

TO LIVE AND DIE

« IN »

THE WEST



BASIC RULE SET v3.4

A Game by Michael Pisani & Colin Heffernan

Developed by Mike, Colin, William Richardson, David Knapp, & Kate Smith

Written by Keith Kappel, Mike, and Colin

All Art in this Book was done by Ksenia Kozhevnikova



Property Of Escape Plan Games LLC

FOREWORD

In 1890, the U.S. Census Bureau officially declared that the frontier had vanished, an event that the great American historian Frederick Jackson Turner quickly heralded as the close of “the first period of American history.” Indeed, Turner believed that the very soul of America had been forged in harsh wilderness of the West, “the meeting point between savagery and civilization.” From the rough and tumble of successive frontier lines emerged a spirit of fierce independence and democracy, though, of course, at the expense of the native peoples gradually dispossessed of their lands by westward expansion. Whatever we may now think of Turner’s argument, made back in 1893, what is undeniable is the high place that the mythos of the West holds in the popular imagination.

From old spaghetti westerns to pulp novels and comics, the romanticized vision of the American Wild West still resonates around the world. Showdowns at high noon, train heists and bank robberies, raucous saloons, vigilante justice, the tolling of the mission bell, and the dusty march of armies across the desert are seared into our collective consciousness when we think of the old West. The worn and sun-beaten faces of its morally ambiguous heroes and villains squint and glower at us from beneath white and black hats more than a century later. Somewhere between history and legend, reality and fantasy, its ghosts live on.

To Live and Die in the West is less about faithfully recreating the historical conditions of the frontier than it is about capturing the spirit of this mythical old West and bringing it to life as a tabletop game. It is a place of explosive violence and bloody feuds, rugged frontiersmen and women driving their oxen across the plains, grim lawmen and ruthless bandits, taciturn cowboys and cunning ne'er-do-wells, native American tribes bravely fighting to hold back encroaching settler waves, hooves thundering across the desert, and columns of black smoke billowing forth from iron locomotives whose noisy arrival signals the coming of eastern industry to an untamed wilderness. Help create a thriving community where peace and the rule of law prevail, or raise a notorious gang and carve your name into the bloody pages of frontier history. Will you prosper and live to see old age in this harsh and unforgiving country, or will you be sent to hell with a price on your head and a rope around your neck? Will you live out your days on a quiet ranch, or settle prematurely into a lonesome, unmarked grave? It falls on you to decide how to live and die in the West...

CONTENTS

I. CHARACTER CREATION	4	IX. COMBAT	23
II. SKILL CHECKS, SUCCESS LEVELS, & LEVELING UP	6	III. STANDARD HIT TABLE	24
II. SKILL CHECKS	6	III. ACCURATE HIT TABLE	24
III. ADVANTAGE AND DISADVANTAGE	6	II. FULL ACTION DESCRIPTIONS	24
II. LEVELING UP	6	II. HALF ACTION DESCRIPTIONS	24
III. HIT POINT ADDITION	6	II. TAKING DAMAGE	25
II. ABILITY POOL	7	II. DROPPING TO 0 HIT POINT	26
III. GUNSLINGER	8	III. SYSTEM SHOCK	26
II. COMBAT & SOCIAL ROLES	9	III. BLEEDING OUT	26
II. GUNSLINGER ABILITIES	10	II. GRIT & DEATH SAVES	26
II. COVER IN COMBAT	26	X. CONDITIONS	27
IV. HEALER	11	XI. MOUNTED COMBAT	28
II. COMBAT & SOCIAL ROLES	12	II. SHOOTING FROM HORSEBACK	28
II. HEALER ABILITIES	13	II. ACTIONS WHILE RIDING	28
III. MINOR ABILITIES	13	XII. COACHES, CARTS, & VEHICLES	29
III. MAJOR ABILITIES	13	XIII. NON-COMBAT	30
III. HEROIC ABILITIES	13	XIV. SOCIAL & RENOWN	31
II. WHAT MAKES A PIONEER?	14	II. POSSE FAME/INFAMY	31
II. PROFESSION ASPECTS	14	II. RENOWN ABILITIES	32
II. EXPERTISE SKILLS	14	XV. WEATHER & CAPACITY	33
V. PIONEER	14	III. WEATHER TABLE	33
II. COMBAT & SOCIAL ROLES	15	XVI. WEAPONS	34
II. PIONEER ABILITIES	16	II. EXPLOSIVE PROPERTIES	36
III. EXPLOSIVES	36	XVII. WEAPON TRAITS	37
II. II. ITEMS	38	II. II. ITEMS	38
III. WILDLIFE	39	XVIII. WILDLIFE	39
II. CHARACTER SHEET	44	XIX. CHARACTER SHEET	44
II. NPC SHEET	46	XX. NPC SHEET	46
XXI. D20 ROLL UNDER CONVERSION CHART	47	XXI. D20 ROLL UNDER CONVERSION CHART	47

CHARACTER CREATION

STEP 1: CHOOSE A PROFESSION

Choose profession for your character. All of a profession's expertise skills begin at 5 and can be increased to a maximum of 18. All non-expertise skills begin at 2 and can be increased to a maximum of 15.

STEP 2: DETERMINE TRAIT SCORES

Determine your character's trait scores by rolling four six sided dice (4d6) and discard the lowest number. Record the sum of the remaining three dice. Repeat this process four times until you have generated five numbers between 3 and 18. Pick any four of these five numbers and assign one to each of your primary traits: fighting, social, technical, and survival. Set aside the fifth roll to be distributed later as additional skill points.

An alternative method to determining your character's trait scores is to distribute 55 points among your four primary traits and then distribute 11 points to any skills you choose. Your character's traits must range from 3-18.

Next, record your character's profession Initiative Modifier, Movement Speed, Strength, and Observation on your character sheet. Your character's Initiative Modifier and Movement Speed are found in the profession's description, Strength and Observation are calculated as follows.

Strength = Fighting + Survival ÷ 2, rounded up
Observation = Survival + Social ÷ 2, rounded up

For each of your characters skills, Strength, Observation, and, Grit, you will need to record 1/2 and 1/5 of its value, rounded down.

TRAITS

FIGHTING

The Fighting trait represents your character's ability to attack effectively with various types of weapons. It's a good idea to keep a trusted weapon within arms reach. Your weapon of choice and how well you wield it is up to you. Gunslingers and soldiers are the most proficient gun fighters. Anyone can shoot a rifle, whereas the Warrior can wreak havoc up close.

The Fighting trait skills located in the first column are: *Blades, Bludgeoning, Bows, Brawling, Pistols, Rifles, Shotguns, Thrown.*

SOCIAL

A calm demeanor and a silver tongue can be just as important as a quick hand for surviving in the West. Social skills encompass everything from the ability to create distractions to bullying your way out of a jam. They can allow you to talk your way out of a shootout or lie your way out of a bad hand of cards. It's easy to overlook the importance of these skills in a place where disputes are frequently resolved with hot lead and a shallow grave, but they can be extremely useful to you and your posse. Holding your own in negotiations and keeping your cool when the going gets tough can be the difference between life and death. Gamblers, Traders, and Preachers are the most Social of the professions.

The Social trait covers the second column of skills on your character sheet: *Bartering, Bullying, Charm, Distraction, Intuition, Lying, Performance, and Persuasion.*

TECHNICAL

Most residents of the Wild West possess a few technical skills. These skills can help you to mend a wheel, set a trap, competently handle dynamite, find the weak point in a structure, or heal an injured member of your posse. Technical skills help a person practice a trade or conduct research. Healers and Prospectors are the most technically adept professions.

The Technical trait skills located in the third column are: *Alchemy, Cheating, Engineering, Explosives, Medicine, Research, Ropes, and Tinkering.*

SURVIVAL

Living off the land and finding your way are at the heart of the survival trait. The ability to move unseen, ride your horse through rough terrain, navigate the desert landscape, find water, make camp, and know which wild fruits and herbs are poisonous are key to surviving on the frontier. Pioneers, Rangers, and Warriors are the most experienced with survival skills.

The Survival skills can be found in the fourth column: *Animal Handling, Herbalism, Navigation, Riding, Scavenging, Shelter, Stealth, and Tracking.*

STEP 3: ASSIGNING SKILL POINTS

After determining your trait scores, spend the points from each trait to increase individual skills in its trait column at a 1:1 ratio. You can spend these points any way you'd like as long as the skill being increased corresponds with the trait points being used. These skill columns are illustrated on the character sheet.

Example: *If your fighting trait is 15, you could increase Pistols by 5 points, Brawling by 4 points, and Rifles by 6 points, for a total of 15 points spent.*

***Remember: all of your profession's expertise skills begin at 5 and can be increased to a maximum of 18. All non-expertise skills begin at 2 and can be increased to a maximum of 15.**

After all of your character's trait points have been spent, you can then spend a number of points equal to your remaining unused roll (or the 11 points leftover from the point buy system) on any skill you choose or on base torso hit points at a 1:1 ratio, as long as these do not exceed their respective maximums.

STEP 4: ABILITIES

Next, record your profession's starting ability under the Starting Ability section of your character sheet. Additionally, choose one minor ability from the General Abilities list.

STEP 5: HIT POINTS

Hit Points (hp) represent your character's ability to withstand physical damage. Individual body parts have their own hit point pools derived from the number of torso hit points you have. Your base torso hit points are equal to your Strength score +5. Your limb hit points are equal to $\frac{1}{2}$ of your base torso hit points, rounded down. Your head hit points are equal to $\frac{1}{5}$ of your base torso hit points, rounded down + 3.

The maximum Torso Health is 28.

GRIT

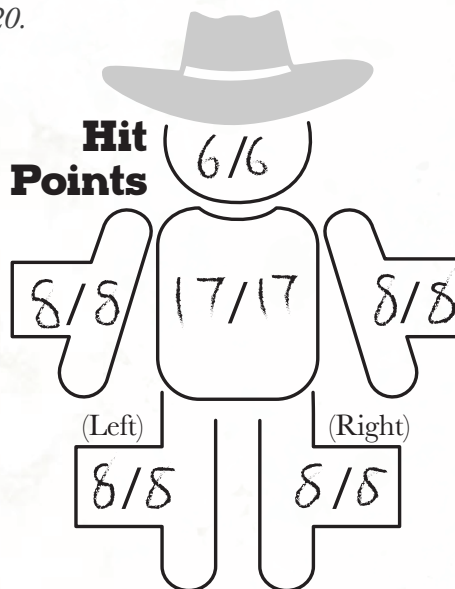
Grit is a measure of survivability and how calm your character is under pressure. It is used for **death saves** and also to check for your cool under pressure. Grit can only be increased through abilities or through a close brush with death (*being revived while making death saves*). (*being revived while making death saves*).

Your starting grit is 10. Record this value along with its $\frac{1}{2}$ value (5) and $\frac{1}{5}$ value (2) in the corresponding boxes, just like you would with a skill.

FAME & INFAMY

Fame and Infamy are measures of how well-known and notorious you are. They are not directly tied to one another, making it possible to gain and lose points in fame and infamy independent of one another.

Start your fame and infamy at 0. Both have a maximum score of 20.



SKILL CHECKS, SUCCESS LEVELS, & LEVELING UP

SKILL CHECKS

Any time a player attempts an action where the outcome is uncertain, the GM may call for a **skill check**. The player must then roll a twenty-sided die (d20) and consult their score in the relevant skill. A roll **equal to or less than their score** in that skill results in a **standard success**. A roll **equal to or less than ½ their score** in that skill results in a **hard success**, and a roll **equal to or less than ⅓ their score** in that skill results in an **extreme success**. The GM can either set a success level required to complete the task or make an appropriate opposed skill check; the higher success level wins. Ties go to the defender.

ADVANTAGE AND DISADVANTAGE

If circumstances are exceptionally favorable or poor, the GM might declare that an action is being made at **advantage** or **disadvantage**. If a skill check is made at advantage, roll 2d20 and use the **lowest roll**. If a check is made at disadvantage, roll 2d20 and use the **highest roll**.



LEVELING UP

Once per twenty-four hours, at the end of a rest, you may make a number of **skill advancement checks** in each skill equal to the number of successful checks you made with that skill, up to a maximum of three.



Any time a skill check is successful, check one of the boxes next to that skill. Each box checked awards one skill advancement check. A skill advancement check is a simple d20 roll. If you roll higher than the current skill's value you earn one point.

A character can only gain one skill point per skill per day.

The point gained can be applied to that specific skill, raising it by 1. Alternatively, you may add this point to your ability pool or to your torso health, as described below.

After you have succeeded on a skill advancement check, no more advancement checks for that skill can be made that day. Upon completing the rest, all skill advancement boxes are reset. This allows another opportunity to “Level Up” the following rest cycle.

HIT POINT ADDITION

Instead of increasing a skill, you can spend 1 point to increase your torso hp by 1, up to a maximum of 26. Your limbs and head hp will also increase based on the formula used during character creation ($Limbs = \frac{1}{2} torso$ and $head = \frac{1}{3} torso + 3$).

Anytime you are revived from bleeding out your maximum torso health is reduced by 1.



