A Fistful of Sixes

What is A Fistful of Sixes?

Fistful of Sixes is a game in which players take on the role of outlaws in the fictional old west. Rogues and miscreants living on the edge of society at odds with law and civilisation. Be it for greed, need or glory you will be playing the odds between success or the law catching up to you. The game revolves around player set odds and playing the stakes. Take your characters destiny into your hands and throw them dice.

Fistful of Sixes is a tool set designed to aid you tell pulpy stories of grit and gumption. This document only seeks to give you the How, it is up to your table to decide on the Why and What that your characters will do.

But what isn't Fistful of Sixes?

Fistful of Sixes does not set out to be an old west simulator. It takes liberties for high drama and fun. Rules are quick, simple and far from exhaustive. The intent is for your table to make quick calls when the ruleset doesn't cover your needs. You're adults, I trust you to find the way to make things fun and interesting. If in doubt flip a coin and pray for heads.

A note of the nasty truth of history

The time in which this game is set was a time of immense suffering and trauma for many different people living in this setting. Be it displaced native communities resisting colonialism, oppressed people of colour in the aftermath of the civil war or women struggling against gender norms, this time was a struggle for many.

I have decided not to explicitly model any of these social struggles into this text. The reason for this is that each table will have a different level of comfort in engaging with such things, with some tables wanting a cathartic recreation while others prefer a pulpy romp without the concerns of reality. I trust your table to find a balance that works for you. As a product of colonialism myself I am sympathetic with the struggles of those who suffered then, and as such I would prefer it if you used my work for good and fun and not as a way to recreate your white supremacist fantasies.

Be good, be kind and be quick on the draw. Outlaws in game but try to be humane in reality.

A note on terms

This game uses several terms that are different to terms used in other games. **Posse** is used in place of Party in most games. **Judge** replaces GM/DM as a term.

Core Attributes

Grit = discipline, stamina. Brawn, melee. If you're punching or lifting it, you roll on this
Gumption = Wits, Cleverness, Intellect, Aim. If you are shooting at or outthinking it you roll this
Grace = Finesse, Charisma, Agility, Dodge. If you are outrunning or sweet talking it, roll this.
Guts = HP. max/current. Max = **Grit**/2 rounding up. If you are getting hurt you lose this.

Generate core **Attributes** in order (except **Guts**) by 2d6+9. Swap 2 **Attribute** scores after rolling in order if you wish. It's classless so players are encouraged to build the character they want. See **Character Creation** at the end of this document**.**

Background

When you create your character you will be required to come up with a concise, pithy background for them. This background should be loose but characterful. It awards a Floating Dice once per session to a test that is relevant to the background. Might create random tables for generating background. Could include background, habits etc

Core mechanics

Tests are either simple or opposed. Players have a maximum of 6 dice, all D6, that they can set the **Stakes** with. This can be reduced below 6 by **Stress.** Your roll is compared to the **Challenge.** Higher **Stakes** should translate into more effect in the event of a success.

The **Challenge** is determined by whether the **Judge** calls for a Simple test or an Opposed test.

Simple tests are to be called for when a character attempts something but isn't directly opposed by someone, though failure is still interesting. Whenever a simple test is called for the **Challenge** is a fixed amount. The **Judge** states this amount up front before the player character sets their **Stakes**. Suggested **Challenge** amounts are 8 for an easy test. 11 for a standard test and 14 hard and 18 for daunting. The player then states their **Stakes** before attempting to roll over this **Challenge** while avoiding a **Bust!**

Opposed tests are generally used when a character is attempting to do something to another, such as sneaking past then or attacking them. For an opposed test both parties state their **Stakes** up front. They then roll to try and beat one another while staying equal to or below their appropriate **Attribute**. The highest result that does not surpass their stat wins. In the event of a draw the highest **Attribute** wins.

Test Results

For any of the following results, declare to the table what you got after your roll and the opponent is tallied. For example "Win!" "I Lose" "Bust! with Doubles"

A **Win** result is when you roll above the **Challenge** and do not **Bust!** The desired effect takes place, and the severity of this effect should correlate to how high you set your **Stakes.** Bigger risks get bigger rewards.

You **Lose** when you roll below the **Challenge.** In this situation the **Challenge** was just too good for you. You do not achieve the desired effect and often something bad or interesting will happen, especially in opposed tests.

