



Before you begin

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Overview

Six Shooter is a Role-Playing Game (RPG) set in the Territory, a vast expanse of frontier land in a setting inspired by Spaghetti Westerns, and liberally injected with dark fantasy elements.

In Six Shooter, you are a Ranger - a contracted hunter of monsters and outlaws. These rules aim to deliver:

- Character classes that portray gunslingers alongside mysterious sorcerers and hand-to-hand warriors
- Mechanics that help you build the narrative of how you track down your quarry, and the minor challenges you might face along the way
- Combat and magic systems that reward planning and teamwork, as well as improvisational risk-taking
- Mechanics for handling encounters with dangerous monsters, and
- Character progression linked to your completion of your contracts.

RPGs are exercises in collaborative storytelling, guided by rules that determine the outcome of your actions. As such, Six Shooter is best played with two or more players, with one taking the role of the Game Master (GM). The GM is the ultimate arbiter of the rules in your game, and will often take the role of the various non-player characters, or NPCs, that you will interact with. In most cases, the GM helps you visualise the world around you, and will have prepared adventures or scenes for you to participate in, and challenges for you to face.

Six Shooter is played using these rules, six-sided dice (you may want a fistful of d6s), and one or more decks of standard playing cards with the jokers removed. You may use pre-designed character sheets, or make your own to keep a record of your character's abilities and progress.

If you'd prefer to play with miniatures and maps to represent your characters when you (inevitably) get into a scrap, you can use a hex grid, or free-style using terrain and a tape measure.

Set expectations

In Six Shooter, the GM's role is focused on (but isn't necessarily limited to):

- Establishing scenes, including playing any non-player characters (NPCs),
- Using the rules and the narrative to create interesting choices, and
- Narrating the consequences of the player characters' actions.

It's important to remember, however, that the GM is also at the table, and everyone at the table is responsible for helping everyone else enjoy themselves. In service of this goal, here are a few things you might want to consider:

- Is everyone on the same page regarding the tone and themes of the game? Some groups are comfortable with more mature themes, while others might want to keep things more light-hearted.
- Does the pacing of the game suit everyone? Six Shooter can be played in an episodic manner, contract by contract, allowing for players to miss a session or two without missing too much, but some groups might prefer a more structured campaign where consistent player attendance matters more.
- What level of detail does everyone expect from the GM? Some groups prefer when the GM describes everything, while other groups prefer the GM to “sketch” scenes and leave a bit of room for players to retroactively place things in the scene (usually by asking, for example, “Hey, is there a table or something that I can flip over dramatically?”).

A preparatory “Session zero” usually helps to work out these points. We believe it's best to hammer out these details ahead of time to help the game move as smoothly as possible.

Playing your character

If you're reading this section, you're probably new to RPGs - if so, welcome. We hope you'll enjoy this hobby as much as we do. Jumping into your first RPG can be daunting, and you will probably make as many mistakes as we did when we first started, but if you ever feel lost or confused about something, one of the best parts of this hobby is that the people who can help you with your questions are already right there at the table with you (or at least in the same call, because we know what 2020 did to our hobby).

The most important thing to remember for now is that the “right” way to roleplay is whichever way creates the most enjoyment for you and the others around the table. Even if you're playing with people you've known for a while, you will likely be approaching this hobby from different angles, and you will have different ideas about what the experience could or should be like. You might remember taking part in a school play, or you might relate to a particular series you've watched on TV or your streaming platform of choice, or maybe you've never had any exposure to anything like this. Eventually, you'll develop a style that works for you - that is, you personally and you as a group. With this in mind, here are a few pointers to help you along the way:

- You don't have to literally *be* your character - you can put on a voice and speak in first person to immerse yourself in your character, but it's equally fine to say “Elizabeth shoots the bandit in the face” instead of “I shoot the bandit in the face”.

- Your character might know or notice things that you wouldn't. Asking the GM questions such as "Would I know how to kill a vampire?" or "Does Cletus see anywhere we can take cover?" is perfectly fine.
- Part of the GM's role is to work with you to determine if something is possible. If you want to try something, you can start with a simple statement, such as "Elizabeth wants to climb down the hole." The GM might ask you how you intend to do this, which might prompt you to check if you've got a rope, and so on.
- Expect your character to interact with other characters. It may help to have an idea of how their relationships might develop.

Basic terms and concepts

Rolling dice

Dice: Whenever a rule calls for dice to be rolled, the dice rolled are always six-sided dice (also referred to as d6s).