ABILITY POOL

In addition to increasing a skill or your torso hp, you have the option to add a skill point earned from a skill advancement check to your ability pool instead. The ability pool can contain any number of accumulated points; however, these can only be spent to acquire abilities. Abilities can only be purchased at the end of a rest.

Skill points earned from skill advancement checks is how you will acquire additional **minor**, **major**, and **heroic abilities** throughout the game. These earned skill points are stored in the Ability Pool until they are spent.

EXAMPLES

1. Johnny has passed his pistol skill check three times before taking a rest, giving him try attempts to succeed on a skill advancement check. Johnny's Pistol Skill is 10. His first skill advancement check fails at 9, which is lower than his current skill value. His second skill advancement check passes at 16 (over his current pistol skill value), and he is awarded a skill point. Johnny's third check is not needed, as he has already succeeded in upgrading that skill. Johnny can now spend his point to upgrade his pistol skill to 11, increase his torso hp by one, or add it to his ability pool for later.
2. Jane has passed her performance skill check three times before taking a rest. Jane's Performance Skill is 15. Her first skill advancement check fails at 11. Her second check fails at 2. Her third check also fails at 13. Jane is not able to roll another skill advancement check as the maximum number of chances is three. Thus, she does not earn an additional skill point.

Ability Points

7

"Drop it'r die boy..."

- Edward "Lapper" Mulaney

GUNSLINGER

WHAT MAKES A GUNSLINGER?

The gunslinger lives their life by the speed of their draw and the steady of their aim. Most die young, but there is little in the west more feared than an old gunslinger. While most gunslingers prefer a sturdy six-gun, plenty favor a lever action rifle or shotgun, anything they can shoot fast and accurate. No matter their firearm of choice, the one thing all gunslingers have in common is they tend to only have two solutions to any given problem violence, or the threat of violence.

Gunslingers don't adhere to any specific type. There are short-tempered duelists, quick to call a man out. Aristocratic pistoleers might possess a top education from a large city, and search the west for adventure and fortune. Proud sheriffs stand ready to defend the innocents of their town from cattle rustlers and horse thieves, and show-stopping trick-shooters can hit a coin in mid-air. Personality trappings aside, most gunslingers exude a certain confidence that stems from the quick in their wrist.

PROFESSION ASPECTS

Primary Trait: Fighting

Secondary Trait: Social

Initiative Modifier: -3

Movement Speed: 35'

Starting Cash: \$20

EXPERTISE SKILLS

Brawling, Pistols, Rifles, Shotguns,
Bartering, Bullying, Intuition,
Explosives Research, Riding, Tracking



A GUNSLINGER'S PLACE IN THE WEST

The west is vast and disconnected from the American civilizations along the east coast. The only rules are those made by someone holding a gun. Gunslingers are the highest power in the west, dictating the degree of order or chaos within range of their firearms. With their deadly skills, gunslingers can rule a saloon, or even a small town, taking what they want and threatening or killing anyone in their way. In this way, the west finds its place around gunslingers, who make themselves at home anywhere they like.

Of course, not all gunslingers are uncouth outlaws. Many are dedicated to protecting simple folks from the ravages of such bloodthirsty killers. They find work as sheriffs, deputies, bounty hunters, private security, and vigilante heroes, imposing some form of law and order across the western territories. Such brave individuals knowingly put themselves at risk in effort to bring criminals to some sort of justice, or barring that, vengeance.

Despite this duality of roles, standing for law and order or in opposition to it, the gunslinger finds themselves in the same place regardless—in harm's way. The gunslinger represents both sides of a coin, and others should take care, lest they find themselves caught up in the destructive aftermath sure to come every time that coin flips.

WHERE TO FIND A GUNSLINGER

The gunslinger goes anywhere they want to go, and dares anyone to stop them. Most gunslingers spend their time in dusty saloons, drinking, carousing, or playing cards. Here they indulge their vices, get into scraps, duels, form gangs, or work as law enforcement, making sure none of the other gunslingers threaten the peace, or at least limit the collateral damage. This can also lead to spending the night in a local sheriff's office or jail cell.

When not in one of the small towns across the frontier, gunslingers ride the trail between them. Here, gunslingers might hide out with their gang planning their next heist, or maybe they're a sheriff riding with a posse to track down a band of outlaws. They might use the trail, or a small homestead along it to lay low.

COMBAT & SOCIAL ROLES

The gunslinger lives their life by the speed of their draw and the steady of their aim. Most die young, but there is little in the west more feared than an old gunslinger. While most gunslingers prefer a sturdy six-gun, plenty favor a lever action rifle or shotgun, anything they can shoot fast and accurate.

Gunslingers are short-tempered duelists, aristocratic pistoleers, proud sheriffs, and show-stopping trick-shooters that can hit a coin in mid-air on a quick draw.

THE BULLY

Gunslingers focused on social skills often make veiled threats to add weight to their argument. A smooth-talking gentleman might subtly imply violence, or a brash outlaw might be more direct about it. Either way, the gunslinger might use a flourish, a trick shot, or their reputation to lend weight to any threats, making people act a lot more cooperative than they otherwise might. They focus on the bullying skill, along with their weapon of choice.

THE GUNFIGHTER

A lot of gunslingers believe the best defense is a fast offense. To that end, gunslingers focused on offensive combat abilities like Quick Draw, Dead to Rights, and Rapid Fire to mow down enemies quickly and efficiently, sometimes before they even have a chance to enter the fight.

THE PROTECTOR

Some gunslingers employ their skills defensively, as a deterrent, or to protect someone else. This type of character might focus on the Heightened Awareness, Kneecapper, and Advanced Suppression abilities, keeping threats at bay while an ally or innocent bystander gets to safety. The protector's ability to identify and attack threats before they attack makes this an ideal role for law enforcement and Pinkerton private security characters.

GUNSLINGER ABILITIES

STARTING ABILITY

Quickdraw (*passive*): When initiative is being rolled, or a posse member is about to be fired upon outside of combat (GM declares an attack is about to be made), make an **Intuition** check. On a *hard success*, your initiative becomes 0. If multiple characters have Quickdraw, their order is determined by their initiative roll. All shots taken with Quickdraw are hip shots.

Quickdraw during a duel: Add a +1 to hit and a -2 to initiative on your first shot.

MINOR ABILITIES

Bloodhound (*active*): Twice per day gain advantage on a **Bullying** or **Persuasion** check used to determine a character's location.

Heightened Awareness (*passive*): While engaged in combat all **Observation** checks are made at advantage.

Kneecapper (*active*): Once per day as a *reaction*, after making a leg hit, knock the target prone.

Return Fire (*active*): Once per day as a *reaction*, after being attacked, you make one attack against the attacker. This shot counts against your shots per round and must be a hip shot.

MAJOR ABILITIES

Advanced Suppression (*active*): Once per day, as a *reaction*, after suppressing a target double the suppression modifier.

Dead to Rights (*active*): Once per day as a *reaction*, raise the success level of one shot (you must have a 16 or higher in the skill you are using for the attack).

Steady Aim (*passive*): Do not suffer disadvantage when firing any Pistol, Rifle, or Shotgun on Horseback.

Quick Reload (*passive*): Choose a type of firearm (pistols, shotguns, or rifles). You may now reload as a reaction.

HEROIC ABILITIES

Fast Hands (*passive*): You may fire an additional shot a round if possible while firing hip shots.

Fan the Hammer (*active*): Once per day as an *action* you may expend all the remaining ammunition of one equipped pistol in this round. Each shot fired after the first suffers an increasing to-hit penalty starting at a +1. These shots ignore the rules for additional targets. Requires one free hand.

Requires Pistols Skills: 18

You're no Daisy (*active*): Once per day as a *reaction*, add a -2 modifier to hit against any enemy that hasn't taken an attack action yet this round.

Requires Intuition Skill: 18

Fastest gunslinger I ever seen? No question, it's "Whistling" Jimmy Haddock, I hear he retired as sheriff up in Silverpan, good folks up there. Way back when I was shorter than this here bar top, I saw "Whistling" Jimmy call out "Moody" Mike Acker.

He had a two-hundred-dollar bounty on his head account of killing some eleven men in cold blood. Anyway, "Whistling" Jimmy calls him out right in this here bar, "Moody" was sitting right yonder and he stands up and instead of accepting gentleman like, he makes a move for his piece. "Whistling" Jimmy put him down so fast, Moody's colt never cleared the leather of his holster.

After that, Jimmy dragged him right up to the sheriffs and got himself paid, whistling like he was out for an afternoon stroll. I've seen plenty of hardened gunfighters, but can't recall seeing anyone as casual about snatching the life out of someone than "Whistling" Jimmy. Bought drinks for the whole saloon after. Good feller.

Jean Collier - Westwood, CA

HEALER

Oh, a headache you say? Well then, we're going to have to take that leg.

- Frontier "Doctor" Humor



WHAT IS A HEALER?

The west is a dangerous, untamed place, where if hot lead doesn't kill you, a fall or fever might. The healer is the one that steps forward to help the sick and the wounded. They remove bullets, stitch wounds, counteract venom, set bones, and offer a variety of medicines and cures. Most do this out of a moral obligation to their fellow pioneers. Others do it to challenge their hard-won skills, to save those that others can't. Such healers sometimes have more interest in pushing boundaries and inventing new techniques than they do the human cost of their experiments.

And then there are those who work their trade as a way to exploit the desperate and dying. The healer sees people at their most vulnerable, and some use this power imbalance to exert leverage over patients and fleece them for all they're worth. While despicable, most pioneers suffering from a blood fever happily accept despicable help over no help at all.

PROFESSION ASPECTS

Primary Trait: Technical

Secondary Trait: Social

Initiative Modifier: -2

Movement Speed: 30'

Starting Cash: \$40

EXPERTISE SKILLS

Rifles, Shotguns, Intuition, Performance, Persuasion, Alchemy, Engineering, Medicine, Research, Herbalism, Scavenging.

A HEALER'S PLACE IN THE WEST

More than anyone except maybe a preacher, the healer gives hope to the hopeless. Their place is always among the most unfortunate souls in the west, and those going through the worst days of their lives. The healer's place is between their patient and the grim reaper. While back east they might have access to medical universities, on the frontier healers have to make do with a small bag of instruments, a kitchen table, and whatever medicines they can get by rail or source locally. Their medicine options might be limited to whiskey, or if they're well-funded, an opiate like morphine.

Doctors are often the most educated people in any given town. As such, many find more work inventing or repairing mechanical devices, telegraphs, or even running local newspapers or farms than work as medical practitioners, but it's often their skill as healers that ensures their place in a town. In most cases, a healer can call in a favor from most townsfolk after settling for a year or two, having helped cure all manner of maladies, and providing a sense of security. A local healer is often one of the most powerful, influential people in a town, alongside the mayor, sheriff, and preacher.

WHERE TO FIND A HEALER

While healers often have their own farms or workshops, or houses in larger towns, the place to find them is among their patients. Most have large tables fit for medical procedures, or a separate room to see patients that might pound on their door after a midnight accident, but most make their way to the sick and dying. In the aftermath of violence, healers emerge to tend the wounded, turning saloons into makeshift hospitals. They create plague tents during outbreaks, and they make house calls to the sick and elderly. They also socialize with the power elite of a given town, and when not tending to patients, might be visiting with the mayor or sheriff.

COMBAT & SOCIAL ROLES

The healer's chief role in a group is to keep everyone alive through the bullets, bumps, and bruises. However, they are also capable of taking the lead in social encounters, and have unique skills to bargain their way into a good price or out of trouble when needed.

FRONTIER SURGEON

Some healers possess university training from back east. They have clean tools, and a supply of hard-to-get medicines. In addition to their medical knowledge, they are often well-read, and capable of researching what few things they don't know in a collection of medical journals they carry, or a more extensive library back home. Their bedside manner ranges from kindly to gruff, but most have some experience with convincing patients to accept their cures, which can include amputation, bloodletting, and other drastic measures. These characters often focus on the Persuasion, Medicine, and Research skills.

INVENTOR

Many healers also take an interest in invention and gadgetry, creating prosthesis and discovering new medical techniques and procedures. These characters tend toward the eccentric, experimenting with strange eye lenses, clockwork gizmos, and mechanical aids. They are also among the worldliest of characters, and their travels often include Europe, Africa, and Asia before exploring the western frontier. They bring with them a number of scientific influences, and remain open minded to local methodologies. Such individuals focus on the Engineering, Research, and Scavenging skills.

SPIRITUAL HEALER

Spirit healers might have learned their craft studying under a native American healer, focused on herbs and other plant-based treatments, often accompanied by dances and ceremonies. The plants might be ingested, smoked, or applied to wounds to administer aid. While many pioneers consider such healing primitive or even dangerous, the spirit healer is quite effective at combating the maladies of their lands, and treating common injuries. Such characters employ the Intuition, Performance, Herbalism, and Scavenging skills to ply their trade

HEALER ABILITIES

STARTING ABILITY

Healer's Kit (active): Five times a day as an action, choose a target within 5' and make a medicine check. On a standard success, restore 1 hit point to a leg, arm, head, or torso. On a hard success, restore 2 hit points to the leg, arm, head, or torso. On an extreme success, restore 2 hit points to the torso and 2 hit points to both legs, arms, and head.

