risky rolls as well. 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, flip a coin or roll a d6. On a tails or 1-3, 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, job, or after a breather, if you don't have a card, you'll draw one card from a 52 card deck (a normal deck minus jokers) and the Narrator will draw cards until they have a hand the same size as 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.

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). If mentioned, the Narrator can 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. It'll say when.

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 then draws until they have the same number in hand as there are players.

If the Narrator runs out of cards, they play from the top of the deck until they can draw again.

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 players, 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 rolling multiple dice, any character who rolls multiple dice will break a tie (so if two characters roll a 4 but one rolls a 4 and a 1, the second character will win, for example).

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

YOU

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 of how these things work, so you might find it useful to refer back to this section.

When you roll into town, make your character.

The Narrator assembles two suits of a card deck, with one of every card minus jokers (2-10, j, q, k, a). Eventually this game will have enough for a 52 card deck, but right now that's what we've got.

Go around the table and have each player pull a card for their character from one suit. 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.

Roll for 3 **deals**, 1 **reputation**, and 1 piece of **stuff** for your character. Then mark one **personal quality** of your choice at 2, four at 0, and the rest at 1.

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

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. You've already got a big deal, then roll for one more **deal** for your gun.

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, madame, or cowpoke. I ain't about to tell you who can and cannot be a gentleman or lady, a sir, madame, or cowpoke. That's for you to decide and it ain't my place.

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.

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 Almighty can change or contest that fact, partner. 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.

All Big Deals be improved by spending experience. You can also replace your Big Deal with a new Big Deal by spending experience. If you do, you keep any improvements.

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.

Qualities go up to 5. Personal skill accounts for 3 of these. 0 is untrained, 1 is novice, 2 is skilled, 3 is masterful. The other two dice must come from deals, stuff, or situational bonuses.

When you roll into town, pick one to set at 2, four to set at 0, then set the rest at 1. Remember you can always help or team up to combine assets, or look to your deals, stuff, or reputations for bonus dice.

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, ride.

Guile - Move or act quietly or unseen.

Hunt - Track, hunt or fish, find objects or people, scan the horizon, look for an ambush.

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

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

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

Guts - Eat or drink to excess, throw a punch, lift a heavy beam, perform feats of great

strength

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

Deals

You start with three **deals**, and one for your gun. Deal are simple facts or descriptive terms about your character that can be called on during play by either you or the narrator.

You can invoke a deal to get +1d on that roll. If there's a quality listed, you can always get a die on that quality. For example, if you're trying to lift a cart and you have the 'muscular' deal that gives you +1 guts, you can always get +1d on that roll. If the narrator agrees, you can 'swing' a deal for any other quality that makes sense for +1d. For example, if you were trying to help someone jimmy a door open with Handicraft with your 'muscular' deal, the narrator might give you a bonus there.

If you use a deal for a bonus die, check a bullet-shaped box next to that deal. If you want multiple bonus die, you can check more than one box. If all boxes are checked, it can't be used again until you take a breather and erase the checkmark. The first slots for your deals have more boxes than the lower ones, meaning they are more relevant to your character. You can swap around the order of your deals and write them down in any order you like (you don't have to fill all the spaces one after the other).

If **you invoke any deal in a way that hinders you, get 1 experience**, then *subtract* 1d6 from the total dice for the roll. Then check a box next to that deal the same way. Some deals, even though they seem fairly complicating or negative for your character, are a good way to get experience.

You or the narrator can also use deals as narrative cues to give you certain complications. If your gun has a deal saying it jams a lot, you can bet what happens if you fail a roll to fire it.

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.

Reputations can be invoked like deals for +1d or -1d on relevant actions, usually social ones (and checked the same way).

Folk, that is, other characters than you, have **values**, which tells the narrator and us

what kind of people they like. Characters might attach good or bad judgement to that reputation. Law men might love your 'lawful' reputation, and bandits might refuse to deal with you out of hand. You can get or clear reputations when you go into an Interlude, and you can settle debts by turning them into reputations.

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. The ultimate impact of values other than bonus or minus die are really up to the narrator, they're loose for a reason.

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:

- You can check off stuff for a bonus die, same as a deal. For example, having a pair of brass knuckles gives you +1 to fight in melee. Having a nice coat gives you +1 when trying to stay warm. The stuff will say what.
- 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 always get it back after an interlude, otherwise 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 quick and quiet (2), business as usual (4), or loud and slow (8). 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.

Most stuff takes 2 load, like cooking gear, extra ammo, or a good winter coat. Something small might take 1. 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.

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 slow load. Moving quickly, climbing, jumping, swimming, or sneaking is much easier with a quick and quiet load, but with a loud and slow load is typically a hard roll, if not impossible. A loud and slow 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.

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 a horse or a dog, in which case you can always get a horse or dog 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.

Horses and dogs 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 6 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 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.

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 spending 6 cash. You have to spend 6 cash all at once (not piecemeal).

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.

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.

- **If you steal, borrow, or owe a favor, get a debt.**

- Your posse usually gets a debt when you do a job

- You can take on debts to get money or stuff.

- Finally, **if the consequences of your actions cause long lasting or large**

scale harm to a location, person, or group, you get a debt to whoever you harmed.

This is usually pretty clear and has to be clearly communicated before you commit to an action, like any other consequences. For example, causing a huge bar brawl in central Sweetwater might give you a debt. Destroying the mayor's reputation may give you a debt to the mayor. Accidentally setting the stables on fire. Smashing a man's legs. Breaking apart the love between the Reed Family's daughter and the MacGaskill boy.

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, one of the last steps 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. If a debt comes calling that moment, you have to take action to resolve it right now, which limits what you can do during an interlude.

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. 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.

- 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 keep turning debts of the same kind into reputations if you already have a reputation to make that reputation infamous. If your're reputations are full, you can't do this until you clear a reputation.

Now if all of this sounds too complicated, the third way to settle a debt is with **a gun duel mutually agreed upon by both parties**. If someone's killed as a part of that duel, it doesn't incur a debt. That's the **Law of the Gun**, and it's all too common out here. 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.

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 four qualities, from 0-5. Skill accounts for 3 of these, the rest have to come from bonus die.

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

Your gun, like you, can pick up deals that give it up to 2 bonus die on rolls. Your gun starts with 1 deal (randomly rolled), and you can improve two qualities by 1. The rest start at 0.

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. Range also tells us if you can even make a shot in the first place. A gun with range 0, you might as well need to be breathing on a fella to even have a shot at hitting him. A gun with range 3 or more can just about shoot across state lines.