Attribute tests: Also referred to as **tests**. When an attribute test is called for, roll as many dice as your points in that attribute. For example, a character with 6 Strength who is called on to attempt a Strength test rolls six dice. Tests are typically called for when success is uncertain, but possible - if a task is trivial or impossible, the GM should not ask for any dice to be rolled.

Target (T): Most tests are rolled against a target number, for example, T2 or T3. This is the number of successes required to pass the test.

Successes: Whenever you roll dice, a roll of 5+ is a "success".

Critical Success: Whenever you roll dice for an action or test and get **two or more 6s**, this is a "critical success". For each 6 you roll beyond the first, you roll an extra die. If this extra die results in another 6, roll another die, and so on. Certain actions, such as attacks or saving throws, may have additional effects when a critical success is rolled.

Advantage (+d) and Disadvantage (-d): You may have some factor or another working to your benefit or detriment when performing a task. These may be represented by modifiers, which are expressed in these rules as a number, for example, **+2d** or **-1d**.

- If you have Advantage, roll this number of extra dice.
- If you have Disadvantage, roll this number fewer dice.
- If multiple factors grant you Advantage or Disadvantage for one action, the effects are added up: for example, if two separate effects grant you +2d and -1d, the net effect is that you have Advantage 1, and roll 1 extra die.

- Advantage and Disadvantage only apply when you would otherwise roll at least one die.

Assurance (+S): Some effect may grant you Assurance on a roll. This is expressed in these rules as a number, for example, **+1S**. Treat that roll as if you rolled this number of additional successes, although the number of dice rolled does not change.

Margin of success and failure: Some effects vary in intensity depending on the margin of success or failure. Margin of success refers to the number of successes you rolled above the number required to beat a test. For example, if you roll 4 successes against a T2 test, your margin of success is 2.

Other rolls: Sometimes, you will be directed to roll dice to determine a numerical value, rather than success or failure. These rolls are expressed as 'xd6', where x is the number of dice to roll (d6 refers to a six-sided die). Add up the results of the dice before moving on. For example, if you are asked to roll 2d6, roll two dice and add the results. Similarly, if you are asked to roll 3d6 x 5, roll three dice, add up the results, then multiply that result by five.

Other general rules

Specific vs. general rules: If a rule specific to a particular circumstance contradicts a general rule, the specific rule takes precedence.

Fractions: Fractions are always rounded down, to a minimum of 1.

Welcome to the Territory

Setting the Scene

The year is 1290.

Two years ago, the War of Imperial Aggression - the Last War, as it's now being optimistically referred to - came to an end, the exhausted troops of the Northern Federation standing down after a decade-long slugging match with the equally spent Imperial Army of Ispan.

Though both sides had been brought to their limits, it is well-known that Ispan sued for peace first, the Empress fearing revolution should the conflict drag on. Taking advantage of this weakness, the Federation took as its prize the vast lands now known as the Territory, beyond the Storm Peaks.

The ink of the peace treaty was barely dry before the Federal Council passed the Settlement Act, selling parcels of land in the Territory to its citizens for barely more than the cost to scribe each deed.

So they came: the destitute, the opportunistic, the adventurous. As each train hissed to a stop at Venburg, hundreds of souls would step forth, the Storm Peaks at their backs and the promise of the frontier ahead. Venburg, what was then the only major Federal settlement west of the great mountains, would, for many of these settlers, be their first taste of life outside the choked cities of the Civilised East.

Ispanians who already lived in the lands just sold were faced with displacement or death. As Federal citizens pressed their claims, some of the Ispanians left behind turned to banditry. Some larger settlements declared themselves sovereign nations, resisting the encroaching settlers as if the war had never ended.

For some of the settlers, the dream of life on the frontier would be short-lived. Those who found they could not abide the hard life of the Territory sold their land to opportunistic new land barons. Others were driven out by bandits or natives. Many would return to Venburg and rebuild their lives there.

In the midst of all this, monsters have begun to turn their attention back toward the people they once preyed upon, before the unchecked growth of human cities drove them over the mountains. Still other creatures, those which had thrived among the throngs of humanity, have followed in the settlers' wake. Fey spirits and elder things from the Territory's lonely places awaken to punish those who dare enter their lands. Neither the Federation nor the Empire have the resources to help: tensions are rising in the east, and with war once again looming on the

horizon between these two weary nations, the peoples of the Territory are left to fend for themselves.