MINOR ABILITIES

Administer Aid (active): Twice per day as an action, choose a target within 5' and restore 3 hit points. Then make a medicine check. On a hard success or better, you can restore 3 hit points to all parts of the body.

Requires Medicine Skill: 14

Bedside Manner (passive): Gain advantage on persuasion checks made against a wounded character.

Patch It Up (active): Once per day outside of combat, choose a target within 5' and temporarily end the following conditions for the remainder of the day and one full day after that: Fractured Limb, Diseased, Infected. This ability can not be done again on the same target until they've been properly healed.

Tourniquet (active): Twice per day as a Half Action, choose a target within 5'. Restore 1 hit point to any bleeding wound on the target and end the bleeding effect on that body part.

MAJOR ABILITIES

Anti-venom (active): Once per day as an action, choose a target within 5'. Remove the poisoned condition from the target and restore 4 hit points spread amongst the body however you wish.

Requires scavenging Skill: 13

Battlefield Medicine (passive): When resting, you can make the medicine checks for the entire party.

Requires Medicine Skill: 16

Somethin' for the Nerves (passive): As an action, choose a target within 20' and end the Panicked condition.

Requires Intuition Skill: 14

Treat Wound (active): Twice per day as an action, choose a target within 5'. End the negative status effects of any wound conditions a character is suffering for the remainder of the day.

HEROIC ABILITIES

Adrenaline Shot (active): Once per day, as an action, choose a target that is bleeding out. Administer an adrenaline shot. The character is revived at full health for two rounds, after which they collapse and become unconscious at the start of their next turn. If the character's head or torso hit points are reduced to 0 before they collapse, they are instantly killed.

Requires Medicine Skill: 18

Steady Hand (active): Once per day as an action when bleeding out you can use any of your Healer Profession abilities on yourself on yourself.

Triage (passive): If two or more allies are wounded, you can use the healers kit twice a round for one action.

Requires Medicine Skill: 18

"Root, little hog, or die."

- *Pioneer Expression of Self-Reliance*

PIONEER

WHAT MAKES A PIONEER?

The pioneer is a hardy, determined individual, who has already traveled hundreds of miles by horse and wagon to explore the frontier and find their destiny. Most can't abide the city life back east, and seek the endless quiet of the prairie. Their dreams are simple, they want a fresh start, a patch of land to call their own and set down roots. A place to peacefully watch the sunset without a soul in sight to share it with outside their kin.

Of course, not all pioneers are quite ready to settle down just yet. Some enjoy the journey as much as the destination, and have passed up dozens of suitable places to stake a claim and set up a farm. Instead, some pioneers want a taste of adventure, exploring and taking the first steps to civilize a place ahead of the waves of settlers following in their footsteps. Many dream of having a major trail named after them, or barring that, a new species, mountain, or lake. Some just want to wake up and see something new every day.

PROFESSION ASPECTS

Primary Trait: Survival

Secondary Trait: Technical

Initiative Modifier: -3

Movement Speed: 35'

Starting Cash: \$20

EXPERTISE SKILLS

Rifles, Shotguns, Bartering,
Persuasion, Engineering, Ropes,
Tinkering, Animal Handling,
Navigation, Shelter, Tracking



A PIONEER'S PLACE IN THE WEST

The pioneer is the first to blaze a trail, meet a new culture of native peoples, climb a mountain, or document local flora and fauna. These explorers play an important role in getting information back to others, that they, too, might make their way out west. Their books can become sensations back in the coastal cities, and are often required reading for other new settlers. Others are simply looking to earn their way through honest sweat, seeking opportunity and new experiences.

The caravans come through towns all over the west, riding the Oregon Trail, or others that allegedly lead to fertile lands. Unfortunately, most have to travel through deserts and mountains to get there. The caravans form the basis of many a dusty town's economy. These pop-up towns can seem like great places to put down roots for some, but inevitably someone discovers a faster route, or a makes a deal with a native tribe for safe passage. A once bustling city can turn into a ghost town seemingly overnight without the constant influx of pioneers passing through. As such, pioneers are usually a welcome sight, and treated well by local businesses and authorities.

WHERE TO FIND A PIONEER

The pioneer spends most of their time on the trail pointed westward, or just off it in camp. Some settle down, and the farms and ranches of the western territories are filled with pioneers that decided their travels had come to an end. Any given town has miles of farms and ranches surrounding it, busy with pioneers working the land. In towns, pioneers are frequent visitors, particularly around harvest time, selling foodstuffs, buying specialty goods, and having a drink or two to celebrate.

COMBAT & SOCIAL ROLES

The pioneer is a great asset to any posse. Their singular talent for navigation, and ability to organize their allies make them great team players. Pioneers are survivors, and their rugged durability means they're unlikely to need a medic in the middle of a shootout. In a firefight, pioneers are patient, taking cover and outlasting opponents.

HOMESTEADER

The homesteader is usually just passing through, on their way to some distant locale. They are great at finding their way, and have a knack for keeping their wagons and equipment working despite few replacement parts. They are among the wariest of pioneers, always keeping an eye out for threats. Homesteaders focus on abilities like Find your Way, Mending, Duck and Cover, Circle the Wagons, and Let's Go.

COWBOY

The cowboy usually owns or works a cattle ranch. They don't ride the settler's trails, but they are often out on the range, grazing their cattle, or herding them into town for sale. While the lifestyle is somewhat solitary, most cowboys run in groups of two to six, depending on the size of the herd. Cowboys are the hardest of pioneers, able to shrug off bruises and fevers that would severely test most constitutions. They have special bonds with their horses, and know their way around a herd. Cowboys use abilities like Frontier Fortitude, Cowboy, and Safety in Numbers.

EXPLORER

Explorers want to be the ones to see what no one else has. New lizards, birds, plants, and people all interest them. Many are cartographers, mapping trails and settlements across the western frontier on behalf of some publisher out east. Others might instead write about their travels, and even take photographs or sketch the flora, fauna, and locals to entertain and inform others, or increase the general knowledge of mankind. Explorers love to learn, and the Watch and Learn and Adaptive Settler abilities ensure they never feel out of place for very long.

PIONEER ABILITIES

STARTING ABILITY

Frontier Fortitude (*passive*): You have advantage on system shock checks.

MINOR ABILITIES

Find Your Way (*passive*): Make a navigation check. On a standard success you can find true north.

Mending (*active*): Twice per day as an action, repair a broken object that would not require anything beyond a basic hand tool set to fix. GM determines the time it will take.

Requires Tinkering Skill: 12

Duck and Cover (*active*): Twice per day as a Reaction, increase your cover die one level until the start of your next turn.

Requires Shelter Skill: 14

Watch and Learn (*active*): Gain a minor active ability known by one of your posse members.

MAJOR ABILITIES

Adaptive Settler (*active*): Make a non-expertise skill an expertise skill and gain one point in that skill.

This ability can be taken 3 times.

Cowboy (*active*): Twice per day as a reaction make an Animal Handling check. On a hard success, you can stop or change the direction of a stampeding or out of control animal. On an extreme success, you can stop or change the direction of a group of stampeding or out of control animals, or cause a stampede. (up to 30 in a group).

Requires Animal Handling Skill: 16

Circle the Wagons (*active*): Once per day as a reaction, all friendly characters within a 10' radius can make a free 10' move towards cover.

Requires Shelter Skill: 12

Watch and Learn (*passive*): Gain a major passive ability known by one of your posse members.

HEROIC ABILITIES

Follow Me (*active*): Once per day you may spend 5 minutes to determine the general cardinal direction of the closest town, city, or Native American tribe.

Movin' Out (*active*): Twice per day, as a full action, call to all allies within a 25' radius. If they can hear you those allies may use a reaction to move their full speed in the direction you command. They gain advantage on getting past obstacles.

Safety in Numbers (*passive*): Gain a -2 to hit with all weapons if you have two allies within 10' of you.

Oh sure, we have plenty of rough and tumble cowboys round these parts, but for my money, Mizz Fairbanks is the roughest, toughest of 'em all. She used to live on a cattle ranch with her daddy, see. Small herd, maybe 80 longhorns. Anyway, she couldn't have been but nineteen when a crew of cattle rustlers came around, shot her daddy dead, and stole them longhorns.

Now little Evie, she yells at the hands to go after them and get them cattle back, but they aren't having it, except for one native feller, One-Word, they call him, or maybe its Onward. Anyway, she grabs her daddy's gun, tracks that gang down, and the two of them walk right up and shoot the whole lot dead. What I understand, after that she fired all the hands, sold the ranch, and started a new one out on the border of native territory. She's mean as spit, and ruthless as the noon sun. But everyone before her what tried to work that land ended up scalped after a few weeks. She's been there seven or eight years now.

"Snake Stomper" Evie Fairbanks

It is better to have less thunder in the mouth,
and more lightning in the hand

- Apache Proverb

WARRIOR

WHAT MAKES A WARRIOR?

Warriors have seen their people and tribal neighbors displaced and forced westward in the face of an unstoppable wave of pale-faced settlers from the east. With each wave of settlers and gold rushers, more tribal nations decide between fighting for their ancestral lands, or packing up and moving yet further west. Warriors are those who bristle at every step backward, desperate instead to meet their enemy in battle.

The warrior welcomes death at the hands of a worthy adversary. They charge toward it willingly and without fear. But do not mistake fearlessness for recklessness. Warriors are not only brave, but clever and strategic. It was the native tribes that taught warfare to the settlers a century ago, how to fight from the shadows, striking and fading like ghosts, and instill fear in the enemy. And not all still fight as part of their tribal nation, many ride with outlaws or other settlers they might befriend as they witness the time of their people coming to a close.

PROFESSION ASPECTS

Primary Trait: Surviving

Secondary Trait: Fighting

Initiative Modifier: -3

Movement Speed: 35'

Starting Cash: \$20

EXPERTISE SKILLS

Bludgeoning, Bows, Brawling, Thrown,
Distraction, Performance, Medicine,
Ropes, Riding, Stealth, Tracking



A WARRIOR'S PLACE IN THE WEST

While the warrior's place in the west is ever-shrinking, they still hold places of high esteem among Native Americans and their leadership. Settlers make certain warriors infamous, that they might incite fear among the settlers and justify their support of military massacres. Their faces appear on wanted posters, and actors portray them as villains in many a traveling show.

Most settlers think of Native American warriors as subhuman savages, eager to scalp every pale face they meet. In the case of some raiders, this reputation for blood lust might be earned, though it is often in response to previous American atrocities. However, the bulk of native American warriors are noble, peaceful, honorable warriors who only fight when circumstances require it.

WHERE TO FIND A WARRIOR

Most warriors patrol the lands of their people to keep settlers out. Some even form raiding parties to destroy settlements on their lands. Unfortunately, many patrols return home only to find their people slaughtered. Most warriors faced with that situation ride out to meet their enemies in battles they're destined to lose, only hoping they can find vengeance before soldiers cut them down. Others might ride further west, and integrate with settlers or join a band of outlaws.

COMBAT & SOCIAL ROLES

The warrior is among the toughest, most durable combatants in the western frontier. Every settler hears campfire stories about native warriors absorbing shot after shot that just keep coming forward. Almost as common are ghost stories about warriors sneaking up on settlers in a camp without making a sound until it's too late. The truth is, warriors are well trained archers and close quarters combatants, and excellent riders.

HUNTER

The hunter strikes from concealment, often with a bow. They are not quite as adept at tracking and sneaking as the Ranger, but they can keep up, and do better

against multiple targets. There is no better infiltrator, and during major attacks, they are often the first wave, taking out guards and patrols quietly before the main assault charges. The Bows, Distraction, Ropes, Stealth, and Tracking skills are all important for hunters. They employ the Camouflage, Concealed Advance, Poison Weapon, and Trail Runner abilities to strike first from the shadows, killing enemies before they realize they are under attack.

FIGHTER

Fighters are what most settlers see in their nightmares, a strong, fearless warrior charging with a lance or tomahawk. They are lethal close-in fighters, and most of their weapons are just as effective when thrown short distances. Most cavalry find these warriors incredibly difficult to kill, and many have emptied a six-gun into an enemy and still died with a tomahawk in their chest. Fighters are often the last to join the battlefield, after the hunters and riders have dispatched most resistance. They clean up any entrenched defenders and perform a more thorough search through the wounded. The Bludgeoning, Brawling, and Thrown combat skills are vital for fighters, though they dabble in a mix of other skills. Fighters also rely on the Volley, Wild Step, Resilient Spirit, Warrior Totem, and Warrior Spirit abilities to close the distance with enemies and survive engagements.

RIDER

Riders fight from horseback, countering US cavalry forces. While warriors are hopelessly outmatched in such head to head match-ups, riders are effective against infantry or settlers. Their speed makes them difficult to hit with firearms, and their accuracy from horseback with the bow is second to none. Once guards are taken out, riders often swarm targets, keeping resistance off-balance and unable to form ranks. Riders rely on a mix of combat skills, but predominantly Bows and Thrown, though Riding is their most important skill. They also train in Medicine, Ropes, and Tracking to some extent. The Horseback Bow-Hunter, Volley, and One with the Bow abilities make them even more lethal from horseback.

