

A Fistful of Sixes

Playtest document for the Blackjack System

A note on terms

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

Core Attributes

Grit = discipline, stamina. Brawn, melee

Gumption = Wits, Cleverness, Intellect, Aim

Grace = Finesse, Charisma, Agility, Dodge

Guts = HP. max/current. Max = **Grit**/2 rounding up

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

Background

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

Core mechanic

Tests are either simple or opposed. Players have a maximum of 6 dice, all D6, that they can set the **Stakes** with. This can be reduced below 6 by **Stress**.

In all tests **the active character** is required to set the **Stakes** by stating upfront how many D6 they intend to roll. The **Judge** sets the **Challenge**. The player then must roll below the most appropriate **Attribute** for the test while also beating the **Challenge**. The more dice you roll, the greater the success if you win the test. If in combat this directly impacts your damage, if outside of combat it gives a narrative idea to how impressive the success is.

Whenever a simple test is called for the **Challenge** is a fixed amount **and is stated upfront before stakes are set**. Suggested **Challenge** amounts are 8 for a simple test. 11 for a standard test and 14 hard and 18 for daunting.

For an opposed test both parties state their **Stakes** up front, **with the current active character setting theirs first, followed by the opposition.** And then roll to try and beat one another while staying below their appropriate **Attribute**. **The opposition's result is the Challenge.** In the event of a draw the highest **Attribute** wins.

Remember you have to BEAT the **Challenge** while still being UNDER the **Attribute**. Think Blackjack. When you roll over your **Attribute** this is called a **Bust!** If you roll under the challenge and fail, that's just a failure with no stress penalty. The idea is to trade off how many dice the player thinks they need to beat the **Challenge** while also staying safe from a **Bust!** In return for raising the **Stakes** is a more potent effect.

If you roll below your foe you are beaten whatever that entails. If you roll over your **Attribute** then you **Bust!** and take **Stress**. If both sides **Bust!** then no one wins. Being beaten represents the other guy being better than you, while **Bust!** represents your hubris and not being good enough.

Lady Luck

During a test, any doubles rolled on a successful test results in **Luck**. This can be spent immediately to increase the effect or add an additional effect. Or it can be banked for future use as floating dice. You can only bank 3 such points at a time.

When you get doubles on a failed roll the **Judge** may bank this as **Misfortune**. **Misfortune** can be spent immediately on a negative effect, such as running dry on ammunition requiring a moment to reload. The **Judge** may store 3 **Misfortunes** at any one time.

Examples of Luck spends

- Score an additional hit on an equivalent or easier to hit target
- Destroy cover used by the target
- Character leaves a distinctive impression on audience
- Investigating character discovers additional information

Examples of Misfortune

- Character immediately runs dry on ammo, requiring moment to reload
- Character suffers significant setback, such as falling over in a chase
- Gravely offend audience
- Gets completely wrong info that seems so very true

Floating dice

If you have **Luck** banked, you can spend a point of **Luck** to add a single floating dice to a test. When setting the **Stakes**, you may add this floating dice up front, making sure you state this clearly to the **Judge**. When the pool is rolled, you may choose any one dice to remove from the pool, and the remaining dice are the result. For example **Stakes** 3 dice 1 floating, roll 4 dice and remove one of your choosing.

Alternatively, the **Judge** may spend a point of misfortune to add a floating dice to your **Stakes** before you roll. The **Judge** may not do this if you have decided to spend **Luck** on a floating dice. After the roll is made, the **Judge** may choose a single dice from the dice rolled with the remaining dice being the result.

Floating dice are additional to your maximum **Stakes** as defined by **Stress**.

High Stakes Duels

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

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

When such a moment is declared, the player and opponent each set their **Stakes**, without any outside influence such as floating dice. Then instead of rolling dice, you flip coins (dice split into odds and evens will work in a pinch). Heads is a result of 6 and tails a result of 1. Both parties flip a coin at a time, allowing them to add up slowly until all are shown and a victor declared. You cannot gain nor use **Luck** or **Misfortune** in **High Stakes Duels**.

Victory is absolute, though what it looks like depends on the context. In a gun duel the loser is taken out of action. In a gambling match they lose all their wealth and so on. Whatever the result, it should be significant to the narrative. **Winning a High Stakes Duel removes one Stress.**

Movement and Distance

This game uses 4 range bands to measure relative positions.

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

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

Stress

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

You remove **Stress** by **Carousing** and some items. Any **Luck** gained when resting can remove a point of **Stress** also.

Doubling Down

There are times where the stakes are high and you really need to push through everything and succeed. As stress builds you're limited in the number of dice you can roll. This increases your chances of rolling too low to succeed. If the need to succeed is worth the risk you can choose to **Doubling Down**. When you double or nothing you keep your existing roll, then immediately roll 1d6 for each point of stress you have. You must roll the full amount of dice to match your stress. No floating dice may be added. When you do this the **Judge** gains a **Misfortune**. If the new total succeeds then all is well, your bet paid off. If you still fail then something catastrophically bad should happen and the situation switches to the opposition's favour. As usual, if you **Bust!** you gain **Stress**.