Bust! Is when your roll surpasses your **Attribute.** This represents you over extending, failing in a blaze of glory as your hubris punishes you for not being good enough. This counts as a **Lose** result, but also results in a gain of 1 **Stress** for your character. It is possible for both participants to **Bust!** In an opposed test, in which case neither **Wins** and both lose stress.

Blackjack is when you roll equal to your attribute. It is the best roll you can get, counting as a **Win** that can only be beaten by a **Blackjack** of a higher value.

On top of succeeding, if you roll a **Blackjack** you lose 1 point of **Stress**.

Doubles are specific to combat. A **Double** is when two of the dice in your roll have the same number. **Doubles** On a **Win** allows you to activate a weapon quality. On a **Lose** result you run out of ammo, jam, drop your weapon etc. Something that means you must spend a turn preparing yourself to keep on fighting or some other suitably dramatic negative effect.

High Stakes Duels

In any good western there are moments where it all comes to one moment, one test of **Gumption** and **Guts**. This is represented here by **High Stakes Duels**

High Stakes Duels are any moment where one tests their mettle against another in an all or nothing play. This could be guns at high noon, a high stakes game of poker with your nemesis and so on. Any moment where you want the table to slow down, focus in and enjoy the moment. Have players cease table talk and pay attention. Slow things down. If you use aids such as music make sure they are appropriate. <u>This is an important moment</u>.

When such a moment is declared, the player and opponent each set their **Stakes**. Then instead of rolling dice, you flip coins (dice split into odds and evens will work in a pinch). Heads is a result of 6 and tails a result of 1. Both parties flip a coin at the same time, allowing the table to tally results until all are counted and a victor declared. You cannot spend **Stress** or any outside influence in a **High Stakes Duel.** These tests are purely a test of luck and fortune.

Victory is all or nothing and absolute, though what it looks like depends on the context. In a gun duel or combat the loser is taken out of action. In a gambling match they lose all their wealth and so on. Whatever the result, it should be extremely significant to the narrative. Winning a **High Stakes Duel** removes one **Stress.**

Stress

When you **Bust!**, you take a point of **Stress**. Your **Stress** starts at 0 and maxes out at 6. Each point of **Stress** removes one from the maximum number of dice you can add to your **Stakes**. When you are at 0 **Stress** you may roll up to 6 D6 for a test. 1 **Stress** 5D6 maximum, 2 **Stress** 4d6 and so on. Your character becomes less effective as they **Stress** out. Once they are fully **Stressed** they are removed from play entirely. They aren't necessarily dead, but are now unplayable, having ridden off into the night, perhaps to return later as a NPC, strung out with a bottle in their hand drowning their sorrows and telling tall tales of when they were a gunslinger.

You remove **Stress** by **Carousing** and some events such as rolling a **Blackjack** or winning in a **High Stakes Duel.**

More so **Stress** can be willingly gained to achieve some advantage. If using **Stress** to modify a roll result the new result stands, even if it's worse than the old one. **Stress** can be used this way to bypass the limits it normally places on how high you can set your **Stakes.** Examples of how you can use **Stress** are below. Feel free to modify, add to, ignore this list as suits your table

- You may accrue 1 **Stress** to reroll one dice in a roll. You may do this multiple times for a single hand.
- You may accrue 1 **Stress** to roll an additional dice and add it to your roll. This can be done multiple times, though the maximum amount of dice may not surpass 6.
- You may accrue 1 **Stress** to win the initiative instead of tossing for it.
- You may accrue 1 **Stress** to double or nothing, where you set your stakes immediately to 6 and roll 6 dice in a roll, regardless of how much stress you have. It must be 6 dice, the result stands.

Movement and Distance

This game uses 4 range bands to measure relative positions when such things are needed.

- **Close.** This is within arms reach. Whisper distance.
- **Nearby.** This is within the same room. Talking Distance.
- **Faraway.** This is in sight and yelling range.
- **Distant.** On the outer edge of visual range, outside of hearing range.

These range bands are deliberately loose and abstract so that they may fit the circumstances.

Time

In game time is broken down into two broad categories. **Moments** and **Minutes. Moments** are just that, a moment in time lasting several seconds, enough for an action or two. This is generally used in combat, chases etc. **Minutes** are larger chunks of time, where you can take several actions and the exact placement of moments are less important. You will use **Minutes** in general roleplay. These times are abstract and scalable as needed. For example, you may wish to scale these times up to **Minutes, Hours** and **Days** for the sake of a travel montage.