WARRIOR ABILITIES

STARTING ABILITY

Horseback Hunter (passive): You can fire any bow or melee weapons on horseback with no disadvantage.

MINOR ABILITIES

Camouflage (active): Once per day apply the look of your natural surroundings. add a -2 modifier to all stealth checks for the next hour while you remain in that environment.

Requires Stealth Skill: 16

Concealed Advance (passive): At the end of your turn, if you haven't fired a firearm and are in cover add +3 to your cover save until the start of your next turn.

Volley (active): Once per day as a reaction after throwing one or two weapons you throw a third.

Wild Step (active): Twice per day as a reaction you can move at full speed in rough terrain.

Requires Tracking Skill: 12

MAJOR ABILITIES

Herbalism Expertise (passive): Gain +2 to Herbalism, it becomes an Expertise skill. (max level is 18 instead of 15)

One with the Bow (passive): Any trajectory weapon's ability is effective at 45' instead of 90'.

Poison Weapon (active): Twice per day as an action you can poison one melee weapon (good for 2 hits) or two arrows. A poisoned weapon forces a character that is hit to make a system shock check at the end of their next turn. If the target fails, they immediately suffer system shock.

Requires Herbalism Skill: 14

Resilient Spirit (active): Once per day when your torso hit points are reduced to 0 they return to 1.

HEROIC ABILITIES

Trail Runner (active): Once per day before combat begins modify your initiative score by -4.

Requires Tracking Skill: 16

Warrior Totem (passive): If you use both half actions to melee attack and they both hit, you may attack a third time.

Requires Bludgeoning: 16

Warrior Spirit (active): Twice per day when a limb is reduced to 0, you no longer suffer system shock. However, if that limb is hit again you immediately make a system shock check.

You hear about this new raider chief Wau-Kau-Aga? Never met the feller myself, but I've heard all sorts of things. Named himself after some sort of god after surviving an Army attack. I've heard he's big as a bull and swings a giant elk-horn war club, send a full grown man flying ten yards. Of course, they also say he's unkillable, bulletproof, able to vanish into thin air. Hard to say what's real.

Now he leads a small group of Comanche and Shoshone raiders, couple hundred at best. Wouldn't be so concerning, after all, there are plenty of Comanche Raiders about, but word is these ones are different. They don't leave survivors, no men, no women, no children. Just dead bodies for the army to find. They apparently hit at night, and with a lot of horses. I heard the Army is sending a special unit out here to round them up and hang 'em, but they better do it fast, afore there's none of us decent folk left to save.

Wau-Kau-Aga

ABILITIES & HOW THEY WORK

ABILITIES

There are three kinds of abilities: **general abilities**, **profession abilities**, and **renown abilities**. General and profession abilities can be bought after a rest by spending points from your **ability pool**. Renown abilities are earned with **fame** and **infamy**. Profession and general abilities have three tiers: **minor**, **major**, and **heroic**. Each profession has its own collection of abilities.

Unlike profession abilities, general abilities are not restricted to a certain profession. General abilities can allow characters to customize their profession.

Every character begins the game with their profession's starting ability and one minor ability from the general abilities list. Additional abilities can be purchased using points from your ability pool. A player may purchase abilities from either their profession's ability list or from the general ability list for 3, 6, or 12 points (minor, major, and heroic, respectively).

MINOR abilities allow for players to improve characters in small ways and only cost **three skill points**. Minor abilities, although limited in power, can stack for some serious bonuses and buffs for your character.

MAJOR abilities start to show the true power of each character profession and cost **six skill points** each. Some have certain prerequisites that must be met before the character can use the ability.

HEROIC abilities are extremely powerful and can often mean the difference between life or death. Heroic abilities cost **twelve skill points** each. A skirmish or fight can drastically change based on the use of a heroic ability.

There is no limit to the number of abilities a character may have; however, each ability can only be purchased once unless otherwise stated.



GENERAL ABILITIES LIST

MINOR GENERAL ABILITIES

...and AGAIN I (active): Add one additional use a day to an active minor ability.

Clear Jam (passive): Clearing a jam now only takes a Half Action .

Conditioning (passive): Gain +1 to your Strength score

Head Down I (active): Twice per day, as a reaction, gain a d2 cover save. This ability can only be used if there is no existing cover save.

Iron Gut (active): Once per day, as a reaction, poison you have ingested has no effect on you for 2 rounds.

Hero (passive): You start the game with 3 fame.

This ability can only be taken at character creation.

The Long Arm (passive): You have a natural affinity for law enforcement. Maybe you are an officer or deputy yourself. Gain a -1 modifier on bartering or intuition checks when speaking with any law enforcement official.

Owl Hoot Trail (passive): You like to keep your distance from law enforcement when you can. Gain a -1 modifier on bartering or intuition checks when speaking with any infamous person or fence.

Light on your Feet I (passive): -1 to your Initiative modifier.

Off Hand Proficiency (passive): All skill checks and attack rolls using your non-dominant hand are made with a +3 modifier rather than at disadvantage.

Outlaw (passive): You start the game with 3 infamy.

This ability can only be taken at character creation.

Practice Makes Perfect (passive): Raise any non-profession skill under 9 by 1.

This ability may be taken multiple times.

Wrangler I (Passive): Roll all ropes checks using a lariat at advantage.

Requires Ropes: 12

MAJOR GENERAL ABILITIES

...and AGAIN II (active): Add one additional use a day to an active major ability.

All Cylinders (active): Once per day, as a reaction, reload a cylinder.

Requires Rifles or Pistols Skill: 14

Ambidextrous (passive): A character that is ambidextrous can use their off hand weapon and make skill checks without any negative effects. Both hands are now considered dominant.

Requires Off Hand Proficiency, replaces Off Hand Proficiency

Adept Rider (passive): You can ride a horse along a path or in a straight line without using either of your hands. More advanced riding requires a riding check.

Requires Riding Skill: 12

Covering Fire (passive): As an action, choose a target and expend all of your firearm attacks for the round (ammunition is expended no matter what). Increase one cover save made by the target by the number of bullets expended this way (target's choice). The target can not use the same covering fire bonus on multiple attacks.

Disarm (active): Once per day, on a hard success hit with your fists or a melee weapon, you can use your reaction to force the target to drop whatever is in their hand.

Major General Abilities continued...

Diversion (active): Twice per day, as a reaction, give an ally advantage on a cheating, tinkering (lockpick), or stealth check they are attempting to make.

Head Down II (active): Twice per day, as a reaction, gain a d4 cover save. This ability can only be used if there is no existing cover save.

Requires Head Down I, which it replaces.

Hunter's Instinct (passive): -2 modifier to all observation checks made outside of any established settlement.

Light On Your Feet II (passive): -3 to Initiative modifier.

Requires Light On Your Feet I, which it replaces

Jimmy Lock (passive): Make tinkering checks at advantage when attempting to pick a lock.

Requires Tinkering 5

Lucky (active): Once per day, as a reaction, you can re-roll any die roll.

Scholar (active): Twice per day, as a reaction, gain advantage on a research check.

Wrangler II (passive): The lariat now only requires a standard success to lasso a target. You also gain +1 skill point in ropes (*Maximum of 18*); however, you no longer roll advantage on ropes checks with a lariat.

Requires Wrangler I, which it replaces.

HEROIC ABILITIES

Brawler (passive): Your fist damage becomes 1d4 + 3, and you can never be surprised in a fist fight. Fist damage is **non-lethal**.

Requires Brawling Skill: 14

Hunter's Instinct II (passive): -4 modifier to all observation checks made outside of any established settlement.

Requires Hunter's Instinct I, which it replaces.

Combat Rider (passive): You can fire any firearm on horseback without suffering the disadvantages.

Light On Your Feet III (passive): -3 to Initiative modifier.

Requires Light On Your Feet II, which it replaces.

Lucky II (Active): Twice per day, as a reaction, you can re-roll any die roll.

Requires Lucky I, which it replaces.

Pack Mule (passive): Your carrying capacity increases by +2 Units.

Patch it up (passive): While bleeding out, make a medicine check. On an extreme success, you can restore one hit point to any body part you choose.

Requires Medicine Skill: 14

Resilient (passive): Bleeding out doesn't begin until the end of your next turn.



COMBAT

COMBAT ROUND

A combat round begins as soon as a fight is about to break out or proceeding the first attack that is made by one character on another (surprise attack).

All characters roll 1d20 and apply their Initiative modifier. The lowest number takes the first turn and turns continue in ascending order. In the case of a tie between characters, whoever has the lowest Initiative modifier goes first. If Initiative modifiers are tied, players go before NPCs and choose their order.

Each round on your turn, you are allowed **one full action or two half-actions**, as described below. Other actions may also be allowed at the GM's discretion.

FULL ACTIONS

- Activate Ability
- Aimed Shot
- Full Movement
- Grapple
- Point Blank Shot(s)
- Shooting Multiple Targets
- Reloading
- Retreat

A **full action** is used to perform a major motion. This includes things like firing a gun, using an item, mounting a horse, pulling on a rope, etc. Some abilities require the use of your full action.

HALF ACTIONS

- ½ movement
- Activate Ability
- Crouch, Equip, or Change Weapons
- Go Prone
- Hip Fire
- Horseback Maneuver
- Melee Attack
- Overwatch
- Suppression

A half action is used to make a minor motion that can be performed very quickly. This includes things like drawing a weapon or moving a short distance. Some abilities require the use of your half action.

Whenever you choose to attack you can no longer move that turn.

REACTION

- Activate Ability
- Fire Overwatch Shot

A **reaction** can be taken at any time during the combat round, including someone else's turn. Each player gets the option to use their reaction **once per round**. Certain abilities use your reaction.

FREE ACTIONS

A **free action** is anything that can be done extremely fast. Drawing a weapon is a free action, provided you have an empty hand. Dropping the reins to the horse you're riding is a free action as well. The same goes for dropping a weapon or speaking a short phrase to a friend. It is up to the GM as to what else constitutes a free action.



FULL ACTION DESCRIPTIONS

AIMED SHOT

If you take the time to aim, you gain a -2 bonus to hit and expend your full action. You can only make one attack this round. When taking an aimed shot, declare a body part to aim at before firing and then consult the appropriate table (standard or accurate). Taking the time to aim also reduces your cover one level. Consult the weapon's traits to determine whether the weapon uses the Accurate or Standard Hit Table.

CROUCHED AIMED SHOT

Aiming while crouched provides the same -2 bonus to hit as above, but does not penalize your cover save.

PRONE AIMED SHOT

Aiming while prone gives a bonus to hit of -3.

MOVEMENT

In order for you to use your full movement, you must spend your full action. If you move half or less, you only need to spend a half action. As soon as you attack, you can no longer use any more movement that turn.

Movement speed is determined by a character's Initiative modifier. A -1 Initiative modifier confers 25' of movement, and each -1 after that adds 5' of movement, up to a maximum of 55'.

GRAPPLING

You must be within 5' of your target to attempt a grapple. Make opposing strength checks; the higher success level wins, ties go to the defender. The target can make an opposed strength check as a half action at the beginning of their next turn to escape.

POINT BLANK SHOTS

Firing point blank requires your target to be within 5'. You can aim point blank shots and expend loaded rounds equal to the number of attacks your weapon allows. You do not receive a bonus to hit for aiming.

SHOOTING MULTIPLE TARGETS

You can attempt to shoot multiple targets in a round equal to the number of attacks the weapon allows as hip shots. All shots after the first are fired at disadvantage.

STANDARD HIT
TABLE

-2 to Hit (Aim)	Standard	Hard	Extreme
Torso	Hit	Hit +1 Dmg	Hit +2 Dmg
Limb (Must Specify)	Miss	Hit	Hit +2 Dmg
Hand (Left or Right)	Miss	Miss	Arm Hit + Disarm
Head	Miss	Hit (1/2 Dmg)	Hit

ACCURATE HIT
TABLE

-2 to Hit (Aim)	Standard	Hard	Extreme
Torso	Hit +1 Dmg	Hit +2 Dmg	Hit +4 Dmg
Limb (Must Specify)	Torso Hit	Hit	Hit +2 Dmg
Hand (Left or Right)	Miss	Arm Hit	Arm Hit + Disarm
Head	Torso Hit	Hit (1/2 Dmg)	Hit

RELOADING

As a full action, you can reload up to six rounds.

RETREAT

In order to retreat, you must move your full movement away from danger. In doing so, you gain a d4 cover save and cannot attack until the start of your next turn.

HALF ACTION DESCRIPTIONS

1/2 MOVEMENT

Travel up to half of your movement speed. This cannot be done after an attack.

CROUCH

You can crouch from a prone or standing position. While crouching, you may not travel more than 15' in a turn.

CHANGING WEAPONS

Holstering a weapon and drawing a new one costs a half action.

Example: Jackson decides to move 1/2 his movement and swap his peacemaker for two butcher knives he intends to throw on his next turn. End Turn.

GO PRONE

You can go prone from a crouched or standing position. A character that is prone may not travel more than 10' in a turn. A prone character increases their cover save by one level.