Harm

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

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

Out of action

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

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

Out of action table

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

Injury tables to come

Combat

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

First you must determine who goes first. Nominate someone on behalf of the **Posse**. They flip a coin. A result of Tails means the NPCs go first. On Heads the **Posse** goes first. **You then take a turn acting within combat. Test again after both sides have completed their turns. The Posse may spend 3 collective Luck to control the order for a turn.**

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

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

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

Chases

Mechanics to come. If you have suggestions please make them!

Experience and Improvement

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

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

Carousing

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

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

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

Carousing recovers all **Guts**.

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

The Wanted Clock

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

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

There are three ways to reduce **The Wanted Clock**: paying a bounty, doing time and cunning deals.. The easiest is paying the **Posse's** bounty to nearby law enforcement or a train station. To clear a segment of **The Wanted Clock** you pay that segments time in dollars times 10. For example if **The Wanted Clock** is at 6 o'clock you would pay \$60 to reduce it to 5 o'clock. You must always clear the clock from the highest amount. Once **The Wanted Clock** reaches 9 o'clock this is no longer an option. You can never reduce **The Wanted Clock** below 1.

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

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

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

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

4-5 The **Posse** is a known issue for locals.Wanted posters appear at Sheriff's offices. Roll on **The Wanted Chart** whenever the posse interacts with any local

populace such as entering a town, visiting a homestead, talking to passers on the road.

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

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

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

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

The Wanted Chart

To be replaced by a new system, revolving around D66 and a table to allow for more varied and interesting results.

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

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

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

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

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

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

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

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

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

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

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

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

Equipment and Finances

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

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

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

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

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

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

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

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

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

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

Pre costed loadouts to come, for faster char gen

Weapons

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

Guns and Bows that use ammunition must roll 1d6 after a firefight. If a 1 or 2 is rolled, then a Box of ammo or bundle of arrows was used in the exchange. If a firefight was excessively extended then a **Judge** might ask for multiple ammo rolls.

- Improvised weapon (shovel, Pickaxe etc) Dmg mod -. Range -
- Fist Dmg mod -1 Range -
- Knife Dmg Mod +1 Range Nearby (thrown)
- Axe Dmg Mod +2 Range Nearby (thrown)
- Spear Dmg Mod +2 Range Faraway (thrown)
- Bow Dmg mod +2 Range Faraway. Quiet
- Derringer Dmg Mod +1 Range Nearby. Quickdraw
- Revolver Dmg Mod +2 Range Faraway. Quickdraw
- Rifle Dmg mod +3 Range Distant
- Shotgun Dmg Mod x3 Range Nearby
- Dynamite Dmg Mod x 5 Range Nearby. Thrown. Area effect.

Encumbrance

For encumbrance, use common sense for the most part. You can carry as many small items as your Grit. Larger items like Rifles, Shotguns, Shovels etc take up double slots. Very large items like barrels take up half of all slots and both hands to carry. You can stack small repeated items, like boxes of ammo, 3 times.

To draw an item out quickly, such as in combat, roll 2d6 and compare it to your equipment as written on the list. If you rolled over the equipment slot, then you have quickly drawn it. If you roll

under, then you must spend all turn getting the item ready. Only Quickdraw items may be placed into the 1 slot. Large items, like rifles, can only be placed at 6 or higher.

Judge info

NPCs

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

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

Morale

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

Reaction Checks

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

- 2 Fearful/awed. Will surrender or offer services to the **Posse**
- 3 Helpful. Will offer services, aid, advice to the **Posse**
- 4 Opportunistic. Seeks a mutually beneficial trade

- 5 Mistaken. Thinks you are someone else, possibly an ally
- 6 Cautious. Waits to see what the **Posse** does first
- 7 Suspicious. Withdraws to a safer location and waits
- 8 Guarded. Demands you withdraw. If the **Posse** does not, add 1d6 to the result.
- 9 Calls for reinforcements. If not possible withdraw to safety.
- 10 Devious. Attempts to trick or mislead the **Posse** for personal gain
- 11 Will attempt to capture the **Posse**
- 12+ Will attempt to kill or lay low the **Posse**

Random encounter tables to come

Optional Rules

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

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

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

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

Stress for Luck. If you think the stress rules are too much, and you want a more pulpy game. Allow players to reduce stress with luck when it's rolled.

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

What's to come down the line

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

Character Creation

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

Posse Creation

- Determine how infamous the party is. Set **The Wanted Clock** between 1 and 5 o'clock. Then each player takes this number in D6s and times it by 10 for Starting Dollars. EG 3 O'clock is 3d6 x 10 starting dollars. You cannot use this cash to pay off **The Wanted Clock**
- Agree on a **Posse's** history, including what you did to gain your Wanted level.
- Agree on a **Posse's** purpose. What is the goal of the gang? What keeps you together?
- Name the **Posse**. Often gangs are named for a leader of sorts.
- Discuss any other quirks or things you want to be part of your **Posses** shared history.