Posse Actions

During play, have a coin or token on the table, that is assigned to a player by the **Judge**. When a way to determine how the **Posse** fares with a test rather than individuals, the player with the token takes the test on behalf of the **Posse**. After the test they pass the token over to the player to their right. This process continues as needed, with whomever has the token rolling on behalf of the **Posse** before handing on the token. If the character with the token is not a part of the **Posse** test, they hand on the token to someone who is. In the rare event of NPCs doing a posse action, the NPC in charge or leading the group is used.

Initiative

Initiative is how we determine who is in control of a **Moment** and can act first when this is uncertain. It is a type of **Posse** action. Whomever has the token tosses a coin and heads means the **Posse** has initiative. Tails means they don't and act after the opponent.

In situations where one side obviously has an advantage, such as an ambush or surprise, then the **Judge** should feel free to overrule this and dictate who has **Initiative.**

Chases

Chases are a key part of Wild West fiction. At some point in your games you can expect someone to flee from the **Posse** or tables to turn and the **Posse** to flee law enforcement.

In a chase the **Judge** should explain the circumstances the **Posse** find themselves in, and explain the fictional positioning of everything involved each **Moment.** Each **Moment** you determine initiative as normal. Whoever has **Initiative** then explains what they are doing to influence this **Moment** of the chase. The **Judge** then decides which **Attribute** tests best represent this and an opposed test is carried out. In the event of more than one player character being involved this is treated as a Posse test. An example of such tests include the **Posse** being corralled into a dead end street forcing them to make **Grit** tests to barge through a flimsy wall to escape as their pursuers chase them with **Grace.** Another example is the **Posse** attempting to out smart a foe into a flanking trap with **Gumption** while their foe uses **Gumption** to spot the trap and avoid it. As each **Moment** plays out, the **Judge** explains the new fictional positioning as circumstances change and the chase moves on. The table tracks how many opposed tests are **Won** by the **Posse,** as well as how many they **Lose.**

Every chase is a race to three. If the **Posse Wins** three tests before they **Lose** three, they have succeeded in the goal of the chase. If they are chasing someone else, they have caught them forcing a confrontation. On the other hand, if they are fleeing they have lost their foes and escaped for now. If three feels wrong in a given situation the **Judge** should feel free to inform the party and change it as need be.

Sometimes you may be fleeing to a specific location, such as a hide out. In this case the **Judge** sets an ETA to that location, such as 4 **moments.** If the chaser gets to three before 5 **Moments,** then they catch their prey before they make it. In the event neither side achieves 3 **Wins** before reaching the location then everyone arrives at the location, with the chasers dramatically on the tail of their quarry.

Random table for chase complications to come

Combat

The old west is violent. Combat will happen from time to time, often at range under the hot sun.

First you must determine who goes first. This is a **Posse** test, with whomever has the token tossing a coin. A result of Tails means the NPCs go first. On Heads the **Posse** goes first. Whomever turn it is has all of their characters act before the loser then follows till all of their characters have acted.

On your turn, you may move and do a single action. You can move an amount reasonable for a moment of action, up to a single range band. An action is something you can do quickly. Fire a gun, rummage for equipment, aid a companion etc More complex and involved actions may take several turns to complete.

All actions in combat involving an opponent are opposed. If you try to shoot them you test your **Gumption** to their **Grace** as they attempt to dodge, if you try to wrestle them to the ground it's **Grit** on **Grit** and so on. Damage to **Guts** is determined by the number of dice used in the attack, modified by the weapon used.

Cover can reduce incoming damage. Light cover reduces ranged damage by 2. Hard cover reduces ranged damage by 4.

Harm

The amount of abuse and harm you can take is measured by your **Guts Attribute**, which max's out at half your **Grit**. Whenever you take harm it is reduced off this amount. Once you reach 0 you are out of action.

You can recover Harm through rest. A full nights sleep and consuming rations Lets you test against **Grit** with no **Challenge**. Each dice you roll restores one **Guts** if you **Win**. If you **Bust!** you take **Stress** for doing so as normal, as well as lose **Guts** to infection, one for each d6 rolled. You cannot rest without both sleep and rations. One or the other will not give you a test to recover harm.