HIP FIRE & DUEL WIELDING

Hip-firing targets a random area of the target's body. Roll 2d20 when rolling to hit (the dice should be different colors). One of these d20 is a designated to-hit die and the other is the accuracy die. When results are rolled, use the to-hit die to check the success level in the appropriate weapon skill. The accuracy die result is applied to the Hip-fire chart below. Do not use the standard or accurate weapon table when shooting from the hip.

When dual-wielding you can hip-fire each weapon a number of times equal to that weapon's attacks. Characters can not aim while dual-wielding, and the off-hand attacks are at disadvantage. Throwing knives, and melee weapons follow the same dual wielding rules as other weapons. Thrown weapons must be equipped in both hands already.

See "Off-Hand Proficiency" and "Ambidextrous" in general abilities to improve off-hand attacking.

HIPFIRE CHART

Head	1
Left Arm	2
Left Leg	3
Right Arm	4
Right Leg	5
Torso	6-16
Miss	17-20

HORSEBACK MANEUVER

A maneuver is considered to be anything beyond turning your horse at a normal rate or traveling on your horse at normal speed.

MELEE ATTACKS

Any attack with a melee weapon, fists, or improvised melee weapon.

OVERWATCH

Declaring overwatch prepares you to fire a single hip shot with your currently equipped weapon at any enemy who enters your line of sight. This uses up your reaction.

SUPPRESSION

Choose a target within range and expend as many shots as your weapon can fire with a half action (see weapon tables), provided you have enough loaded ammunition to do so.

The target suffers the **suppressed** condition. If the character does not know the location of the target or have line of sight to the target's cover, the character cannot suppress the target.

This condition can stack twice on a single turn by using both half actions.

TAKING DAMAGE

Whenever you take damage, subtract that damage from the hit point pool of the appropriate body part or parts.

WOUNDED CONDITION

If any body part's hit points are lowered to half or less, then that part is considered **wounded**. If you are wounded, this condition remains until after the next rest. Some professions have abilities to cure or mitigate detrimental conditions.

HEAD WOUNDS

When a character receives a head wound, they have **disadvantage** on all skill checks.

TORSO WOUNDS

When a character receives a torso wound, their movement speed is halved. If your leg or legs are also wounded, your movement speed is reduced to 5'.

ARM WOUNDS

When a character receives an arm wound, they have **disadvantage** on all skill checks requiring the use of the wounded arm.

LEG WOUNDS

When a character receives a leg wound, their movement speed is halved. If this effect is combined with a wounded torso or second wounded leg, your movement speed is reduced to 5'.

DROPPING TO 0 HIT POINTS

SYSTEM SHOCK

When any limb drops to 0 hit points, or your head or torso drop to 0 from non-lethal damage, make a **Grit check** at the end of your turn. On a standard success, you gain 1 hit point in the affected limb and system shock ends. If you fail the check or are hit for a second time, you fall **unconscious** (see *the unconscious condition*).

System shock can also be ended when another character achieves a standard success on a medicine check to stabilize the wounded character. Raising the limb hit points above 0 before you fall unconscious negates future checks.

BLEEDING OUT

If your head or torso drop to 0 hit points, you begin **bleeding out**. At the beginning of your turn you must make a **death save**.

To make a death save, you must roll a standard success on a Grit check. If you succeed on a death save, you must continue to pass checks on each successive turn until either another player stabilizes you or you have an ability allowing you to stabilize yourself.

Failing a death save raises the success level needed from to your death save rolls. If you've failed twice and raised your required save to an extreme success your next failure will kill you permanently.

Example: Josephine's Grit score is 10. On round 1, her torso drops to 0 hit points.

Round 2: She rolls an 9 on her Grit check, which is a standard success.

Round 3: She fails her Grit check with 17. This raises the check needed to a hard success.

Round 4: She rolls a 5, which is a hard success, so she remains in the game.

Round 5: She rolls a 7, which is a standard success, but that's not good enough. She fails and raises the success level needed to extreme.

Round 6: She rolls a 4, which is a hard success, but she needs an extreme success. Josephine has bled out and died. R.I.P. Josephine.

GRIT & DEATH SAVES

Unlike other skills, Grit can only be increased by surviving a near death experience. Any time you are stabilized while making death saves, you may check a box next to Grit and attempt to increase it with the rest of your skills. This is the only way to gain grit other than purchasing an ability with that feature.

Grit can be increased to a maximum of 16.

COVER IN COMBAT

When in a gunfight, it is important to seek cover to increase survivability. Cover is handled by applying a positive modifier to the attacker's to-hit roll. The size of the modifier is determined by having the defender roll a **cover save**.

The die rolled for the cover save is determined by the GM based on the type of cover and ranges from a d2 to a d20. Something like a light dust cover would be considered a d2, while a character partially obscured by a bank vault door would receive a d20 cover save.

If you have multiple elements contributing to cover, upgrade your highest cover die by one level.

Example: Sheriff Moss is retreating which provides a d4 cover save, the battlefield is also obscured with smoke as he retreats which provides a d3 cover. That would upgrade Sheriff Moss's cover from a d4 to a d6.

COVER EXAMPLES

D2	Slight Dustup
D3	Smoke Obscurement
D4	Thin Wood
D6	Plywood
D8	Thin Sheet Metal
D10	Heavy Oak Door
D12	Reinforced Wood
D20	Thick Steel/Metal/Stone

CONDITIONS

BLEEDING OUT

A character is bleeding out if either their torso or head hit points drop to 0. At the beginning of every turn, begin making **death saves**.

BLEEDING WOUND

Any time a bleeding wound is inflicted, the wounded body part suffers 1 damage at the end of each turn. Outside of combat, the character has up to five minutes to stave or stop the bleeding. If the bleeding is staved or stopped but the wound remains at 0 hit points and receives no additional hit points within the five minute period, the character falls unconscious for 1d4 hours.

BLINDED

A blinded character automatically fails any skill checks or abilities that require sight. If a blinded character attempts to move, they must declare how many feet they wish to move. Roll 2d8 and choose which roll to take. The number rolled indicates the direction that the character moves in, with a 1 being north, 2 being northeast, 3 being east, and so on, continuing clockwise. If the blinded character decides to hip fire, the GM decides where the shot lands. Melee attacks are at disadvantage.

FRACTURED LIMB

A fractured arm or leg cannot be used until it is repaired and fully healed (time determined by GM). A broken leg reduces your speed to 5', two broken legs reduce your speed to 0.

DEAFENED

A deafened character automatically fails any hearing-based skill check and cannot use abilities that require hearing.

DISEASE

A diseased character cannot regain hit points from resting and loses 1 hit point in every body part each day. The disease clears after the second nights rest.

INFECTED

An infected character cannot regain hit points from resting and instead the infected body part's maximum hit points is reduced by 1 each day. This continues each day until the infection has been cured. Once cured, your hit point maximum is restored. If the head or torso max hit points are reduced to 0 by the infection,

the character dies. If any limb max hit points are reduced to 0, you must amputate the limb.

INTOXICATED

Intoxicated characters have **disadvantage** on fighting, technical, and social skill checks, but a -1 modifier to strength checks. A character becomes intoxicated by choice.

PANICKED

A panicked character must either retreat or fire from the hip at the closest enemy.

POISONED

A character who is poisoned loses 1 hit point per round from the afflicted area. When that area reaches 1 hit point, the poison stops affecting that area and spreads to the adjacent body part. For example, if your left leg is poisoned, the poison can only spread to the torso. A poisoned torso can spread to any body part (character's choice).

RESTRAINED

If you are restrained, your movement becomes 0 and all attacks against you have advantage. The GM may allow attacks while restrained at disadvantage depending on the situation.

SUPPRESSED

If you attempt to fire while suppressed, you gain a positive modifier to your attack roll, equal to the shots per round fired by all characters suppressing you. If, while suppressed, you move, leave cover, roll a natural 20 while hip-firing, or a natural 17-20 while taking an aimed shot, there is a chance that you may be hit by one of the shots fired at you as part of the suppression action. Each character suppressing you makes a hip-fire attack, rolling to hit and consulting the hip-fire chart as normal. This attack counts as part of the suppression action previously taken and does not require a reaction or expend additional ammunition.

UNCONSCIOUS

An unconscious character cannot perform any actions or move. At the end of each turn in which you are unconscious, make a strength check. On a hard success, you regain consciousness. Another character can restore consciousness to you with a standard success on a medicine check.

MOUNTED COMBAT

Whenever mounted on a animal or driving a vehicle, you must spend your own actions or half actions to use the animal or vehicle's ability, as appropriate.

Example: Jeff is mounted on his Arabian horse and has moved last turn. On his next turn he takes his compulsory move of 40'. Jeff then spends a half action to use the Arabian Horse's trample ability. He then spends another half action firing two hip shots from his peacemaker pistol. End of turn. Since Jeff did not spend one of his half actions to stop his horse he will compulsory move again at the beginning of his next turn.

SHOOTING FROM HORSEBACK

When shooting from horseback, all shots are treated as hip-shots. The character cannot change the horse's direction while using a two-handed weapon.

BLADES

Ignore disadvantage.

BOWS

Cannot be fired.

PISTOLS

Disadvantage while moving

RIFLES

Disadvantage while moving, maximum range halved.

SHOTGUNS

Ignore disadvantage.

THROWN

Disadvantage while moving.

ACTIONS WHILE RIDING

COMPULSORY MOVEMENT

With a full action, you can move the horse up to its maximum movement speed. Half actions allow for up to half the movement speed, just like with a player character.

Any mounted animal or vehicle already in motion must make a compulsory move at the beginning of your turn. A compulsory move is half of the animal's or vehicle's movement speed and is a free action. A horse or vehicle can be brought to a halt using a half-action.

MANEUVERS

Any movement of the horse or vehicle other than turning or riding straight is considered a **maneuver** and requires a **half action** or a **reaction** depending on the situation. Any character attempting something outside of normal movement, like jumping over a fence or any other evasive movement must make a riding check. The GM will determine the difficulty of the check. Attempting to move around on the back of a horse is also considered a maneuver.

JUMPING FROM A HORSE OR VEHICLE

Jumping from a horse or vehicle is a specific maneuver. As an **action** or **reaction**, make a riding check to position yourself to leap. If the riding check is successful, make a Strength check to see if you succeed in landing where or how you intended.

TWO RIDERS ON ONE HORSE

If two characters are riding on the same horse, the horse's movement is reduced by 20'. The character not in control of the horse can a two-handed weapon, but only if it is equipped. If they want to use a weapon holstered on the horse, it takes a half action to unholster the weapon.

After firing a two-handed firearm as a passenger on a horse, make a riding check. On a failure, you fall from the horse.



COACHES, CARTS, & VEHICLES

SHOOTING WHILE DRIVING

Characters who are actively driving a cart, carriage, or some other vehicle, can only use one-handed weapons and all shots are treated as hip-shots.

A character can drop the reins as a free action, allowing the character to aim with two hands; however, the GM decides where and how the vehicle travels until the start of your next turn.

COACHES

Those riding in a coach can fire normally. Characters inside the coach gain a cover save based on how heavily reinforced the coach is. Characters riding in the front of a coach cannot gain this cover save.

CARTS

Those riding in a cart can fire normally; however, the cart provides no cover.

MOVEMENT

A coach or cart with one horse can move up to half the horse's movement every round. If the coach is being pulled by two horses, it can move up to the maximum movement of the slower of the two horses. Coaches and carts are slow to turn and cannot take evasive maneuvers at high speeds. A coach or cart cannot turn if it moves more than half its movement speed that turn.

Carts and Coaches require one person to be driving at all times or else the coach will continue in the direction it was traveling at half speed.

When traveling on a road or path, the horses will adhere to the path unless any of them are harmed. This will cause the horses to panic and head at their maximum possible speed in a direction the GM decides.



NON-COMBAT

RESTING, SOCIAL, FAME & INFAMY, WEATHER, SURVIVAL, CARRY CAPACITY, AND TRAVEL

RESTING

Characters can rest **once per day**. The rest must last for **eight uninterrupted hours** in order to confer a benefit. Every time characters rest, they have a chance to become more adept at their skills and abilities. During a rest, characters may make skill advancement checks and use their points to increase their skills, purchase torso health, or bank them in their ability pool. If they have points in their ability pool, they may use these to buy abilities.

All ability uses are restored to full on a rest.

All characters restore 2 hit points to each limb, their head, and torso. Each character can attempt to make a medicine check. On a hard success, an additional 2 hit points are restored to each area.

CURING INFECTIONS

If a character is shot, cut, or mauled in between rests, they must make a single medicine check before resting to attempt to clean the wound or wounds. Another character may attempt this once as well for them. On a hard success, their wounds are considered clean. A Healer only needs a standard success to clean wounds, provided they are carrying their healers bag.

On anything less than a standard success, the wounds are not properly taken care of. After two days of consecutive failures to clean the wound, it becomes **infected**.



SOCIAL & RENOWN

RENOWN IN SOCIAL ENCOUNTERS

Once per social encounter, when a check is called for, but before your d20 is rolled, characters involved in the interaction can invoke their Fame or Infamy, gaining a bonus die depending on their level of Fame or Infamy, as per the chart below.

This die can either be used as a bonus die to subtract from the result of your check or to add to the result of an opposing character's check.