The Known Territory

The Territory is huge, and it is old. You'll see vast stretches of wilderness, forgotten ruins, and pockets of civilisation touched to varying degrees by the last war and its aftermath. The environments that you will trek and hunt through will mostly be reminiscent of the North American frontier portrayed in various westerns, from the arid badlands that Clint Eastwood walked in *A Fistful of Dollars*, through to the prairies and temperate forests and mountains seen in *The Magnificent Seven* or *The Revenant*, and isolated trading posts such as in *Frontier*. In general, the further west and south you go, the drier the climate becomes.

Most settlements you encounter will be recently established, mainly by Federal citizens taking advantage of the Settlement Act; however, there are still intact pre-war Ispanian towns scattered throughout the land. These towns may still be functional, now facing an influx of migrants or refugees, or transformed into bandit strongholds as Imperial authorities fled.

Although some towns have developed quickly and feature road or even rail connections to other settlements, all the way back to the Civilised East, many settlements are separated by days or even weeks of travel through trackless wilds. There are countless places for bandits and monsters to hide.

The Territory's full extent, and the lands beyond it (if any) are deliberately left vague. Whether there is a gold-rich California far beyond the western horizon, steaming jungles crawling with monsters, or the ruins of Lovecraftian elder civilisations, is entirely up to your group and your GM; we are mainly concerned here with describing the 'core' lands as a starting point.

The Territory has always been a place for outcasts and hardy, individualistic types, to say nothing of the native peoples who have traditionally inhabited the area. Between the small population centres, the wilderness hosts a broad swathe of challenges: inclement weather, vicious beasts, and territorial natives among them. The known main geographical regions of the Territory are:

- The **Boneyards**

The Boneyards are the common name for a large expanse of hot desert in the west of the Territory, so named for the ancient carcasses scattered among the rocks and dunes. Only outcasts and the truly desperate live among these skeletons.

- The **Carved Lands**

As the Storm Peaks recede into the eastern horizon, the sparse forests give way to an arid plain. Rivers and creeks criss-cross the land, cutting the deep canyons and valleys that give the region its name. These valleys are lush with vegetation, while the higher places feature dry scrub, cacti, and hardy grasses.

- **The Hordelands**
Known as Vargheim to easterners, the steppes of the Hordelands are the northern extreme of the Territory. The many passes through the Storm Peaks in this region have, historically, been used as routes by nomadic raiders striking into Noregia.
- **The Inner Seas**
The Inner Seas are a pair of enormous lakes, just to the south of the Hordelands. Many tribes hold lands along the shore, while others live on floating villages of boats lashed together.
- **The Storm Peaks**
The western foothills and forests of the Storm Peaks are home to both native herders and outcast easterners, who have traditionally sought isolation in the picturesque mountains. Life has never been easy here, and so the changes brought about by the encroachment of civilisation are begrudgingly taken in stride.

The Civilised East

The “newcomers” to the Territory are made up of Federal citizens who began to settle after the war, and the Ispanians who had arrived before them. These folk chose to leave the comfort of civilised lands for various reasons, but are typically marked by a cautious optimism and adventurous spirit; people afraid of the unknown do not normally get on the westbound trains or trek through the wild passes of the Windwalls.

The “Civilised East” refers to the lands bordered by the Storm Peaks in the west, and the Ghostwoods in the east.

Ispan

The High Holy Empire of Ispan - the Empire, for short, among Northerners - covers a vast swathe of the continent, from port cities south of the Windwalls, all the way to the eastern sea. The Empire once controlled all of the Civilised East, but has been in decline for several centuries. Now, its remnants are held together by commerce, tradition, and the zeal of its many militant religious orders.

Prominent regions of Ispan include:

- **Ellas**
Ellas is an archipelago south of the mainland, and one of the last lands conquered by the Ispanian Empire. Its people have traditionally been traders and pirates.
- **Kastil**
Kastil is the central territory and birthplace of the Ispanian Empire. Its people are straightforward, generally fatalistic, and have a strong military tradition.

- **Nezia**
Nezia is a coastal region in the east of the Ispanian Empire, with ancient fortresses dotted throughout its many lagoons, seemingly floating on the water.
- **Portos**
Portos is one of the coastal regions of the Ispanian Empire, located south of the Territory, over the Windwalls. Its people are famed sailors and traders.
- **The Pueblos**
The south-eastern reaches of the Territory were once known as the Pueblos: the less developed frontier regions of the Ispanian Empire. Nowadays, the former Pueblos are plagued by bandits and separatists.

The Northern Federation

The Northern Federation is the younger of the two eastern nations, carved out of the Ispanian Empire by a coalition led by the nobles of Panzyr and Ironhall centuries ago. The secession of the North, with its vast natural resources and industrial capacity, nearly collapsed the Empire, which has since attempted through various means to retake these lost lands. The Last War is hoped to have been the final attempt at Imperial reunification.