Out of action

When you are rendered to 0 **Guts** you are out of action. You can no longer take part until receiving aid or the danger passing. If this happens you roll on the table below. If your **Posse** loses the fight or is unable to recover you, you are lost forever and presumed dead, though may reappear as a NPC if the **Judge** is nefarious enough.

If you survive being out of action, you regain 1d6 **Guts**.

Out of action table

1. **Knocked out.** Just knocked out.
2. **Battered Noggin.** Take 1 **Stress** and a bad headache.
3. **Nasty head wound.** Permanently reduce **Gumption** by 1. Take 1 **Stress**
4. **Maimed.** Permanently reduce **Grit** by 1. Take 1 **Stress**
5. **Disfigured.** Permanently reduce **Grace** by 1. Take 1 **Stress**
6. **Dead.** Your character belongs to the vultures now.

Experience and Improvement

As you play there are chances for your character to improve. This is done through spending XP and **Carousing**. You gain XP through money. At the end of each session count your share of winnings and takings, rounding down to the nearest Dollar. Every $10 you receive will reward you 1 xp. When you wish to advance, you must go **Carousing** and then do an **Advancement Test**. An **Advancement Test** works slightly differently than a standard test. You spend an XP to buy a D6 to roll against the **Attribute** you wish to improve. Only your goal is to roll ABOVE the **Attribute** in question. The more D6 you buy, the better the chance is of you rolling over. When you roll over the **Attribute**, it increases permanently by 1. If you fail to roll over the XP is spent and your opportunity to advance has been missed. **Attributes** cannot improve beyond 21.

The only way to improve **Guts** is to improve **Grit.**

Carousing

Carousing gives the characters something to spend money on, and represents the drinking, gambling, whoring and fighting that is common in wild west fiction. Someone **Carousing** is drowning sorrows, making fast money on a bet and finding warm company.

Carousing only takes place in safe havens, often between adventures. It's a time when your character doesn't have to worry about life too much so they can work through some **Stress** and consider lessons learned.

When going **Carousing,** figure out how much stress you are seeking to remove from your character and how many advancement dice you wish to buy. For each point of **Stress** you wish to remove, **Carousing** will cost you 1D6 dollars in accommodation, gambling, drinking and company. It also costs 1d6 dollars for each advancement dice you buy to complete an **Advancement Test**. You spend this whether you have the money or not, though you must have some money to start a bar tab. Any money you owe, the **Judge** is to figure out who that's too and how badly they want it back. Once costs are calculated, roll on the **Carousing** table below to discover the shenanigans you got up to.

Carousing recovers all **Guts.**

1. **Winner Winner Chicken Dinner!** Roll the D6's again and take the result in prize money for a big win.
2. **Secrets revealed.** Gain an entirely new Background
3. **Truth Comes Out.** Alter your backstory
4. **Drunken Brawl.** Lose 2 max Guts for the remainder of the session.
5. **Drunk and Disorderly.** Fined for bad behaviour. Roll all D6's again adding to the cost.
6. **Wanted.** You did something bad. Very bad. A bounty is put on your head. Flip a coin, heads go up on section on the **Wanted Clock**

Planning on introducing a carousing complications table, for emergent world building and storytelling

The Wanted Clock

Sometimes as the result of **Carousing** or committing particularly egregious crimes and leaving witnesses, a bounty will be placed on the **Posse**. Such bounties add to **The Wanted Clock. The Wanted Clock** is tracked on the **Posse Sheet** by a 12 Segment clock, looking like a grand old clock. As the **Posse** breaks the law it comes to the attention of authorities or other interests. **The Wanted Clock** fills from 1 through to **High Noon** and **The Wanted Clock** represents the general infamy and notoriety of the **Posse**. At low levels the **Posse** are little more than barely known outlaws, but as they approach **High Noon** the **Posse** is well on the way to being nationally recognised outlaws, read about in newspapers all over the frontier.

At the **Judges** discretion, known crimes committed by the **Posse,** or at least attributed to them will be added to the **The Wanted Clock**. Minor crimes like fighting or petty theft might only add one section to the clock, while severe crimes like murder, kidnapping or cattle rustling might add several segments. As with all things to do with the law, the **Judge** ultimately has final say.

There are several ways to reduce **The Wanted Clock** such as doing time, framing others and cunning deals.**.** You can never reduce **The Wanted Clock** below 1.