EXAMPLE

Catori is attempting to convince a bandit to put down his guns and come quietly. Catori is a relatively well-known deputy and has a fame of 10. She makes a bullying check and chooses to invoke her fame. She has a bullying skill of 15. She will roll her standard check with a d20 and subtract an additional d4 for her fame. She rolls a 17 on her d20 and a 4 on her d4, a total of 13, resulting in a standard success on her check.

The bandit decides to invoke his infamy in an attempt to stand up to Catori's bullying. He has an infamy of 6 allowing him to roll a d4. He rolls a 3 which is added to Catori's result of 13, causing the standard success to become a failure. The bandit will not be coming in quietly.

**Some characters may be resistant or immune to Fame or Infamy. Resistant characters reduce the result of the opponent's bonus die by 1/2. Immunity cancels the bonus die all together.*

RENOWN BONUS DIE

Fame/Infamy Level	Bonus Die
0-4	-
5-11	D4
12-16	D6
17-19	D8
20	D10

Upon entering a town, the GM may decide to have a posse member make a Fame or Infamy roll. This is a percentile roll and a success is equal to or lower than your level of Fame or Infamy.

It is up to the GM to determine what actions result in gaining or losing Fame and Infamy. Fame is earned through acts of good and selfless sacrifice, whereas Infamy is earned through acts of personal gain and evil. Characters of similar renown may approach you to ask for favors, or to accompany them on completing tasks.

POSSE FAME/INFAMY

Once a week you should adjust your posse Fame and Infamy levels. To do this, add the Fame of the two most famous members of the posse and divide by two. The same should be done for your Infamy. **Once a day**, any posse member may choose to invoke the Posse Fame or Infamy as long as **at least two other members of their posse are present**. This will allow them to use the posse's reputation to sway a conversation based on the chart below. However, invoking a posse's reputation runs the risk of alerting anyone looking for them of their presence.

POSSE RENOWN BONUS DIE

Fame/Infamy Level	Bonus Die	NPC Tells Others
0-4	D4	5%
5-11	D6	10%
12-16	D8	20%
17-19	D10	40%
20	D12	80%

RENOWN CONTINUED...

RENOWN ABILITIES

Renown abilities are unlocked automatically as soon as you reach the required amount of Fame or Infamy for that ability. If your Fame or Infamy ever drops below the number needed for that ability you can no longer use it.

FAME

(1-4) **Hey, I Know You** (*passive*): When invoking Fame using a charm check, you may roll your bonus die at advantage.

(5-11) **Familiar Face** (*active*): Once per day, gain advantage on a social check.

(12-16) **Hometown Hero** (*passive*): Successfully invoking your Fame gives you advantage on all charm and persuasion checks for the rest of the encounter.

(17-20) **Get Off My Lawn** (*active*): If you successfully invoke your Fame in a combat situation, you can use your reaction to force a target to attempt to flee from combat.

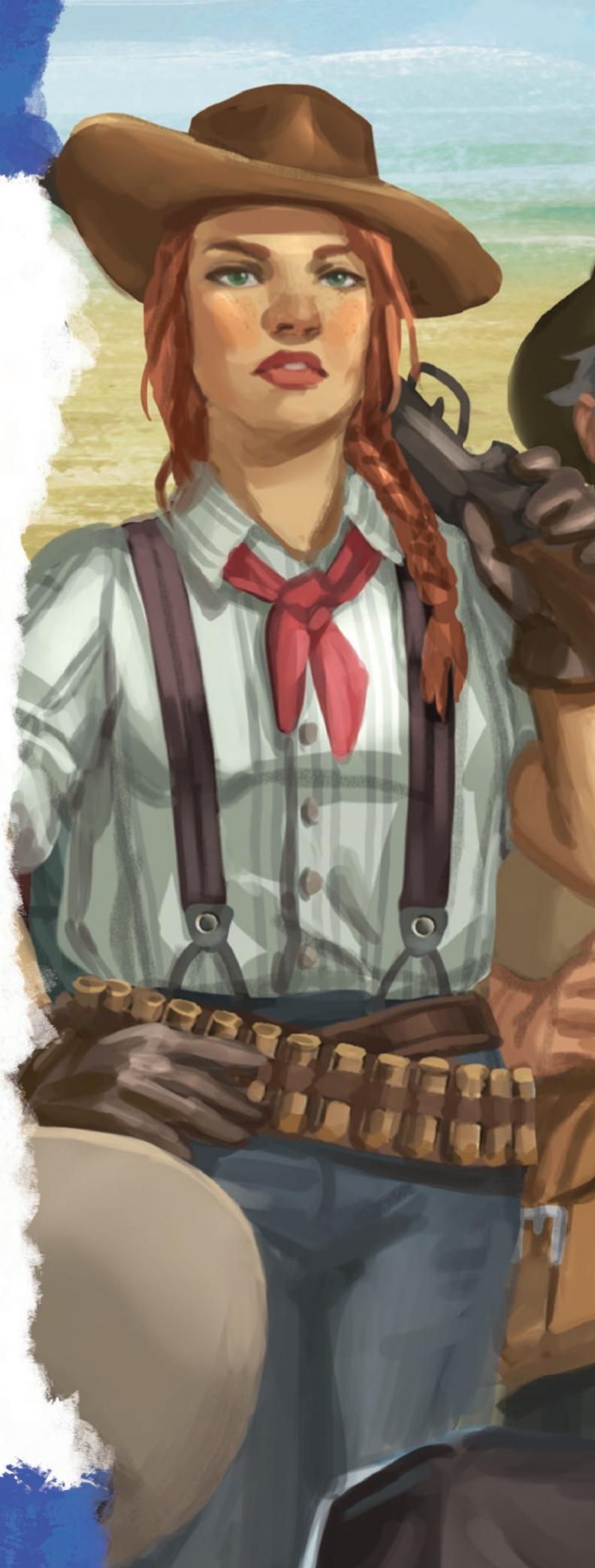
INFAMY

(1-4) **Fearsome** (*passive*): When invoking Infamy using a bullying check, you may roll your bonus die at advantage.

(5-11) **No Trouble** (*active*): Once per day, re-roll a failed social check.

(12-16) **Bootlegger** (*passive*): Successfully invoking your Infamy with a merchant allows you to access any fenced items or scare them into buying stolen goods.

(17-20) **Shakin' In Your Boots** (*active*): After successfully invoking your Infamy, a target of your choice suffers from the **panicked** condition.



WEATHER & CAPACITY

A weather check is made by rolling percentile dice. The result determines the amount of time that particular weather conditions last. Modifiers continue to stack until the die roll results in heavy precipitation or higher on the chart, at which point the modifiers reset. It is easiest to keep track of this on a calendar.

We suggest generating a full 24 hour weather cycle before beginning an in-game day. It is also possible to roll a whole week's forecast before beginning to play if desired. Snow or rain will depend on the season and which region of the West the player is in.

WEATHER TABLE

D100	Weather	Duration (Hrs)	Reset?	Next Day's +'s
1-80	Clear	12	No	+1
81-90	Overcast	12	No	+1
91-99	Light Precipitation	1d6	No	+3
100-104	Heavy Precipitation	1d6	Yes	Reset
105+	Storm	1d6	Yes	Reset

CAPACITY

An item's weight is measured in **units**. A character's carrying capacity is equal to their Strength score.

Characters can buy and carry satchels, day packs, wagons, saddlebags, etc. to increase their carrying capacity.

Exceeding a character's carrying capacity reduces their movement speed by 5' for every 2 units over the carrying capacity.

EQUIPPING WEAPONS

The combined weight of all equipped units must not exceed ½ of a character's carrying capacity.

EXAMPLE

Fiona has a Strength score of 15, which means she can carry 15 units and equip 7 total units worth of weapons. Fiona has a repeater carbine (4 units), a revolver pistol (2 units), and a bowie knife (1 unit) equipped. Fiona has access to all of these weapons anytime she wants and has a remaining 8 units that she can carry on her person before she begins to be over-encumbered.

WEAPONS

PISTOLS

Name	Cost	Capacity	Weight (Units)	Range (Disadvantage)	Damage	Shots per Half-Action	Misfire Roll	Ammo (Caliber)	Weapon Traits
Peacemaker	\$20.00	6	2	40'(100')	1d8+1	2	20	.45	One Hand, Cylinder
Dragoon	\$15.00	6	2	25'(90')	1d6+1	2	19	.44	One Hand
Baby Dragoon	\$13.00	5	2	35'(90')	1d4+1	2	19	.31	One Hand
Army Revolver	\$14.50	6	2	35'(90')	1d6+2	2	19	.44	One Hand, Cylinder
Beals	\$14.00	5	2	25'(90')	1d4+1	2	20	.31	One Hand
Harper's Ferry	\$9.00	1	2	20'(90')	1d10+1	1	20	.54	One Hand, Flintlock
Deringer	\$11.00	1	2	10'(15')	1d4+1	1	19	.41	One Hand

RIFLES

Name	Cost	Capacity	Weight (Units)	Range (Disadvantage)	Damage	Shots per Half-Action	Misfire Roll	Ammo (Caliber)	Weapon Traits
Winchester	\$50.00	15	4	100'(300')	1d6+2	2	20	.45	Accurate, Two Hand, High Capacity
Sharps Carbine	\$40.00	1	4	200'(1000')	1d12+2	1	20	.70	Accurate, Two Hand, Breech Loading
Revolving Carbine	\$55.00	6	4	125'(500')	1d10+1	2	19	.56	Accurate, Two Hand, Cylinder, High Capacity
Cavalry Carbine	\$25.00	1	4	200'(750')	1d8+2	1	19	.50	Accurate, Two Hand, Breech Loading
Springfield	\$16.00	1	4	100'(800')	1d12+1	1	19	.58	Two Hand
Repeating Carbine	\$50.00	7	4	150'(1000')	1d8+1	2	20	.52	Accurate, Two Hand, High Capacity

SHOTGUNS

Name	Cost	Capacity	Weight (Units)	Range (Disadvantage)	Damage	Shots per Half-Action	Misfire Roll	Ammo (Caliber)	Weapon Traits
Lever Action	\$25.00	5	4	25'(50')	1d8+2	2	19	12	Two Hand, Short Range, Accurate
W.W. Green	\$20.00	5	4	25'(50')	1d8+2	1	20	12	Two Hand, Short Range, Import, Accurate
Coach Gun	\$20.00	2	4	25'(50')	1d8+3	2	19	10	Two Hand, Short Range, Accurate

MELEE WEAPONS

Name	Cost	Weight (Units)	Range (Disadvantage)	Damage	Attacks per Half-Action	Weapon Traits
Cavalry Sabre	\$15.00	2	5'	1d8+2	1	Accurate, One Hand, Bleeding, Parry
War Club	\$15.00	4	5'	1d10	1	Bludgeoning, Two Hand
Tomahawk	\$12.00	2	5'(40')	1d6+2	1	Accurate, One Hand, Bleeding, Parry, Thrown
Steel Hatchet	\$14.00	2	5'(25')	1d6+2	1	Accurate, One Hand, Bleeding, Parry, Thrown
Bowie Knife	\$10.00	1	5'(35')	1d4+2	1	One Hand, Bleeding, Parry, Thrown
Butcher Knife	\$4.00	1	5'(30')	1d4+1	1	One Hand, Bleeding, Thrown
Lariat Rope	\$2.00	2	20'	-	1	Two hand, Lasso, Thrown
Boot Knife	\$3.00	1	5'(20')	1d4	1	One Hand, Thrown

BOWS

Name	Cost	Weight (Units)	Range (Disadvantage)	Damage	Attacks per Full-Action	Weapon Traits
Birchwood	\$10.00	3	100'(250')	1d6+1	1	Two Hand, Trajectory
Hickory	\$12.00	3	140'(280')	1d6+2	1	Two Hand, Trajectory
Oak	-	3	150'(300')	1d6+2	1	Two Hand, Trajectory
Lined Oak	\$35.00	3	180'(400')	1d8+1	1	Two Hand, Trajectory
Lined Hickory	\$35.00	3	180'(400')	1d8+1	1	Two Hand, Trajectory
Lined Ash	-	3	180'(500')	1d8+1	1	Two Hand, Trajectory
Mesquite Wrapped	-	3	200'(600')	1d8+2	1	Two Hand, Trajectory
Willow Wrapped	-	3	200'(600')	1d8+2	1	Two Hand, Trajectory
Compound Bow	-	3	220'(400')	1d8+3	1	Two Hand, Trajectory, Rare
Birch Arrows	\$2-5	1/20	-	+0	-	-
Ash Arrows	-	1/20	-	+1	-	-

EXPLOSIVES

Name	Cost	Weight (Units)	Range (Thrown)	Damage	Blast Radius	Weapon Traits
TNT (Full Stick)	\$10.00	1	30'	1d6+3	10'	Blast, Flash, Percussive, Thrown
TNT (1/2 Stick)	\$6.00	1/2	40'	1d6+2	5'	Blast, Flash, Percussive, Thrown
TNT (1/4 Stick)	\$4.00	1/4	50'	1d6	5'	Blast, Flash, Percussive, Thrown
"Extra" Dynamite (Full Stick)	\$4.00	1	30'	1d4+3	10'	Blast, Flash, Percussive, Thrown
"Extra" Dynamite (1/2 Stick)	\$2.50	1/2	40'	1d4+2	5'	Blast, Flash, Percussive, Thrown
"Extra" Dynamite (1/4 Stick)	\$1.00	1/4	50'	1d4	5'	Blast, Flash, Percussive, Thrown
Military Dynamite (Full Stick)	\$30.00	1	30'	1d8+4	10'	Blast, Flash, Percussive, Thrown, Volatile
Military Dynamite (1/2 Stick)	\$20.00	1/2	40'	1d8+2	5'	Blast, Flash, Percussive, Thrown, Volatile
Military Dynamite (1/4 Stick)	\$15.00	1/4	50'	1d8	5'	Blast, Flash, Percussive, Thrown, Volatile
Black Powder Cake	\$5	1	30'	1d8	10'	Blast, Flash, Percussive, Smoke, Thrown
Ketchum Grenade	-	1/2	40'	1d10+2	10'	Blast, Flash, Percussive, Plunger, Thrown

EXPLOSIVE PROPERTIES

THROWING EXPLOSIVES

If an explosives check fails while attempting a throw, the explosive falls at the feet of the character throwing it. It will detonate based on the length of the fuse.

