

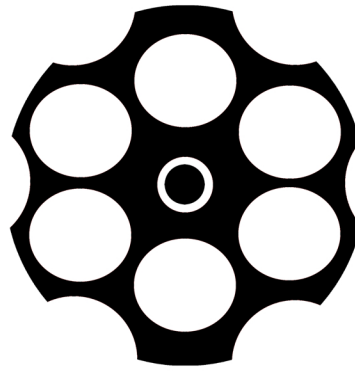
GUN

NAME: _____

BIG DEAL

how do you move through the West, buckaroo?

if you don't have a card, draw one at the start of a session, job, or after a breather. play the cards any time instead of rolling (name your goal, narrator names stakes, back down or commit)



GRIT

Mark off chambers to avoid a consequence

Chambers marked = quality of the consequence, or 1. Your last point counts for any amount.

Get 1 back when you take a breather, +1 and pay 1 cash if you smoke, drink, or apply medicine

During an Interlude, get 3 back if you pay 1 cash and eat decently, all if you pay 3 cash and eat well

CONDITIONS

take one if consequences are gonna hurt circle if it's gonna be bad (harder to remove) you may remove passing conditions or turn a bad condition into a deal when you take a breather if you got two and take a third, you're down and out

everything's risky

-1d on everything



BULLETS

Take one and you're dead

If you don't want one, take a bad condition instead

PERSONAL QUALITIES

1d per box, 4+ is a success, 6 is hard Risky? Roll a d6. 1-3, it goes worse than expected If 0, roll two and pick the lowest

Improved: /6 *novice* *skilled* *master*

Swindle			
Straight Talk			
Class			
Hustle			
Guile			
Hunt			
Squint			
Handiwork			
Survive			
Guts			

DEALS

mark a bullet for +1d if it helps, or -1d and +1xp if it hinders you

new deal:
4xp (pick)
2 xp, (random)

+quality	deal
AAA	_____
AAA	_____
AA	_____
A	_____
A	_____
A	_____

REPUTATIONS

what folk think of you. mark a box for +1d if it helps, or -1d and +1xp if it hinders you circle if it's infamous (harder to get rid of). remove or change in an interlude

AAA	_____	A	_____
AA	_____	A	_____
A	_____	A	_____

DEBTS

gain a debts if you cause long lasting or widespread harm

always get a debt if you borrow, steal, or owe a favor always get a debt if you kill someone turn a debt into a reputation to clear it

①

②

③

④

⑤

⑥

roll 1d per debt at the start of an interlude, if you get a 1, one comes calling if you've got six debts and would get another one, one comes calling right now

GUN

what's your gun's Big Deal?

GUN QUALITIES

pick the most relevant, +1d/box

Improved: /4

Power			
Speed			
Range			
Precision			

GUN DEALS

+1d helps, -1d and +1 xp if hinders

new deal:
4 cash (pick)
2 cash (random)

+quality	deal
AAA	_____
AA	_____
A	_____

STUFF

LOAD

quick and quiet

business as usual

loud and slow

□□

□□□

□□□

mark a use for +1d if it helps, or -1d and +1xp if it hinders you

uses	quality	description	deals



HAT:

(description)

(color)

EXP: ○○○○○○

gain 3 for completing a job
gain 2 for taking a bullet or bad condition
gain 1 for invoking a deal in a way that hinders you

PAST: LEVEL: TOTAL PAID OFF:

reduce level by 1 every 6 cash invested. starts at 4 level determines how fast it catches up to you once you retire

CASH: ○○○○○○

carry

○○○○○○○○○○○○○○○○

spend it or lose it

FUTURE:

SAFE

COMFORTABLE

QUIET

LOVING

check one off for 6 cash. if it's not checked off, you're outta luck, bucko