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. Range and precision, speed and precision, or power and range all come up fairly often.

Using another gun

If you pick up someone else's gun, you can use that gun's qualities, but none of its deals.

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, and taking complications, a conditions, or bullets.

If you **complete a job** (even if you fail a job), you get 3 experience.

If you or the narrator **call on a deal** (from you or your stuff) **in a way that hinders you**, get 1 experience.

If you take **a bad a condition** or **take a bullet** and somehow survive, take 2 experience.

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 **clocks** and **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, 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.

Conditions

Alright, maybe you don't want to take a bullet. Or 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 **a condition**.

You shouldn't take a condition any time you fail a roll or get a complication (that would be too much), just when the consequences are bad enough. The Narrator's gotta tell you the stakes, remember, so if it's bad enough to get a condition, they've gotta tell you.

A condition 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 an emotional condition 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 a condition. 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.

When you take a condition, either write it down normally (its **passing** and gonna go away on its own shortly) or circle it (it's **bad** and it's gonna take some healing to get rid of it). We use those terms, by the way, passing, and bad. If you've got a **bad condition**, it's usually an injury of some kind, whether physical or emotional.

You can take two conditions and generally be ok. **If you have less than two conditions, you can always take a bad condition instead of taking a bullet.** If

you've got two already though, and you take a bullet, there's nothing for it friend, you're taking that bullet.

- If you've got one condition, all actions you take are risky.
- If you're got two, all actions you take are at -1d

If you would get a third condition, you are instead **down and out**.

Bad Conditions

If you take a bad condition, take 2 exp.

They're fairly hard to get rid of, so here's a quick rule for the narrator - a bad condition represents physical or emotional injury, illness, or long-term harm. If it ain't any of those, it ain't bad enough to stick around.

Giving Conditions to Other People

If you're trying to give a condition to someone, **your roll is always risky**. Typically you're trying harm them somehow, so it's risky anyway, but let's just put this here as a general rule.

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 get a third condition. You can recover from down and out whenever you and your gang decide to take a breather. 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.

Back to the point

Now friend, here's the important thing about Down and Out: 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) **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 a condition. 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 avoid a consequence like a bullet or a condition, you spend grit equal to the total quality (for you, the number of dice rolled) of the thing that's giving you that bullet or a condition, and you can avoid it no problem. If you get shot at by a gun, and that gun is using its 3 quality power and is getting +1d from a deal, you gotta spend 4 grit to avoid taking a bullet or getting a condition. If an effect's quality is 0, it takes 1 grit to avoid it. Otherwise it's 1 to 1. If you spend grit that takes you to 0, that counts as any amount of grit, so if you had only 2 left, you could spend 2 to avoid a 3 quality effect. Even if you have 1 left, you could spend it to avoid a 2 or 3 quality effect, but you're shit out of luck afterwards.

Folk have qualities that tell use how much grit you have to spend when they act against you, one for themselves, and one for their gun.

Otherwise, if you need a loose approximation, something typically is **quality 2**. Something small takes 1 grit, powerful takes 3-4, and very powerful takes 5 or more, like a speeding train.

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, usually just takes a bullet or a condition if you're trying to give them one. Like you, other folk can take two conditions and go down and out if they'd get a condition a third time. Folk other than you, cannot turn a bullet into a condition. If they take a bullet they're dead.

Sometimes you'll run into real badasses though. They're **tough**. Like you, they have some gunslinger's grit. Common toughs like banditos might have 1, seasoned fighters have 2-3, and real tough sons of bitches might have 4 or more, but nobody has more than 6.

Tough folk can spend grit to avoid conditions or bullets the exact same way as you. You might try and give the mayor the Flustered condition, and if he's got grit, you can bet he might try and spend it to avoid it.

Resistance

If a character has Resistance against something, rolls against them using that quality or thing are always hard. That could be a specific quality (guile, for example), or something more general (Resistance to guns, for example).

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.

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
- The narrator draws cards until their hand is the same as the number of players.

Then everyone else draws a card if they don't have one.

- Passing conditions disappear. Then, if you choose, you can heal any bad

conditions or bullets by turning them into deals (more on that shortly).

You then get **1 grit** back. If you smoke, drink, or apply medicine, spend **1 cash** and get back an additional 1 (for a total of 2). 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 conditions

If you've got a condition, some conditions will clear on their own. These are called passing conditions. If you got the 'frightened' condition, 'deafened' condition, or 'dazed' condition and those are passing, they'll go away pretty shortly.

However some conditions are bad (circle em when you take em). If you've got the 'frightened' condition, 'deafened' condition, or 'dazed' condition and they're bad, they indicate more long-term harm. They're still temporary, but they're gonna take a lot more healing to get rid of.

Here's how you get rid of conditions:

- Passing conditions only last a few minutes and go away on their own, no problem. They definitely go away if you take a breather.
- Bad conditions can be healed by taking the 'Heal' action during an Interlude. That takes time, possibly money, and effort, so:
 - You can also heal a bad condition by turning it into a deal when you take a breather or during an Interlude

When a condition becomes a deal, it becomes a more permanent part of your character. For example, the 'deafened' condition becomes 'deaf'. The 'mauled by a cougar' condition becomes 'scarred by a cougar'. The frightened condition 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 a condition 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 a bad condition (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 **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. If you like, describe the surrounding area by giving it a Location (see Putting Things on the Territory shortly).

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 starting phase 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. 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, and they can come calling right now, or during the next job. It doesn't take up an interlude action, unlike a personal debt.

Any member of your posse can try and settle debts during an Interlude as normal by taking that action. If you take action to settle a posse's debts, you can clear a debt to the posse.

Your posse's reputations can be invoked the same way as a regular reputation, but can be used by anyone.

Debts to the posse

It's possible during jobs to take a **debt to the posse**. If you get a debt to the posse, you can always clear it by taking action to clear the posse's debts, otherwise the rest of the posse decides what you've got to do to settle it (if there's disagreement, the narrator has final say). You can't settle a debt to the posse by turning it into a reputation. If it comes calling, you have to take action or recourse to settle that debt right away or else you don't get paid from any job the posse undertakes until you do so.

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 it's 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 probably 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 6-8 cash** to each person involved.
 - **A botched or failed job pays 1-3 cash** to each person. 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?

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**.

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 (quick and quiet, business as usual, loud and slow). 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 8). 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, 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 passing conditions**. 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, **you must take the settle debts action as your free action** (you can still take another action, but have to pay).
- 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 past 4 (what you can stash on your person).