COMBINING EXPLOSIVES

More than one stick of the same type can be combined in order to increase blast radius and damage. Starting with the largest blast radius the radius is increased by 5' for each additional stick. For damage add the die and modifiers.

Example: Combining 1 full stick of military grade dynamite (1d8 + 4, 10' radius) and a quarter stick of military grade dynamite (1d8 + 2, 5' radius) becomes (2d8 + 6 with a 15' radius).

FUSE LENGTHS

Short Fuse: Explodes at the end of your turn.

Medium Fuse: Explodes after one round, at the start of your turn.

Long Fuse: Explodes after two rounds, at the start of your turn.

When combining volatile explosives, make an explosives check. On a failure, the explosive detonates.



WEAPON TRAITS

ACCURATE

This weapon rolls on the accurate weapon table when aimed. A melee weapon with the accurate keyword does not need to be aimed.

BLAST

Damage from a blast weapon is dealt to all body parts.

BLEEDING

Anyone hit with a hard success or higher from a weapon with bleeding receives a bleeding wound. A bleeding character suffers 1 damage per round at the end of their turn.

BLUDGEONING

Any limb hit with an extreme success from a bludgeoning weapon is broken and cannot be used until repaired. A character hit in the head with a bludgeoning weapon immediately suffers System Shock.

CAPACITY

The number of bullets you can fire before you must reload.

CYLINDER

As long as you have a pre-loaded cylinder, this weapon can be reloaded using a half action, Otherwise it requires a full action to reload. *A cylinder is a device that holds six bullets and can be swapped out in order to quickly reload a six shooter.

FLASH

A character within the radius of a flash weapon is blinded until the end of their next turn.

HIGH CAPACITY

This weapon carries a larger than normal ammo capacity, allowing you to take two aimed shots per full action.

LASSO

A target hit with a hard success on a ropes check will become **restrained**. If you are attempting to keep a character restrained, you cannot perform any other actions other than moving towards the lassoed target or making a Strength check to pull the target towards you. A character restrained by a lasso can attempt to escape with a standard success using a bladed weapon or an extreme success on a Strength check.

MISFIRE

If you roll the weapon's misfire number or higher, your shot does not go off and the weapon jams. You must spend one half action clearing the jam before firing the weapon again. Pistols and shotguns cannot jam and only expend a single round for the misfire.

ONE-HANDED

This weapon only requires one hand to use.

PARRY

You can use your reaction to reduce an incoming melee attack by one success level.

PERCUSSIVE

A character within the radius of a percussive weapon is deafened until the end of their next turn.

RANGE

The maximum distance the weapon can be used.

SHORT RANGE

Shots fired beyond 25' deal ½ damage.

SMOKE

A weapon with the smoke trait leaves behind an obscuring black smoke inside its blast radius. Characters within this smoke gain a d6 cover save as the smoke obscures line of sight. The cover save is reduced by one cover die each successive round until it has dispersed.

Weapon Traits Continued...

THROWN

You can throw this weapon as an action. Use your thrown skill for the attack. On a standard success, deal your weapon's damage as normal. Cover rules apply to this attack.

TWO-HANDED

This weapon requires both hands to use.

TRAJECTORY

If your target is outdoors and more than 90' away, reduce their cover die by one level. You cannot take an aimed shot when firing with trajectory.

VOLATILE

A volatile explosive has a 45% chance of exploding if it receives a sudden, jarring motion or impact.

ITEMS

BANDAGE

Make a medicine check. On a standard success, you can stave a bleeding wound for one hour.

BOTTLE OF ALCOHOL

A bottle of alcohol has three uses before it is expended. It can be used to reduce the medicine check for cleaning wounds to a standard success. It can also be consumed to become **intoxicated**.

SET OF LOCK PICKS

These tools give the user advantage on tinkering checks when picking locks. The set breaks and becomes unusable after three failures.

Item	Cost	Weight (Units)	Rarity (d100 Over)	Uses	Description
Bandage	\$0.25	1/5	20	1	See Bandage Description.
Bandana	\$0.15	1/5	1	-	Two of these make one bandage.
Bedroll	\$0.50	1/2	10	-	Keeps you cozy under the stars.
Bear Trap	\$7.00	1	50	10	1d8 damage to limb, movement to 0, Hard Success Strength to Free.
Canteen	\$3.00	-	10	-	Saves lives.
Cigarettes	\$0.50	-	5	20	If ya got 'em.
Handkerchief	\$0.10	-	1	-	Achyout!
Leather Pack	\$5.00	-	20	-	Adds 3 Units to your Carry Capacity. (Can not equip more weapons)
Lock Picks	\$6.00	1/5	92	-	These break after 3 failed tinkering checks.
Paper & Ink	\$1.00	1/5	30	10	Great for transcribing spells.
Saddle	\$10.00	4	30	-	Cumbersome. Required to tame a Mustang.
Saddle Bags	\$10.00	-	40	-	Adds 4 Units to your Horse's Carry Capacity.
Tobacco	\$0.50	-	10	20	-
Tent	\$15.00	2	30	-	Shelter for two out on the road.
Water Skin	\$2	1/5	10	-	Also Saves lives.
Whiskey	\$2-10	1/5	20	?	Yes.



WILDLIFE

Wildlife out west is equal parts beauty and danger. While generally non-hostile towards humans, the westward march of civilization brings people into increasing conflict with these creatures as they encroach upon their habitats.

Wildlife in *To Live and Die* rely on their Fighting score for all of their combat checks. The hit location of all attacks is based on the situation and the GM's discretion. Animals also have a number of skills at their disposal, all of which are passive. Each animal has its own action on its turn, just like a player character, unless a player is riding an animal.

American Badger <i>(Taxidea taxus)</i>	Size Small	Hit Points (2) Head, (2) Limbs, (5) Torso			
Movement 30' Running, 10' Swimming, 5' Burrowing	Initiative -4	Strength 4 / 1 / -	Observation 14 / 7 / 2	Stealth 13 / 6 / 2	Fighting 10 / 5 / 2
Skills	Frenzy (Half Action): With complete disregard for its own safety, the badger attacks head on and trades a -4 to fighting checks for advantage on attacks against itself.				
Actions	Claw (Half Action): 1d4 damage on a standard success. Extreme Success causes bleeding.				
	Bite: (Half Action) 1d4 damage on a standard success. Extreme Success causes bleeding.				
Description	A Larger fearless member of the weasel family. The American Badger hunts in grasslands with available prey. Is known to commonly hunt in tandem with coyotes.				

Arabian Horse <i>(Equus ferus caballus)</i>	Size Large	Hit Points (6) Head, (8) Limbs, (22) Torso			
Movement 80' Running, 10' Swimming	Initiative -2	Strength 12 / 6 / 2	Observation 12 / 6 / 2	Stealth 8 / 4 / 1	Fighting 10 / 5 / 2
Skills	Sprint: May sprint an additional 30ft.				
	Endurance: Can Sprint on three consecutive turns.				
	Flaunt: Make a Riding check, on a standard success gain -4 to your next Performance or Distraction Check. (expires after 1 minute)				
Actions	Trample (Half Action) (5'): Use 20' of movement and make a fighting check (if tamed roll riding), on a standard success roll 2d6 damage. On a Hard Success knock the target Prone.				
	Kick (Half-Action) (5'): Make a fighting check (if tamed roll riding) on a standard success cause 1d8+1 damage to the targets torso. Hard success 1d8+2 damage. You can't be moving.				
Pack Load	The Arabian can carry 5 Units provided the rider owns saddlebags and (or) holsters.				
Description	The Arabian is an absolute beauty and won't be found in the wild. A most prized horse it is very expensive and very rare. Considered to have excellent stamina and grace, this horse is reserved for the western elite.				

Bald Eagle <i>(Haliaeetus leucocephalus)</i>	Size Medium	Hit Points (3) Head, (4) Limbs, (9) Torso			
Movement 100' Flying, 10' Running	Initiative -2	Strength 5 / 2 / 1	Observation 17 / 8 / 3	Stealth 11 / 5 / 2	Fighting 9 / 4 / 1
Skills	Eagle Eye: The eagle can spot any movement from up to 2000' feet away provided it is soaring through the air.				
	Dive: Falling into a dive the eagle doubles its speed to attack. (200')				
Actions	Lacerate (Full-Action) (5') : Aiming for the highest part of the prey the eagle attempts to scalp and damage the target as much as possible. On a standard success 1d6, 2d6 for Hard or Extreme. A success will cause the target to bleed.				
	Peck (Half-Action) (5') : The eagle attempts to attack the weak spots of a target in a compromised position. 1d4 damage on a standard success.				
	Bind (Full Action) (5') : The eagle opens it's claws to hook into and carry its prey through the air. On a Hard success the target is considered restrained for one round and suffers 2d4 damage to the torso. (if this is a small animal it is Restrained until the eagle kills it or vice versa.)				
Description	Weighing up to 15lbs the hearty Bald Eagle's wingspan can spread to 8 ft long. With acute eyesight and swift flying ability, the bald Eagle is a magnificent bird of Prey. Eagles do not attack humans unless provoked.				

Black Bear <i>(Ursus americanus)</i>	Size Large	Hit Points (11) Head, (13) Limbs, (30) Torso			
Movement 60' Running, 20' Swimming, 15' Climbing	Initiative -2	Strength 17 / 8 / 3	Observation 12 / 6 / 2	Stealth 9 / 4 / 1	Fighting 11 / 5 / 2
Skills	Acute Smell: Automatically within 1 mile the Black Bear knows your exact location no matter the wind, weather, or terrain				
Actions	Bite (Half Action) (5') : +2 to hit. 1d6 Damage. Causes bleeding on an extreme success.				
	Claw (Half Action) (5') : 1d8 Damage. Causes bleeding on an extreme success.				
Description	The Black Bear stands roughly 5ft tall on its hind legs and can weigh up to 300lbs. It's normally quite skittish and will run from humans unless guarding cubs or cornered. However, Black bears if hungry are glad to investigate leftover scraps around the camp.				

Black Tailed Jack Rabbit <i>(Lepus Californicus)</i>	Size Small	Hit Points (1) Head, (1) Limbs, (2) Torso			
Movement 40' Running, 10' Swimming	Initiative -4	Strength 7 / 3 / 1	Observation 14 / 7 / 2	Stealth 13 / 6 / 2	Fighting 10 / 5 / 2
Skills	Evade: The Rabbit can dodge incoming melee attacks from players or other animals and gains a d8 cover save.				
Description	Incredibly agile, the Black tailed Jackrabbit is a campfire treat if you're a good shot. Encompassing wide swaths of desert, forest, and plain this rabbit can be found almost anywhere.				

Coyote (<i>Canis Latrans</i>)	Size Medium	Hit Points (2) Head, (3) Limbs, (7) Torso			
Movement 45' Running, 10' Swimming	Initiative -2	Strength 6 / 3 / 1	Observation 12 / 6 / 2	Stealth 12 / 6 / 2	Fighting 10 / 5 / 2
Skills	<i>Pack Hunt:</i> If there is another coyote within 40' the coyote attacks gain a -2 modifier.				
Actions	<i>Critical Area Attack (Full Action):</i> Attacking head on the coyote goes for the throat of its target. On a hard success deal 1d4+2.				
	<i>Bite (Full Action):</i> 1d4 damage on a Standard Success. Causes bleeding on an extreme success.				
Description	The coyote is smaller than its grey wolf cousins and typically weighs 15-40 lbs. Known to commonly hunt in small packs for larger prey the coyote can singly take on most small animals. Known to be hunting partners and even friends of Badgers.				