A sure fire way is if a member of the **Posse** does time for a crime that was added to the clock, then the clock will be reduced by a number of segments as determined by the **Judge.** This amount is never more than half of **The Wanted Clock.**

Beyond this the **Posse** must turn to cunning or deals to lessen the clock. The **Judge** should have final say on the effectiveness of any cunning deeds or smooth deals that the **Posse** comes up with. Perhaps the **Posse** frames another gang for a previous crime, reducing the clock two segments, or blackmailing a judge to drop it by 4. Maybe a witness goes missing, taking 1 off the clock.

As the **The Wanted Clock** fills the situation on the ground changes for the **Posse**. Reference this table for guidance on how the populace is reacting to the **Posse** and their rising infamy. This table also explains when to roll on **The Wanted Chart.** All results are cumulative.

1-3   The populace isn't on the lookout. If the **Posse** draws attention to their identity people will be cagey or inform Law enforcement. Only roll on **The Wanted Chart** if the **Posse** is riding into a populated town.

4-5   The **Posse** is a known issue for locals.Wanted posters appear at Sheriff's offices. Roll on **The Wanted Chart** whenever the posse interacts with any local populace such as entering a town, visiting a homestead, talking to passers on the road.

6-7   The **Posse** is actively watched for. Wanted posters appear around towns and train stations in the area. **Ornery** men and opportunists will try and claim the bounty. Rumour of bounty hunters in the area. Roll on **The Wanted Chart** at noon each day and when the Posse interacts with a settlement.

8-9   The **Posse** hears word of an **Infamous** bounty hunter, Marshal or Pinkerton on their trail, who will not rest until they are bought in. Roll on **The Wanted Chart** at noon each day, when the Posse interacts with a settlement and when the **Posse** lingers anywhere for more than a few hours.

10-11 The heat is on. Marshalls are deputising people in the hunt for the **Posse.** Roads are watched and towns have armed patrols. Roll on **The Wanted Chart** any time the **Posse** has the nerve to leave cover, such as use a road, cross a farm etc. Anywhere someone might see them, roll. Nowhere is safe.

12 **High Noon!** The **Posse** is the subject of a manhunt. Every man and boy able to carry a gun is on their trail, led by **Infamous** lawmen. The **Posse** cannot escape, it is only a matter of time until they must make a stand. No more need to roll on **The Wanted Chart.** Blood shall spill.

The Wanted Chart

Roll 2d6. If below or equal to the time on **The Wanted Clock** then reference the result on the chart below. If you roll over then no effect. Results don't have to immediately manifest, introduced as appropriate during the session.

2 Is that them? The **Posse** has been noticed. People avoid contact, law enforcement will eventually hear of their presence. Only the **Posse** as a whole has been made, individuals who are discrete might be able to get around without trouble. Law enforcement are more worried about keeping the peace than taking risks

3 Howdy! Someone in the **Posse** is recognised by an old friend or acquaintance. This person does not know of the bounty and will let a little too much slip about the identity of the character in public as they insist on buying a drink for old time sakes.

4 Do I know you? Someone believes they recognise a character from the **Posse** but can't quite place it. They will insist that they know them, and will push the issue inquisitively.

5 I've seen you before! Someone in the **Posse** has been recognised by someone who has seen their wanted poster or witnessed a crime. They'll either confront the character or run to the nearest lawmen.

6 Well ain't this Fortunate? An **Ornery** NPC has seen his opportunity to claim a bounty on the **Posse!** If spotting an individual character they may attempt to make the citizens arrest themselves, otherwise they'll quickly gather some help and attempt to take the **Posse** into custody and hand them over to the nearest lawmen.

7 Ambush! A group of **Ornery** Bounty Hunters lay a trap for the **Posse.** Either a roadside ambush or surrounding a saloon or camp where the **Posse** catches some rest. They will attempt peaceful arrest, but will fight if the **Posse** initiates a shootout.

8 An offer. A character or two that is split from the rest of the **Posse** will be approached by a **Infamous** lawman, either a marshall or a Pinkerton, who will offer them a deal in return for turning in the gang. If the characters say no and these lawmen survive, they will attempt to track the characters to the **Posse** where they will engage in a shootout.