Hone

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

You can only choose each option once per interlude, but take as many options as you have exp or cash to spend.

You can train and improve your skill in one quality by spending 4 xp. You can only train 6 times, ever, and can't improve past 3.

You can improve a gun quality by 1 by spending 4 cash. You can only improve your gun 4 times ever, and can't improve any quality past 3.

You can gain a new Deal for either yourself or your gun by randomly rolling (2 xp for you or 2 cash for your gun) or choosing (4 xp for you, or 4 cash for your gun). You can only have six deals at once for yourself and four for your gun. You can replace an old deal if it makes sense to do so and the Narrator approves.

You can improve a Big Deal for 3 xp.

You can replace your Big Deal with a new Big Deal for 6 xp. You keep any improvements you took from your old Big Deal and any prior.

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 for you, you **must take the settle debts action**, so you'll have to pay if you want to do anything else.

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 get rid of a bad condition. If you want to get rid of a second bad condition, 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 based on your side hustle (it can be invoked like normal when your skills from that hustle would come up).

Your side hustle starts with a quality of 1. This generally tells you the kind of work you're in. It can be improved by +1 by spending 3 exp each time 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 and you want to steal it, **make a job to steal or acquire it 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 who might have a deal, reputations, values, and a quality (this usually starts at 1 or 0). 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 all prices by up to 2 cash or refuse to deal with you outright. Folk who like your reputation will usually lower prices by up to 2 cash, to a minimum of 1. 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 to see if they can get a hold of it (if it's especially rare or illicit, the roll is hard). The roll might also be risky if getting a hold of that thing is risky. 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 4 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, but you could settle all related debts (all those related to borrowing money for example, or all those related to

bandit hunting).

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 loose money runs out, except for money you've 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.

THE TERRITORY

The Territory is the little square of nothing where our story takes places. 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 is beauty, if you know where to look, and truth, and hell, a little redemption out here too.

Setting up the Territory

The Territory always starts with three 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.

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 will break the neck of any man who stands in its way, and it cannot be beaten.

It will start a world war fairly soon, 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.

Three more things

After putting these on the territory, put **three other things** there. You can use the tables at the back of this booklet or just choose, and place them intentionally or randomly. You might also want to fill out the location around your posse's hideout, and maybe fill out the city a bit if you're going to spend some time there.

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.
- **Detail it.** Fill out details. Give it a deal 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 can 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.

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.

- Grit (if any)

- 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. Average is 1 or 2.

- Gun quality - This is the quality of their gun, if they have one (most folk do). Average is 2. 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. Unlike player deals, they don't get invoked for anything typically.

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. If somebody shoots them, they die. Plain as that.

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 or four.

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: 2

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

GUN Resistance: Speed

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.

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 the Narrator tracks the actions of folk or actors other than the players in the territory, both big and small. A clock has 6 segments, starting at midnight, and going all the way to noon, with intervals at 3, 6, 9, and then every hour until noon. When a clock hits noon, it fills up, and whatever the clock is tracking comes to pass.

The narrator sets out a clock when there are **clear and obvious consequences** from the clock filling up. 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).

They don't always have to be bad consequences, but they have to be clear and obvious. Here's 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.
- There's a big shootout at the corral. When the clock fills up, the shootout is over and the characters are in the clear.

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 the immediate consequences of player action directly provides a setback that boosts a clock fill in 1 segment. This could be on a failed roll, successful roll, or as a consequence of risk.
- When other long term consequences of player action provide a boost to a clock, such as not taking a job, failing a job, succeeding on a job, or making a decision that empowers a certain clock, fill in 1 segment.

You may notice that time passing fills in all 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.

Clocks tracking player action

You can also set up clocks to track player action. The most common way is when a player undertakes a project as a side hustle (in an Interlude), but you could also set them out when the players are undertaking some complex action, such as chasing down the Baltrop boys.

In that example, the clock would read 'Players catch the Baltrop boys'. If the players fill their clock up before the boys can fill theirs, they are successful.

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 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'.

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 Sixth Brigade of Federales 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 the 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.

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** 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 bonus die under certain circumstances, or use a special ability. Uncheck 'em when you enter an interlude or take a breather.

CHARACTER BIG DEALS

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 to put a bullet in anyone or anything in hollering distance that you can see without throwing down. Unless the narrator also spends a card of equal or higher value, no one can spend grit or do anything to avoid that bullet, and it always hits its target.

- If you kill someone or think you killed someone get the 'traumatized' bad condition.

*Improve (3 xp) **Innocence:*** Anyone that physically harms you gets the 'guilt' passing condition. If they kill you, the condition is bad.

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

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

*Improve (3 xp) **Sympathy:*** ○○○ - Get +1d 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) **Nature's Bounty:*** If you're outside of a city or town and take a breather, you can drink, smoke, or apply medicine to get back +1 grit without spending cash (you forage for or find the stuff from the wild). This benefit can apply to one other person if you share.

*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.

*Improve (3 xp) **Beast Speaker:*** ○ - 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 you take a breather. If the narrator

likes, 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, it is not obedient to you in the slightest, though 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.

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, such as a gunshot). If 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 within the hour, 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, worth 1 cash). 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, 2 load, 1 grit

- 5-6: A companion, hired thug, or flunky: Quality 1, GUN quality 0, 1 grit.

- You can spend 2 cash during an interlude to improve any of these qualities of the above by 1, to a maximum of 3.

5. Salt of the Earth

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

You can cook up a 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. 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:*** O - 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. 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 are a quality 1 folk with that always starts 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).
- 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 any time, or when people eat, or during downtime. You clear all conditions and bullets and gain deals as though you have converted these into deals. This benefit immediately ends if that person is no longer alive.

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

*Improve (3 xp) **Grudge:*** If someone physically injures you by giving you a bad condition or a bullet, you get +1d against them for any action for the remainder of that job. If someone kills you or someone you love, 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

OOOO - Take or grant +1d on any roll, 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 or give them a reputation as you please after your activity ends. If you spend a card, you can also change one of their values 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. You cannot be poisoned or become ill from eating bad food, drinking bad water, etc. Being drunk is not a condition for you. Being sober is a condition for you.

8. Wind Child

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. 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. Once between breathers, 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. Guile rolls are never hard for you.

*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 in melee, 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, but not the nature of the lie.

*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 are never hard for you.

*Improve (3 xp) **Larger Than Life:*** 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. **Black Eyes**

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

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

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

You have the 'cold blooded killer' reputation. You can never lose this reputation. Folks can just tell.