Diamondback Rattlesnake (<i>Crotalus atrox</i>)	Size Small	Hit Points (2) Head, (3) Torso			
Movement 20' Slither	Initiative -2	Strength 2 / 1 / -	Observation 10 / 5 / 2	Stealth 12 / 6 / 2	Fighting 12 / 6 / 2
Skills	<i>Coil (Half Action):</i> The snake coils up receives a -2 to its next fighting check.				
	<i>Rattle:</i> If a character hears the rattle and they are within 10' roll an Grit check. On a failure, they must retreat in a direction they choose without knowing the Diamondback's location. If the character crosses the path of the Diamondback they could be bitten.				
Actions	<i>Bite (Full Action) (5'):</i> 1d4 damage. On a Hard or Extreme Success the target becomes poisoned.				
Description	The Diamondback has claimed more lives than any other snake in the states. It has incredible camouflage out west and is hard to spot. Their rattle is a built in warning signal to all potential predators.				

Grey Wolf (<i>Canis Lupis</i>)	Size Medium	Hit Points (6) Head, (8) Limbs, (18) Torso			
Movement 75' Running, 10' Swimming	Initiative -6	Strength 11 / 5 / 2	Observation 14 / 7 / 2	Stealth 14 / 7 / 2	Fighting 11 / 6 / 2
Skills	<i>Running with the Pack:</i> -2 from all checks if the wolf has at least two wolves within 30'				
	<i>Cornered:</i> Gains an additional half action action. Must not be within 100' of another wolf. Must not have an easy route of escape.				
Actions	<i>Bite (Half Action) (5'):</i> +2 to hit. 1d6 Damage. Causes Bleeding on Extreme Success				
	<i>Claw (Half Action) (5'):</i> 2d4 (Only if target is prone) Causes Bleeding on Extreme Success				
Description	The Grey Wolf standing at about 3.5' tall and weighing up to 180 lbs is a formidable foe. It is known for its fierce appearance, excellent hunting ability, and pack behavior.				

Grizzly Bear <i>(Ursus arctos horribilis)</i>	Size Large	Hit Points (14) Head, (16) Limbs, (45) Torso			
Movement 65' Running, 20' Climbing, 20' Swimming	Initiative -3	Strength 25 / 12 / 5	Observation 13 / 6 / 2	Stealth 8 / 4 / 1	Fighting 13 / 6 / 2
Skills	<i>Acute Smell:</i> Automatically within 1 mile the Brown Bear knows your exact location no matter the wind, weather, or terrain.				
	<i>Get Down (Full Action):</i> The Bear gets on its hind legs and faces you. Make a Grit Check. On a failure immediately fall prone face to the ground. On a success stand your ground. On a Hard or Extreme Success back away from the Bear successfully 1/2 movement.				
Actions	<i>Bite (Half Action) (5'):</i> +2 to hit. 1d8 Damage. Causes bleeding on a hard or extreme success.				
	<i>Claw (Half Action) (5'):</i> 2d6 Damage. Causes bleeding on a hard or extreme success. Target must succeed on an Strength check or be knocked Prone.				
Description	The Grizzly Bear stands roughly 7ft tall on its hind legs and can weigh up to 650 lbs. A Grizzly is mostly content to avoid Humans although it will attack if provoked or bothered especially regarding a sleeping bear or a mother and her young.				

Morgan Horse <i>(Equus caballus)</i>	Size Large	Hit Points (5) Head, (8) Limbs, (19) Torso			
Movement 70' Running, 10' Swimming	Initiative -1	Strength 12 / 6 / 2	Observation 9 / 4 / 1	Stealth 7 / 3 / 1	Fighting 9 / 4 / 1
Skills	<i>Sprint:</i> May sprint an additional 20ft. Can not be used on consecutive turns.				
Actions	<i>Trample (Half Action) (5'):</i> Use 20' of movement and make a fighting check (if tamed roll riding), on a standard success roll 2d6 damage. On a Hard Success knock the target Prone.				
	<i>Kick (Half Action) (5'):</i> Make a fighting check (if tamed roll riding) on a standard success cause 1d8+1 damage to the targets torso. Hard success 1d8+2 damage. You can't be moving.				
Taming	Standard Succeed on a Animal Handling check to approach the horse. Hard Succeed on a Riding Check to ride the horse. Standard Succeed (two attempts allowed here) on a final riding check to Saddle and name the Horse.				
Pack Load	The Morgan can carry 6 Units provided the rider owns saddlebags and (or) holsters.				
Description	The Morgan is a utilitarian horse. Relatively fast and durable it is comfortable in most situations. A well defined muscled body and friendly temperament, it is relatively common out west.				

Mountain Lion (<i>Puma concolor</i>)	Size Large	Hit Points (8) Head, (12) Limbs, (23) Torso			
Movement 70' Running, 10' Climbing, 10' Swimming, 10' Jumping	Initiative -5	Strength 19/9/3	Observation 15/7/3	Stealth 17/8/3	Fighting 16/8/3
Skills	<i>Hunt (Half Action):</i> Make a stealth check, on a standard success if the lion is not spotted first, it circles the character. The lion can get within it's 70' range without being seen.				
	<i>Pounce (Half Action):</i> The Lion uses its power to attempt to topple its prey. Launching itself from at a 35' run up. Roll opposing Strength checks. The lion receives a -2 modifier. Target falls prone on a failure.				
Actions	<i>Bite (Half Action) (5'):</i> -2 to hit. 1d8 Damage. Extreme Success causes bleeding.				
	<i>Maul (Half Action) (5'):</i> 3d4 Damage (Only if target is prone) Extreme Success causes bleeding.				
Description	The Mountain Lion standing up to 4' tall at the shoulder can weigh up to 230lbs. Admired by hunters, yet loathed by farmers, it is respected and feared greatly by explorers. Incredibly hard to spot in the wild unless it is actively pouncing on prey.				

Mustang (<i>Equus caballus</i>)	Size Large	Hit Points (5) Head, (7) Limbs, (20) Torso			
Movement 85' Running, 10' Swimming	Initiative -2	Strength 11/5/2	Observation 11/5/2	Stealth 8/4/1	Fighting 8/4/1
Skills	<i>Sprint:</i> May sprint an additional 40ft. Can not be used on consecutive turns.				
Actions	<i>Trample (Half Action) (5'):</i> Use 20' of movement and make a fighting check (if tamed roll riding), on a standard success roll 2d6 damage. On a Hard Success knock the target Prone.				
	<i>Kick (Half-Action) (5'):</i> Make a fighting check (if tamed roll riding) on a standard success cause 1d8+1 damage to the targets torso. Hard success 1d8+2 damage. You can't be moving.				
Taming	Hard Succeed on a Animal Handling check to approach the horse. Hard Succeed on a Riding Check to attempt to ride the horse. Hard Succeed on a Riding Check again to ride the horse. Standard Succeed on a final riding check to saddle and name the Mustang. (Must have a saddle)				
Pack Load	The Mustang can carry 4 Units provided the rider owns saddlebags and (or) holsters.				
Description	The Mustang is the swift horse of the West and loves to run. Intelligent and intuitive the mustang is incredibly hard to tame or find in the wild.				

Whitetail Deer (<i>Odocoileus virginianus</i>)	Size Medium	Hit Points (3) Head, (4) Limbs, (12) Torso			
Movement 60' Running, 10' Swimming	Initiative -2	Strength 9/4/1	Observation 11/5/2	Stealth 9/4/1	Fighting 9/4/1
Skills	<i>Danger Sense:</i> On a standard success Observation check the Deer can move a free 30' before it begins to run away from incoming danger.				
Actions	<i>Rush (Full Action):</i> Cornered, the deer charges its target. 1d8 Damage				
Description	The whitetail deer is a commonly hunted target of the west. The first to run from a gunshot the whitetail is a graceful beautiful beast. At roughly 3'3" and 150lbs it is home to long grass prairie and woodland.				

Name Class



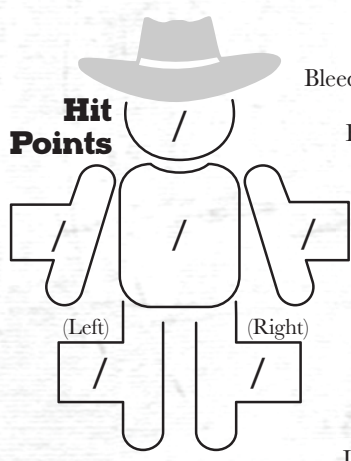
Fame Bonus Die **Infamy** Bonus Die
Strength **Observation**
Initiative **Movement**



Fighting **Social** **Technical** **Survival**

Blades <input type="checkbox"/> <input type="text"/> <small>1/2</small> <input type="checkbox"/> <input type="checkbox"/>	Bartering <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Alchemy <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Animal Handling <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>
Bludgeoning <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Bullying <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Cheating <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Herbalism <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>
Bows <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Charm <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Engineering <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Navigation <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>
Brawling <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Distraction <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Explosives <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Riding <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>
Pistols <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Intuition <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Medicine <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Scavenging <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>
Rifles <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Lying <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Research <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Shelter <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>
Shotguns <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Performance <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Ropes <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Stealth <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>
Thrown <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Persuasion <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Tinkering <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>	Tracking <input type="checkbox"/> <input type="text"/> <input type="checkbox"/> <input type="checkbox"/>

Weapons	Range	Damage	Attacks	Capacity	Ammo	Misfire	Weapon Properties	Two Hand	Accurate
Fists	3'	1d4	2					<input type="checkbox"/>	<input type="checkbox"/>
								<input type="checkbox"/>	<input type="checkbox"/>
								<input type="checkbox"/>	<input type="checkbox"/>
								<input type="checkbox"/>	<input type="checkbox"/>
								<input type="checkbox"/>	<input type="checkbox"/>
								<input type="checkbox"/>	<input type="checkbox"/>



Hit Points

Conditions

Bleeding Wound Blinded
 Broken Arm Broken Leg
 Deafened Diseased
 High Infected
 Intoxicated Panicked
 Poisoned Restrained
 Suppressed System Shock
 Unconscious Withdrawal

Grit 10 5 2

Death Saves

Standard Hit Table

-2 to Hit (Aim)	Standard	Hard	Extreme
Torso	Hit	Hit +1 Dmg	Hit +2 Dmg
Limb (Must Specify)	Miss	Hit	Hit +2 Dmg
Hand (Left or Right)	Miss	Miss	Arm Hit + Disarm
Head	Miss	Hit (1/2 Dmg)	Hit

Accurate Hit Table

-2 to Hit (Aim)	Standard	Hard	Extreme
Torso	Hit +1 Dmg	Hit +2 Dmg	Hit +4 Dmg
Limb (Must Specify)	Torso Hit	Hit	Hit +2 Dmg
Hand (Left or Right)	Miss	Arm Hit	Arm Hit + Disarm
Head	Torso Hit	Hit (1/2 Dmg)	Hit

Shooting From The Hip d20

Head	1
Left Arm	2
Left Leg	3
Right Arm	4
Right Leg	5
Torso	6-16
Miss	17-20

Posse Members

Name

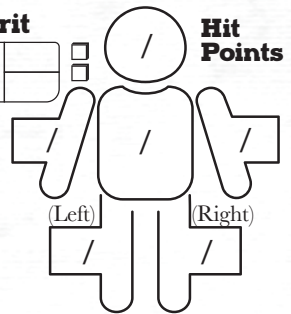
Profession

Movement

Initiative

Grit

Hit Points



Fame

Bonus Die

Infamy

Bonus Die

Strength

Observation



Fighting

Social

Technical

Survival

Weapons

Range

Damage

Attacks

Capacity

Ammo

Misfire

Properties

Two Hand

Accurate

								<input type="checkbox"/>	<input type="checkbox"/>
								<input type="checkbox"/>	<input type="checkbox"/>
								<input type="checkbox"/>	<input type="checkbox"/>

Abilities

Notes

	/	
	/	
	/	
	/	
	/	
	/	

Conditions

Non-Proficient Skill Checks: If a character is not proficient in a skill, the GM will use their respective Trait Score as the skill score.

Name

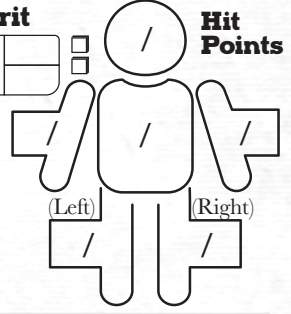
Profession

Movement

Initiative

Grit

Hit Points



Fame

Bonus Die

Infamy

Bonus Die

Strength

Observation



Fighting

Social

Technical

Survival

Weapons

Range

Damage

Attacks

Capacity

Ammo

Misfire

Properties

Two Hand

Accurate

								<input type="checkbox"/>	<input type="checkbox"/>
								<input type="checkbox"/>	<input type="checkbox"/>
								<input type="checkbox"/>	<input type="checkbox"/>

Abilities

Notes

	/	
	/	
	/	
	/	
	/	
	/	

Conditions

Non-Proficient Skill Checks: If a character is not proficient in a skill, the GM will use their respective Trait Score as the skill score.

D20 ROLL UNDER CONVERSION CHART

Base Number (1-19)	1/2 Value	1/5 Value	Base Number (20-38)	1/2 Value	1/5 Value
1	0	0	20	10	4
2	1		21		
3			22	11	
4	2		23		
5		1	24	12	5
6	3		25		
7			26	13	
8	4		27		
9		5	28	14	6
10	6		29		
11			7	30	
12	8			31	
13		16	32		
14			17	33	
15		3		34	18
16	8		35		
17			9	36	
18	37				
19		38	19		