9 Hunted. An **Infamous** Bounty Hunter is on the **Posse's** trail. If the **Posse** goes back to a town they have been to before, or stays still for more than half a day, the Bounty Hunter and his crew will find them. The Bounty Hunter is cool and calmly in control, offering the **Posse** a chance to come in peacefully. If they don't immediately fall in line, the Bounty Hunter will not hesitate in bringing them in dead.

10 A trade. An **Infamous** Bounty Hunter sends someone to contact the **Posse.** They have a friend, loved one or Colleague of the **Posse** in custody and are threatening them unless the **Posse** meets at an open place for a trade, the **Posse's** life for the friends.

11 Caught! An Armed Patrol made up of a dozen **Ornery** NPCs has spotted the **Posse.** They send a runner to get back up while the rest attempt to surround and pin down the **Posse** until help arrives. The **Posse** has to break out or hand themselves in.

12 Manhunt. Every man and boy capable of holding a gun is on the trail of the **Posse.** It's time for their last stand.

Equipment and Finances

All earnings in this game are measured in Dollars. For ease of use anything that would cost less than a dollar can either be ignored or rounded up to a dollar, **Judge**'s call.

There are 4 categories that all items fall into.**Incidental, Common, Boutique** and **Bespoke.** Each category has a random value amount to be rolled per item, when buying or selling, to represent rarity and unreliability of trade in the west. When selling obviously used items, halve the value for a return to the seller. The categories break down as follows. Where it instructs you to roll multiple times, do so and add the results for a final sum.

Incidental is for items that cost a Dollar or less on average. These are small day to day. You may wish to largely ignore these at your table, but they're included for completion sake. Examples of **Incidental** items include

A standard days food, A standard days lodging, Dice, Deck of cards, Box of candles, short rope, Newspaper, stable for a day, visit to a barber or seamstress, Bible, Canteen, rolling tobacco

Common is for items that most common folk are likely to own, but aren't day to day expenses. These have a value of D6 an item. Examples as follows

> *Box of bullets or shells, Bundle of arrows, Lantern, Shovel, Pickaxe, crowbar, Long rope, Short chain, Wagon ride, common clothes, Bottle of whiskey, Axe, Bow, Knife, Spear, tomahawk, Cured Rations for a day, lamp oil, Oz of Silver, Small tent. Train ride in coach class. Derringer. Cigars, plain belt buckles. Canoe*

Boutique items are more significant. The sort of things that are rare or highly valued in most households. These items cost 2d6x5. Examples include

> *Revolver, Lever action Rifle (roll twice), Shotgun (roll twice),Custom ammunition allowing single use quality, Fancy clothes, first class room and board, First class train or boat ride, Musical instrument, thieves tools, Lock, shackles, Scope, Binoculars, Cavalry sword. OZ of gold. Chicken, piglet, Calf, Medical bag. Plain jewelry. Tinctures and elixirs, Furs & pelts. Warm weather gear.*

Bespoke items are generally very expensive or tailor made for the individual. They embody the wealth of the owner. They are worth 4d6x10. Examples include

> *Fine jewelry, custom clothing, Custom Quality for a weapon, Sextant and navigation tools, Accurate map, Old Nag (roll twice), Cattle, Thoroughbred horse (roll 4 times), Acre of land (roll 4 times), Wagon (roll twice), Dynamite, Gatling gun (roll 4 times), Saddle and tack,*

Weapons

Weapons in this game are fairly basic. They each carry a damage modifier that modifies the effect result of the opposed test. The effect of the roll is 1 damage to **Guts** per d6 rolled to hit. Ranged weapons have a maximum range, at which damage is halved. They cannot shoot beyond this maximum range effectively. Some items can be thrown, such as spears, knives and axes.

Weapons also often have qualities. These are added onto the end of the weapon description and explained below. A weapon statblock looks like this

- **Revolver** (weapon name) **Dmg Mod** (amount added to dice roll for damage) **Range** (Maximum range, at which damage is halved.) **Quality** (qualities weapon has)

Guns, Bows or any other weapons that use ammunition must toss a coin after a firefight. If tails is the result, then a box of ammo or bundle of arrows was used in the exchange. If a firefight was excessively extended then a **Judge** might ask for multiple ammo rolls.