*Improve (3 xp) **Dispatch:*** If someone isn't tough, you can put a bullet in them without rolling (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 2 xp instead of 1.

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 4+, 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 unassumingly dumb 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.

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

You always shoot 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.

PERSONAL QUALITIES

Set one at 2, four at 0, and the rest at 1 when you roll into town.

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, or 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, drive, 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

Improve one once per interlude by spending 4 xp.

GUN BIG DEALS

2. The Rattlesnake

OOO - Get +1d on a shot where you surprise someone 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

OOO - Get +1d to use your gun as a melee weapon or an effective hammer, crowbar, or club.

Your gun is incredibly loud.

4. The Stinger

OOO - Get +1d on any shot to injure.

Your gun is too small caliber to kill someone unless they're down and out or unconscious.

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

OOO - 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

OOO - +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

OOO - 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

OOO - +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 roll involving Swindle, Straight Talk, or Class, 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.

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 can always give you.

Roll a new one randomly (2 exp) or pick one outright (4 exp). Detail how it came to pass.

If you fill out deals completely, you must replace one to get a new one.

Invoke for +1d on a roll for the listed quality, or spin it for another quality. Alternately, invoke for -1d on a roll and get +1xp. Either way, check a box.

Deals

Roll (d100)	quality	Deal (pick one or write your own)
1-10	+Swindle	Comely, Seductive, Charismatic, Personable, Convincing
11-20	+Straight Talk	Persuasive, Intimidating, Straightforward, Honest, Well Spoken
21-30	+Class	Classy, Mannered, Connected, Gossipy, Erudite, Smart
31-40	+Hustle	Quick, Lithe, Athletic, Nimble, Energetic
41-50	+Guile	Quiet, Light-footed, Slippery, Subtle, Cautious
51-60	+Hunt	Keen, Sharp, Aware, Alert, Perceptive
61-70	+Squint	Wise, Bespectacled, Appraising, Instinctual, Perceptive, Intuitive
71-80	+Handiwork	Crafty, Skilled, Deft, Dextrous

81-90	+Survive	Hairy, Rugged, Weathered, Tough
91-100	+Guts	Strong, Large, Overweight, Muscular, Hearty, Vigorous

Complicating 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). A character that learns from their mistakes grows more.

Roll (d100)	Deal (pick one or write your own)
1-10	Weak, skinny, underweight
11-20	Slow, out of shape, pudgy
21-30	Sick, ill, infirm
31-40	Unkempt, unwashed, ragged
41-50	Tired, Sore, Stressed, haunted
51-60	Soft, pampered, inexperienced
61-70	Naive, Trusting, Clueless, Gullible
71-80	Loud, Clumsy, Careless
81-90	Hardened, Indifferent, Cold
91-100	Irate, Impatient, Short Tempered

GUN DEALS

Roll for one 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. Most folks have a revolver.

Gun Type

R oll (D 6)	Gun Type
1	Derringer
2- 3	Revolver
4	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).

R o ll (d 1 0 0)	Deal
1 - 5	Ornery - Your gun kicks like a mule and almost leaps out of your hand when firing (+1d power)
6 - 1 0	High Caliber - Your gun is heavy and larger than normal. Big bullets, tends to jam (+1d power)
1 1 - 1 5	Smoldering - Your gun gives off a ton of sparks, smoke, etc when it fires and bullets tend to ignite (+1d power)

1 6 - 2 0	Destructive - Your gun blows huge holes in people and things (+1d power)
2 1 - 2 5	Roaring - Your gun shoot a huge plume of flame out the barrel when firing and makes a ton of noise (+1d power)
2 6 - 3 0	Hair Trigger - Makes it easy to shoot, like rocking a baby. Trigger is very sensitive. (+1d speed)
3 1 - 3 5	Quality Holster - Your nice, leather holster makes it easy to draw, but not as durable. (+1d speed)
3 6 - 4 0	Eager - You've got a twitchy gun hand. (+1d speed)
4 1 - 4 5	Lightweight - Your gun is easy to handle and maneuver, but more easily knocked out of your hand. (+1d speed)
4 6 - 5 0	Lightning - You can unload your gun in the blink of an eye. (+1d speed)
5 1 - 5 5	Improved sights - Your gun has better sights for aiming. (+1d range)
5 6 - 6 0	Scope - Your gun has a small or extended scope. Gets dirty often. (+1d range)

6 1 - 6 5	Long Barrel - Your gun has an long or extended barrel, hard to move in small spaces. (+1d range)
6 6 - 7 0	Reinforced stock - Better for bracing against a shoulder (+1d range)
7 1 - 7 5	Clear - Your vision seems better when aiming down sights (+1d range)
7 6 - 8 0	Gunfeel - Hand to grip - it's all the same (+1d precision)
8 1 - 8 5	Cocky - You feel like you could shoot a fly off a mule's ass (+1d precision)
8 6 - 9 0	Prophetic - You always tend to aim before you think (+1d precision)
9 1 - 9 5	Improved barrel - Finer standards of manufacture, hard to keep clean. (+1d precision)
9 6 - 1 0 0	Straight and True - 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)

R oll (d 10 0)	Drawback
1- 10	Very Heavy - Your gun is hard to lug around quickly
11 -2 0	Quite a Kick - Knocks you around when firing, gives you a sore shoulder
21 -3 0	Awkward - Tough to use in tight spaces, or when someone is close to you
31 -4 0	Conspicuous - Hard to hide or conceal, recognizable
41 -5 0	Tends to Jam - Fails to fire in the worse of times
51 -6 0	Shaky - Has a tendency to fall out of its holster
61 -7 0	Dirty - Hard to keep clean and well maintained
71 -8 0	Old - A little out of date, rusty, old-model, or hard to find parts for
81 -9 0	Loader - Takes longer than normal to load
91 -1 00	Yeller - Extremely loud

Gun Looks

Purely for looks

R oll (D 6)	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.

R oll (d 10 0)	Reputation
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, or write your own.

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

R oll (d 10 0)	Starting Debt
1- 10	You owe money (about 4 cash or so) to a moneylender . You don't have the money anymore.
11 -2 0	A lawman did you a favor and got you out of jail.
21 -3 0	You passed out drunk in the lap of a famous socialite
31 -4 0	One of your ex-lovers is now the mayor of a town
41 -5 0	You caused a riot in a popular city saloon
51 -6 0	You shot a bounty hunter in the foot by accident
61 -7 0	You got thrown out of church
71 -8 0	You robbed a mail stagecoach of 3 cash and associate mail. You've since spent or used it all.
81 -9 0	You stole food from a general store
91 -1 00	You stole a horse from a courier

STARTING STUFF

Roll for one at the start if you want.