- **Improvised weapon** (shovel, PIckaxe etc) Dmg mod -. Range -
- **Fist** Dmg mod **-1** Range - Qualities - **Silent**
- **Knife** Dmg Mod **+1** Range **Nearby (thrown)** Qualities - **Silent, Quickdraw**
- **Axe/tomahawk** Dmg Mod **+2** Range **Nearby (thrown**) Qualities - **Silent**
- **Spear** Dmg Mod **+2** Range **Faraway (thrown)** Qualities - **Silent**
- **Bow** Dmg mod **+2** Range **Distant**. Qualities - **Silent, 2 handed**
- **Derringer** Dmg Mod **+1** Range **Nearby**. Qualities **Quickdraw, Concealable**
- **Revolver** Dmg Mod **+2** Range **Faraway**. Qualities **Quickdraw**
- **Rifle** Dmg mod **+3** Range **Distant** Qualities **2 handed**
- **Shotgun** Dmg Mod **x3** Range **Nearby** Qualities **2 handed, Spread**
- **Dynamite** Dmg Mod **x5** Range **Nearby (Thrown)** Qualities **Destructive, AoE**

Weapon qualities

Weapon qualities are broken into two categories; Passive and Active. Passive qualities are always happening, and help explain the nature of the weapon. Active qualities have to be activated by rolling doubles on a winning combat roll, and represent potential capability for the weapons.

You can purchase a modification to add a quality to a weapon at a **Bespoke** cost. Every weapon and modification is unique so you must roll again per weapon. No farming a shop after a good roll! You can purchase custom ammunition for **Boutique** cost that allows you to trigger a quality once then remove it from your equipment.

Passive Qualities

- **2 Handed:** The weapon is large, taking two equipment slots, requires two hands free to use and cannot be stored in any equipment slots below 5.
- **Concealable:** Easily hidden on your person, if placed above equipment slot 5. Not compatible with **2 Handed**.
- **Extended range:** The barrel is extended or ammunition changed, increasing the range band to the next highest distance.
- **Quickdraw:** Can be placed in equipment slot 1,2 or 3.
- **Silent:** the weapon, either by nature or modification, is silent and less likely to alert unaware people nearby.

Active qualities
- **AoE:** This weapon causes explosions. If triggered everyone **Close** to the target is hit. On a matching Triple roll, this extends to everyone **Nearby**
- **Destructive:** Destroys cover used by target, reducing Heavy Cover to Light cover and destroying Light Cover completely.
- **Rapidfire:** After calculating the result of the hit, Immediately fire again at the same or another target. Can chain into multiple shots if Doubles keep coming.
- **Spread:** Due to a scatter effect or multiple shots, can spread the blow out and also hit anyone **Close** to the target for the same damage. Triples or extra doubles can extend to more targets.

Potentially more to come. Feedback appreciated

Encumbrance

Equipment slots are numbered on your character sheet. You can carry as many slots as your Grit value. Large items, like **2 handed** weapons, tools like spades etc take up two slots and must be placed above slot 5. You can only place **Quickdraw** weapons in the first 3 slots.

If you need to quickly draw out a piece of equipment in a **Moment**, roll 2D6. If you roll over the slot number of the item you draw it out for free. If you roll under the slot number you spend the **Moment** digging through your gear for the item. Items above 12 cannot be quickly drawn and are assumed to be tucked away safely, taking a **Moment** to fetch from your gear. The **Posse** is encouraged to maintain their pack order for ready access to crucial equipment.

Judge info

NPCs

Npcs are easy to make quickly. For human NPCs you have 4 ranks: **Poor, Common, Ornery, Infamous**. All NPCs have a strong **Attribute** for their speciality, which you choose as appropriate. **Poor** NPCs start with one strong **Attribute** at 15 and the rest at 12. **Common** start with their strong **Attribute** as 17 and the rest as 15. **Ornery** starts with a strong **Attribute** of 20 and the rest at 17 and **Infamous** starts with 1 **Attribute** at 21, 1 at 20 the last at 18. After assigning these values, assign equipment as fits their role and determine Guts normally. Feel free to tweak **Attributes** beyond this guideline.

Non-human creatures are a bit different. You aren't limited to the normal limits of 22 when assigning **Attributes**, but as a rule high **Attributes** should be balanced by a lower **Attribute** elsewhere. For example you expect a bear to have a very high **Grit**, average **Grace** and below average **Gumption.** Natural weapons such as claws will have higher modifiers than an unarmed human, as appropriate.

Morale

All NPCs and creatures will have to make **Morale** checks from time to time. If things are going downhill, such as losing half their posse or half their **Guts**, take the highest **Grit** character in their posse and Test against the **Grit** with 4d6 + 1d6 if below half **Grit**. If they **Bust!** they either flee or surrender. Flip a coin to decide if it's not obvious in the narrative. Some foe may not have an interest in fleeing. This is up to the **Judge.**

Reaction Checks

Roll 2d6 and consult the table below when a NPC doesn't have a predetermined outlook towards the characters. If the NPC involved is likely to be aware of the characters, say because of a high bounty, then modify the result as you see fit.

2 Fearful/awed. Will surrender or offer services to the **Posse**
3 Helpful. Will offer services, aid, advice to the **Posse**
4 Opportunistic. Seeks a mutually beneficial trade
5 Mistaken. Thinks you are someone else, possibly an ally
6 Cautious. Waits to see what the **Posse** does first
7 Suspicious. Withdraws to a safer location and waits
8 Guarded. Demands you withdraw. If the **Posse** does not, add 1d6 to the result.
9 Calls for reinforcements. If not possible withdraw to safety.
10 Devious. Attempts to trick or mislead the **Posse** for personal gain
11 Will attempt to capture the **Posse**
12+ Will attempt to kill or lay low the **Posse**

Random encounter tables to come

Optional Rules

The following rules are optional, and may become core mechanics following the playtest.

Paying off your own bounty The RDR2 method. To clear a segment of **The Wanted Clock** you pay that segments time in dollars times 10. For example if **The Wanted Clock** is at 6 o'clock you would pay $60 to reduce it to 5 o'clock. You must always clear the clock from the highest amount. Once **The Wanted Clock** reaches 9 o'clock this is no longer an option.

Scene stakes. The **Judge** at the start of a scene can roll a D6 which sets the **Stakes** for that round. That roll is included in all tests as one of the dice in the roll. A scene is at **Judge's** discretion. It could be per in game day, per encounter, per session etc.

Glory. You may want to track how well known the characters are, and use this to influence their interactions. Glory should be impacted by Bounty as well.

5 under. You may wish to utilize a version of the 5 card under house rule for Blackjack. If a player rolls 5 or more dice and rolls under, remove stress from them as a reward.

Double or Nothing coins. When a player decides to **Double or Nothing** instead of having that player roll dice, have them flip coins. Heads is 6 and Tails is 1. This ups the **Stakes** even more.

High action Pulp Successfully resting restores 1 **Stress**. For more pulp and high action, restore 1 **Stress** for each dice rolled to rest

What's to come down the line

- What's on the corpse tables
- Encounter tables
- Township generators
- Posse generator
- Wilderness travel rules (hex/point crawl)
- Diseases and poisons
- Starting loadouts for quick char gen
- More, as soon as I think of it.

Character Creation

- Roll **Attributes** in order. Roll 2d6+9 for all **Attributes** and swap 2 as you see fit.
- Calculate **Guts** (**Grit/2 rounding up)**
- Calculate **Posse** info with the rest of the players.
- Come up with a background.
- Choose a name
- Fill in any remaining details as you please,like gender, hometown etc

Posse Creation

- Agree on a **Posse's** history, including what you did to gain your Wanted level.
- Agree on a **Posse's** purpose. What is the goal of the gang? What keeps you together?
- Name the **Posse**. Often gangs are named for a leader of sorts.
- Discuss any other quirks or things you want to be part of your **Posses** shared history.
- Decide on the **Posse's** level on the **Wanted Clock** which will determine your starting equipment. Options exist as below. Feel free to spend starting dollars in advance. Choose carefully, with good gear comes a past to haunt you.

Wanted level 2, Do Gooders. Fresh face, hopes and dreams, clean hands and an empty belly. 2d6 dollars in your pocket and the clothes on your back.

Wanted Level 3, Jaded. Sweat on your brow, callused hands and diminishing patience. 3d6 Dollars, Your weapon of choice, a bottle of spirits and someone else's boots.

Wanted Level 4, Ruffians. Need, greed and a desire for more. 4D6 dollars in your pocket, 2 weapons, playing cards, a wide brimmed hat and a bad reputation.

Wanted Level 5, Outlaws. A dark past, blood on your hands and a price on your head. You ride an old nag, carry two weapons of choice, plenty of stolen tobacco and spirits and jewelry that doesn't quite fit. 5d6 dollars to go with that chip on your shoulder.