R oll (d 10 0)	Starting stuff
1- 10	An old horse - Speed 0, Endurance 0, Loyalty 3, 1 grit, 1 load. Name em'.
11 -2 0	Good quality waterskin - 1 load - O - Don't worry about water for a journey. When traded, worth about 4 cash in the right circumstances.
21 -3 0	Well used knife , 1 load - O +1d fight, whittle, or stab rattlesnakes
31 -4 0	Chewing Tobacco - O - Spit at someone nearby. They either have to leave your presence or start a fight with you (they choose).
41 -5 0	A bottle of high quality whisky 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 -6 0	A loaded deck - 1 load - O +1d when cheating at cards
61 -7 0	Faded Locket with a picture inside, valuable. You can look at the picture inside to get back 3 grit, then this effect is lost forever (but not the locket). If you lose the locket, get a debt to yourself to get it back.
71 -8 0	Cigarette case - Blocks a bullet, once, then is broken forever.
81 -9 0	Good boots - 1 load - O - +1d hustle on flat ground
91 -1 00	Faded Treasure Map: 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.

R oll (d 10 0)	Hat Description
1- 10	Rakish
11 -2 0	Gaudy
21 -3 0	Broad
31 -4 0	Rugged
41 -5 0	Stained
51 -6 0	Furry
61 -7 0	Foreign
71 -8 0	Oversized
81 -9 0	Neat
91 -1 00	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.

R oll (D 6)	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?'.

R oll (d 10 0)	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 -2 0	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 -3 0	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 -4 0	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 -5 0	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 -6 0	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 -7 0	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 -8 0	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 -9 0	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 -1 00	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).
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NAME

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

1 d 1 0 0	First Name
1 - 2	Annie
3 - 4	Wyatt
5 - 6	Mack
7 - 8	Jim
9 - 1 0	Abraham
1 1 - 1 2	Kate
1 3 - 1 4	Jenny
1 5 - 1 6	Baptiste

1 7 - 1 8	Theodore M.
1 9 - 2 0	Henrietta
2 1 - 2 2	Sally
2 3 - 2 4	Bill
2 5 - 2 6	Victoria
2 7 - 2 8	Winona
2 9 - 3 0	Jack
3 1 - 3 2	Hubert J.
3 3 - 3 4	Pearl

3 5 - 3 6	Javier
3 7 - 3 8	Molly
3 9 - 4 0	Luoyi
4 1 - 4 2	Luís
4 3 - 4 4	Don
4 5 - 4 6	Yung
4 7 - 4 8	Missy
4 9 - 5 0	Dorothea
5 1 - 5 2	Commodore

5 3 - 5 4	Maria
5 5 - 5 6	Algernon
5 7 - 5 8	Miguel
5 9 - 6 0	Elly
6 1 - 6 2	Christian
6 3 - 6 4	Weishu
6 5 - 6 6	Bonnie
6 7 - 6 8	Ed
6 9 - 7 0	Abraham

7 1 - 7 2	Lenore
7 3 - 7 4	Buffalo
7 5 - 7 6	Carolina
7 7 - 7 8	Charlotte
7 9 - 8 0	Hector
8 1 - 8 2	Lucia
8 3 - 8 4	Henri
8 5 - 8 6	Rudy
8 7 - 8 8	Lucille

8 9 - 9 0	Francisco
9 1 - 9 2	Robert
9 3 - 9 4	Abigail
9 5 - 9 6	Ringo
9 7 - 9 8	Lars
9 9 - 1 0 0	Yu

R o l l (d 1 0 0)	Last Name
1 - 5	Wright

6 - 1 0	MacGaskill
1 1 - 1 5	White Deer
1 6 - 2 0	Piper
2 1 - 2 5	Baltrop
2 6 - 3 0	Willup
3 1 - 3 5	Wang
3 6 - 4 0	Diaz
4 1 - 4 5	Jefsen
4 6 - 5 0	Reyes

5 1 - 5 5	Masterson
5 6 - 6 0	Owens
6 1 - 6 5	De Lafayette
6 6 - 7 0	Williams
7 1 - 7 5	Volker
7 6 - 8 0	Yamashita
8 1 - 8 5	Paz
8 6 - 9 0	Hicks
9 1 - 9 5	LeDroit

9 6 - 1 0 0	Kidd
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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.

R o l l (d 1 0 0)	Moniker/Nickname
1 - 5	“Madame”
6 - 1 0	“Iron Hand”
1 1 - 1 5	“Wild”
1 6 - 2 0	“Slick”
2 1 - 2 5	“Doc”
2 6 - 3 0	“Horse”

3 1 - 3 5	"Red"
3 6 - 4 0	"Four Finger"
4 1 - 4 5	"Gigante"
4 6 - 5 0	"Caballero"
5 1 - 5 5	"Uncle"
5 6 - 6 0	"Rowdy"
6 1 - 6 5	"Pistol"
6 6 - 7 0	"The Snake"
7 1 - 7 5	"Shorty"

7 6 - 8 0	“One Eye”
8 1 - 8 5	“Bear”
8 6 - 9 0	“Flaco”
9 1 - 9 5	“The Kid”
9 6 - 1 0 0	“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
3. Relate it.

If it's a location:

1. Who's in charge?
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?

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 one or two squares of the default Territory 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

Get it out and have a good look at it while you're filling out this section.

If you want to randomly place things you can roll d6 for horizontal coordinates, and d6 for vertical.

One square is a day's travel on foot, and half a day on horse. We keep this loose for a reason.

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

R oll (d 10 0)	Lan dsc ape	Big Deal
1- 20	Des ert	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 -2 5	Wa ste	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 -3 0	Salt Flat	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 -3 2	Hig h Mo unt ain	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 -4 0	Mo unt ain or Foo thill	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 -4 3	Pas s, gor ge, or can yon	Areas ripe for ambush but good for hiding. +1d guile to hide or conceal yourself here.
44 -6 5	Plai ns or Gra ssl and	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 -7 0	Mar sh	Wet, fertile, and cannot be crossed with vehicles or horses. Crossable with boats or on foot.
71 -7 5	Wet lan d or Sw am p	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 -9 5	For est	Shaded and close.
96 -1 00	Coa st	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).

R oll (D 6)	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.

R o ll (d 1 0 0)	Feature
1 - 5	Heavy Dust or Mud - Tends to jam or clog guns
6 - 1 0	Thickly Wooded - Easy to hide
1 1 - 1 5	Geyser - Natural geyser. Hot. May be hot springs nearby
1 6 - 2 0	Regular Snowfall - 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.
2 1 - 2 5	Chasm or Crevasse - Tends to consume things

2 6 - 3 0	Plentiful Wildlife - Plentiful animals here, such as deer, buffalo, or wild horses
3 1 - 3 5	Beautiful - Striking, breathtaking, impressive
3 6 - 4 0	Barren - Even more dead than normal
4 1 - 4 5	Dry - No water to be found here
4 6 - 5 0	Scorching - 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.
5 1 - 5 5	Caves - Deep caves here, good for hiding away
5 6 - 6 0	Rock Formations - High, striking, sculpted by wind and dust
6 1 - 6 5	Mesa - A flat plateau and a long drop
6 6 - 7 0	Sheer Cliffs - Sheared, vertiginous, and harsh

7 1 - 7 5	Rugged - Tossed with boulders, rocks and loose gravel. Tough to keep your footing.
7 6 - 8 0	Road - There's a good and usable road here, one of the few out here
8 1 - 8 5	Rainy or Misty - Wet and rainy most of the year
8 6 - 9 0	Shaded - Sits in the shadow of a mountain or forest. Gets dark early.
9 1 - 9 5	Tinderbox - Prone to wildfires
9 6 - 1 0 0	Sloped - On a steep slope, roads here are windy and long

SETTLEMENTS

When making a settlement, choose type (roll for it if you're not sure) , roll for a few features if it's big enough, then name it.
There should probably be at least one or two town sized settlements outside the city.

Size

R oll (D 6)	Size
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1	Camp - 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	Ranch, Farm, or Compound - Usually house a family or group of folks trying to mind their own business.
3-4	Backwater - 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	Fort - A military fort with a small town around it.
6	Town - 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
Mail post or Stagecoach station	<p>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.</p> <ul style="list-style-type: none"> - Mail and valuables are worth typically a normal job (6 cash) worth of goods. - The Post often hires people to protect sensitive mail.
Bank	<p>Banks range from small local banks to the Grand Federal Bank.</p> <ul style="list-style-type: none"> - 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 - Banks will often ask for hired guns to protect stagecoaches - 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.
Horses	<p>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), or just steal em' as a job.</p>

<p>Store or Trading Post</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. Most places have a general store or outfitter's, where dry goods, food, gear, horse feed, etc can be bought. - You can Barter at a store (like the Interlude action) if you take a breather here</p> <p>If you like, roll a specialty for the store. It doesn't affect what's for sale, just for flavor.</p> <ul style="list-style-type: none"> 1 - Dry goods, food, horse feed, alcohol, etc 2 - Tobacco 3 - Guns and Ammo 4 - Grocer or Butcher 5 - Farrier or toolmaker 6 - Hats <p>Stores can be robbed as a job for 6-8 cash. Nice stores may have a lot more.</p>
<p>Hotel, Saloon, Flophouse, or Restaurant</p>	<p>A place to post up, enjoy yourself, and rest. - 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, so 3 if you pay 2 cash and pick all options). - You can cavort here (like the Interlude action) if you take a breather here.</p>
<p>Jail or Sheriff's office</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>Railway station</p>	<p>The railway connects here from the City (draw it out). Trains stop off regularly or infrequently at this stop. - The train can be ridden for 1 cash and can get you anywhere it connects to in the Territory within a day or so - 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. - Trains carrying valuables can be robbed as a job for anywhere from 6-12 cash. - Steering a train without mucking it up is a hard Handiwork roll unless someone has experience with it.</p>
<p>Church or chapel</p>	<p>May or may not be well attended. Acts of violence in the church get you a debt to the whole town.</p>

Grave yard	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.
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Other Features

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

R o l l (d 1 0 0)	Building
1 - 5	Schoolhouse
6 - 1 0	Dam
1 1 - 1 5	Mill
1 6 - 2 0	Courthouse
2 1 - 2 5	Warehouse
2 6 - 3 0	Aqueduct

3 1 - 3 5	Fields
3 6 - 4 0	Orchard
4 1 - 4 5	Marketplace
4 6 - 5 0	Square
5 1 - 5 5	Well
5 6 - 6 0	Town Hall or Mayor's office
6 1 - 6 5	Fort, bunker, or barracks
6 6 - 7 0	Bridge
7 1 - 7 5	Workshop

7 6 - 8 0	Farrier
8 1 - 8 5	Smithy
8 6 - 9 0	Distillery
9 1 - 1 0 0	Gibbet

Industry

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

R o l (d 1 0 0)	Big Hustle
1 - 1 0	Water Source - This town has a well, aquifer, or oasis. It may be the only source of fresh water in miles.
1 1 - 2 0	Hunting or Fur - This town relies at least partly on hunting or the fur trade to get by.

2 1 - 3 0	Logging - This town is strongly related to logging or timber production and may have or be attached to a lumber mill or sawmill
3 1 - 6 0	Farming - 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.
6 1 - 7 0	Gold Mine - This town has an active or dried up gold mine
7 1 - 8 0	Mine - This town is strongly connected to a quarry or mine
8 1 - 9 0	Church or chapel - May or may not be attended. Acts of violence in the church get you a debt to the whole town.
9 1 - 1 0 0	Oil - This town is built up around an oil rig

Name

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

R o l l (d 1 0 0)	Names
1 - 5	Dirt

6 - 1 0	Lucky
1 1 - 1 5	Dodge
1 6 - 2 0	Yard
2 1 - 2 5	Perdition
2 6 - 3 0	Bandera
3 1 - 3 5	San Cristóbal
3 6 - 4 0	Buckhorn
4 1 - 4 5	Duro
4 6 - 5 0	Salvación

5 1 - 5 5	Santa Isabel
5 6 - 6 0	Liberty
6 1 - 6 5	Marshall
6 6 - 7 0	Amarillo
7 1 - 7 5	Pioneer
7 6 - 8 0	Columbia
8 1 - 8 5	End
8 6 - 9 0	Deliverance
9 1 - 9 5	Ruckers

9 6 - 1 0 0	Nowhere
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Two part names

First Part

R oll (d 10 0)	First part
1- 10	Susan
11 -2 0	Cody
21 -3 0	Grizzly
31 -4 0	Oat
41 -5 0	Old
51 -6 0	Dead
61 -7 0	Silver
71 -8 0	Horse
81 -9 0	Salt
91 -1 00	Black

Second Part

R oll (d 10 0)	Second part
1- 10	Wood
11 -2 0	Oaks
21 -3 0	Flats
31 -4 0	Canyon
41 -5 0	Town/-ton
51 -6 0	Point
61 -7 0	Peaks
71 -8 0	Rock
81 -9 0	Hills
91 -1 00	Creek

Mood

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

R o l l (d 1 0 0)	Descriptor
1 - 5	Grim
6 - 1 0	Hard Working
1 1 - 1 5	Pious
1 6 - 2 0	Conflicted
2 1 - 2 5	Optimistic
2 6 - 3 0	Comfortable
3 1 - 3 5	Decaying
3 6 - 4 0	Bursting

4 1 - 4 5	Dry
4 6 - 5 0	Hungry
5 1 - 5 5	Rowdy
5 6 - 6 0	Abandoned
6 1 - 6 5	Rebellious
6 6 - 7 0	Suspicious
7 1 - 7 5	Insular
7 6 - 8 0	Traditional
8 1 - 8 5	Tough

8 6 - 9 0	Dangerous
9 1 - 9 5	Wild
9 6 - 1 0 0	Wealthy

PROBLEMS

If you put a settlement or location on the territory, it can help to write or generate a 2-3 problems.

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

Problems

R o l (d 1 0 0)	Problem
1 - 5	Bear
6 - 1 0	Corrupt leadership
1 1 - 1 5	No water

1 6 - 2 0	No food
2 1 - 2 5	Sickness or lack of medicine
2 6 - 3 0	Protection racket
3 1 - 3 5	Thievery or Rustling
3 6 - 4 0	Murder
4 1 - 4 5	No work
4 6 - 5 0	Prejudice
5 1 - 5 5	Gang war
5 6 - 6 0	Overpopulation

6 1 - 6 5	Overtaxation
6 6 - 7 0	Rebellion
7 1 - 7 5	Drug or Bootlegger Cartel
7 6 - 8 0	Lawlessness
8 1 - 8 5	Family feud (old/new)
8 6 - 9 0	Exploitation
9 1 - 9 5	Persecution
9 6 - 1 0 0	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)

R oll (d 10 0)	District
1- 10	Entertainment district - Full of hotels, saloons, bath houses, theaters and brothels
11 -2 0	Public Park or Square - Includes 1- Monument 2 - Gibbet 3 - Sunday Market 4 - Frequent Demonstrations 5 - Petitioners 6 - Squatters
21 -3 0	Low Market - For buying and selling of food, goods, and raw materials
31 -4 0	Industrial District - Factories and workshops abound
41 -5 0	High Market - For the sale of burgeoning consumer goods. Clothing, household items, fashion, or even makeup.
51 -6 0	Residential District (very poor) - Slums, hovels, or shanties.
61 -7 0	Residential District (poor) - People of tenuous means, living close together
71 -8 0	Residential District (wealthy) - Mansions and estates, set aside and enclosed or walled off
81 -9 0	Warehouse district - For storing of goods and valuables, ripe for the plunder. Could also be docks or a pier if next to a water source.

91 -1 00	Government or Military district - Government buildings such as town hall, record keeping, police station, or alternately a barracks or fort,
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City Features

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

R o l l (d 1 0 0)	Landmark/Building
1 - 5	Private Mansion
6 - 1 0	Enclosed or Walled Garden
1 1 - 1 5	Trolley or Tram Station (detail the route through the city)
1 6 - 2 0	Courthouse
2 1 - 2 5	Great Theatre or Opera House
2 6 - 3 0	Burlesque or Vaudeville

3 1 - 3 5	Consulate
3 6 - 4 0	Poorhouse
4 1 - 4 5	Warehouse or Storehouse
4 6 - 5 0	Newspaper office
5 1 - 5 5	Open Air Marketplace
5 6 - 6 0	Prison
6 1 - 6 5	Public or Boarding School
6 6 - 7 0	Auction House
7 1 - 7 5	High Court

7 6 - 8 0	Hospital
8 1 - 8 5	Customs House or Trading House
8 6 - 9 0	Mansion
9 1 - 9 5	Private Clubhouse
9 6 - 1 0 0	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). I 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. Folk should probably have just one or two, and shouldn't have more than 3 or 4 at very most.

- **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.

R oll (d 10 0)	Primary Description
1- 10	Bandit
11 -3 0	Farmer or Rancher
31 -6 0	Laborer (ranch hand, cowboy, farmhand, dock worker, etc)
61 -7 0	Pioneer or Homesteader
71 -8 5	Migrant worker or laborer
86 -9 0	Industrial worker (miner, logger, factory worker, etc)

Specific Folk

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

R o l l (d 1 0 0)	Primary Description
1 - 5	Preacher or missionary
6 - 1 0	Soldier or veteran
1 1 - 1 5	Nun or monk
1 6 - 2 0	Store keep (D6 - 1- Dry Goods/Outfitter, 2 - Smithy/Carpenter/Farrier, 3 - Gun Shop, 4 - Grocer, 5- Tobacco, 6 - Tailor)
2 1 - 2 5	Bounty Hunter
2 6 - 3 0	Socialite
3 1 - 3 5	Actor, singer, or musician

3 6 - 4 0	Stagecoach driver or train conductor
4 1 - 4 5	Journalist or Writer
4 6 - 5 0	Private detective
5 1 - 5 5	Rebel
5 6 - 6 0	Immigrant
6 1 - 6 5	New money rich
6 6 - 7 0	Sex worker
7 1 - 7 5	Tax collector, banker, or moneylender
7 6 - 8 0	Boat captain

8 1 - 8 5	Circus performer
8 6 - 9 0	Barkeep/Saloon/hotel owner
9 1 - 9 5	Prospector
9 6 - 1 0 0	Lawman

Unique Folk

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

R oll (d 10 0)	Primary Description
1- 10	General or Captain
11 -2 0	Scientist or philosopher
21 -3 0	Factory owner
31 -4 0	Bandit queen/king
41 -5 0	Oil magnate

51 -6 0	Politician
61 -7 0	Sheriff or Police Captain
71 -8 0	Old money rich
81 -9 0	Crime boss
91 -1 00	Legendary gunslinger

Motivation

If you need a motivation, roll or choose from here

R o l l (d 1 0 0)	Motivation
1 - 5	Personal enrichment
6 - 1 0	Leave their current profession
1 1 - 1 5	Prejudice
1 6 - 2 0	Recognition

2 1 - 2 5	Personal Health
2 6 - 3 0	Freedom
3 1 - 3 5	Poverty
3 6 - 4 0	Luxury or excess
4 1 - 4 5	Escape the West
4 6 - 5 0	Comfort
5 1 - 5 5	Family welfare
5 6 - 6 0	Political power
6 1 - 6 5	Religion

6 6 - 7 0	Safety or security
7 1 - 7 5	Tradition
7 6 - 8 0	Jealousy or Rivalry
8 1 - 8 5	Love
8 6 - 9 0	Retirement
9 1 - 9 5	Justice
9 6 - 1 0 0	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.

R oll (d 10 0)	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
91-00	The Federal Authority

Deal

Roll for 2-3 additional Deals or details or write your own. These don't inform much but flavor so feel free to be loose.

1d100	Deal
1-2	Slow Talker
3-4	Tattooed

5 - 6	Rugged
7 - 8	Squinty
9 - 1 0	Quiet
1 1 - 1 2	Lazy
1 3 - 1 4	Hairy
1 5 - 1 6	Ugly
1 7 - 1 8	Wears eyeglasses
1 9 - 2 0	Enormous beard, hair, or mustache
2 1 - 2 2	Energetic
2 3 - 2 4	Ornery

2 5 - 2 6	Thoughtful
2 7 - 2 8	Filthy, Odorous or unwashed
2 9 - 3 0	Discerning
3 1 - 3 2	Well-armed
3 3 - 3 4	Brave
3 5 - 3 6	Thick Dialect
3 7 - 3 8	Mean or Cruel
3 9 - 4 0	Fat
4 1 - 4 2	Calm

4 3 - 4 4	Long Braids
4 5 - 4 6	Boisterous
4 7 - 4 8	Oversize or undersize hat
4 9 - 5 0	Hardworking
5 1 - 5 2	Canny
5 3 - 5 4	Pretty
5 5 - 5 6	Judgemental
5 7 - 5 8	Aging
5 9 - 6 0	Violent

6 1 - 6 2	Gangly
6 3 - 6 4	Religious
6 5 - 6 6	Muscular
6 7 - 6 8	Commanding
6 9 - 7 0	Young
7 1 - 7 2	Fragrant
7 3 - 7 4	Loud
7 5 - 7 6	Small
7 7 - 7 8	Gorgeous

7 9 - 8 0	Prickly
8 1 - 8 2	Neatly or expensively dressed
8 3 - 8 4	Serious
8 5 - 8 6	Posh
8 7 - 8 8	Cautious
8 9 - 9 0	Bookish
9 1 - 9 2	Jovial
9 3 - 9 4	Ambitious
9 5 - 9 6	Friendly

9 7 - 9 8	Avuncular
9 9 - 1 0 0	Handsome

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

R o l l (d 1 0 0)	Job
1 - 5	Train or Stagecoach Robbery
6 - 1 0	Bank Robbery
1 1 - 1 5	Household Robbery
1 6 - 2 0	Buried Treasure
2 1 - 2 5	Debt Collection
2 6 - 3 0	Hunting or Poaching
3 1 - 3 5	Surveillance or Spying
3 6 - 4 0	Neutralize or drive off a threat

4 1 - 4 5	Escort
4 6 - 5 0	Protection
5 1 - 5 5	Demolition
5 6 - 6 0	Cartography
6 1 - 6 5	Missing Person
6 6 - 7 0	Revenge
7 1 - 7 5	Scouting
7 6 - 8 0	Diplomacy
8 1 - 8 5	Justice

8 6 - 9 0	Mischief or Mayhem
9 1 - 9 5	Intimidation
9 6 - 1 0 0	Murder

Significant Item or Feature

Roll if you want a little flavor

R o l l (d 1 0 0)	Item or Feature
1 - 5	A masterfully made guitar
6 - 1 0	Five thousand dollars in railway bonds
1 1 - 1 5	A washed up businessman
1 6 - 2 0	An estranged family member

2 1 - 2 5	A notched hatchet
2 6 - 3 0	A case full of cash
3 1 - 3 5	A rickety stagecoach
3 6 - 4 0	An abandoned mine shaft
4 1 - 4 5	A pair of woman's shoes
4 6 - 5 0	A blood covered handkerchief
5 1 - 5 5	Fifty sticks of dynamite
5 6 - 6 0	A busted revolver
6 1 - 6 5	A pack of wolves

6 6 - 7 0	A sleazy politician
7 1 - 7 5	An unfaithful husband
7 6 - 8 0	A powerful bandit king
8 1 - 8 5	A prize winning horse
8 6 - 9 0	A ruthless killer
9 1 - 9 5	An old, grizzled trapper
9 6 - 1 0 0	One hundred bars of gold bullion

Complication

The Narrator secretly rolls if they want to make things interesting

R o l l (d 1 0 0)	Complication
1 - 5	Stakes are worse than expected
6 - 1 0	Traitor
1 1 - 1 5	Friendly character shows up on the wrong side
1 6 - 2 0	Characters were framed
2 1 - 2 5	Objective has been moved
2 6 - 3 0	Innocent bystanders enter crossfire
3 1 - 3 5	Weather takes a turn for the worse
3 6 - 4 0	The military is involved

4 1 - 4 5	Things turn into a chase
4 6 - 5 0	Sensitive or secret objective
5 1 - 5 5	New and enticing offer
5 6 - 6 0	Contact is kidnapped
6 1 - 6 5	Time limit
6 6 - 7 0	Rampant corruption
7 1 - 7 5	Bandits attack
7 6 - 8 0	Sudden arrival of witnesses
8 1 - 8 5	Security is very high

8 6 - 9 0	Famous politician is involved
9 1 - 9 5	Something blows up
9 6 - 1 0 0	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 its 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 an additional deal from the following list: 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 first three qualities put together, plus its Load, with a minimum cost of 4. For example, if all its qualities are 1 and load is 2, 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

- 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).

They cost twice as much as all their first three qualities put together, plus their Load, with a minimum cost of 4.

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.

R oll (d 10 0)	Animal Deal
1- 10	Proud
11 -2 0	Calm
21 -3 0	Oversized
31 -4 0	Nervous
41 -5 0	Shaggy or hairy
51 -6 0	Dirty
61 -7 0	Cantankerous
71 -8 0	Old
81 -9 0	Eager
91 -1 00	Tough

WRAPPING UP

Well friend, that's actually all we've got to talk about for now. Moving forward, additional updates and versions of this game will be released incrementally. I'll get the rest of the Big Deals out there, write some stuff for the Territory,

and write a little starting town.

I'll publish it eventually via itch.io (hopefully before the west is dead).

In the meantime, let us know what you think.

- Tom