The prominent states of the Northern Federation include:

- **The Crawling City**
The Crawling City is a mechanical monstrosity that stalks the north-eastern frontier of the Federation, consuming forests and grinding hills to dust, to sate the nation's endless hunger for raw materials.
- **The Falmark**
The easternmost Federal territory, bordering the Ghostwoods. The economy of the Falmark is based on hunting, trapping, and logging, and the folk who live there tend to be hardy and self-sufficient.
- **Ironhall**
Ironhall is the largest and dirtiest city in the Federation, with millions of people working its vast factories, and endless streams of traffic flowing through its streets.
- **Moskav**
Moskav borders Noregia, and its people are a dour, cynical lot. Unusually for the North, its armed forces are a traditionally female-dominated service, with men dominating civilian occupations. The common stereotype of a Moskavish man is an innkeeper or merchant with uncanny amounts of local knowledge, and indeed, it seems that every saloon and inn throughout the Civilised East is owned and operated by a middle-aged Moskavish man.
- **Noregia**
Noregia is the northernmost Federal territory and the only one whose monarch officially retained political power after joining the Federation. Its people are famously hardy and grim.

- **Panzyr**
Panzyr is the nearest rival to Ironhall in terms of industrial output in the Federation, and is the seat of the Federal Council. Its air is thick with smog, and its two rivers choked with sludge.
- **Venburg**
Venburg is a young city in the western foothills of the Storm Peaks. It was founded by archaeologists, explorers, and those more concerned with what the leavings of the past have to offer than more immediate matters.

Far Away Lands

Far across the southern ocean and beyond the Ghostwoods are exotic lands, the ways to which are unknown to most who live in the Civilised East.

Given the remoteness of the Territory and the recent conflict, it is rare to see folk from those lands venturing so far afield. This, of course, means that those who do make their way to the Territory are determined folk indeed.

The most common lands of origin for these travelers are:

- **Chipan**
Chipan lies far to the east of the Federation, and is a conservative, feudal society, with peasants ruled by honourable warrior-lords and their tradition-bound bureaucracies.
- **Varashtra**
Varashtra lies to the south-east, and is rumoured to be a land of decadence and mysticism. Many spice traders source their wares from the swarthy merchant princes of this kingdom.

Rangers

Ever since humanity worked out that you could pay someone else to do work that you couldn't, or didn't want to do, there have been people willing to drive off bandits, banish evil spirits, or hack off a wyvern's head in exchange for goods or coin.

In these modern times, the Northern Federation's Office of Primary Industries (the OPI) is responsible for the registration and regulation of those officially known as "Armed Citizens Deputised for Pest Control, Law Enforcement-Adjacent Functions, etc." - Rangers, to the common folk.

Anyone can pick up a pistol and start hunting monsters or bandits, but to take on more lucrative government-sponsored contracts, one must register as a Ranger. This involves, among other things, an aptitude test, a decent-sized stack of paperwork, and a registration fee that often

leaves applicants indebted to the state or some other sponsor. Among Rangers, one can find wealthy altruists alongside the truly desperate.

Rangers enjoy a heavily romanticised reputation in the Civilised East, where tales abound of brave monster hunters and champions of justice, but out in the Territory, folks take a more grounded view: a Ranger is someone the local sheriff sends for when there's a problem that can't be dealt with by rounding up a posse and hoping for the best.

Where local resources are more limited, and settlements can't pay Rangers as much as in the Civilised East, some Rangers also become infamous for supplementing their income in unsavoury ways, from poaching, to smuggling, or even outright banditry.

Out here, there's often very little trust to be found, so Rangers live and die on their reputation.

Of Supernatural Things

This Island of Order in an Ocean of Chaos

A thin Wall separates reality and the howling, swirling madness of the Beyond. To gaze beyond this threshold is to invite insanity: the wild, delusional writings of reckless individuals over the centuries attest to this.

Scholars believe that all things within our world, including life itself, once existed within this primal Chaos, until the Wall came to be.

Chaos still lingers in our reality and pushes against the Wall, allowing magic to exist, but also allowing things from Beyond - so-called Visitors - to touch or even enter our world where the barrier is thinnest. It is this force that Blackjacks and Occultists harness for their sorceries, and, some suspect, is also what allows Shamans to take control of elemental forces.

It is also widely conjectured that the thousands of nature spirits and gods worshipped by humans throughout the ages have all been Visitors, though the Orders of Ispan vehemently deny this association.

Who are you, stranger?

You're a Ranger, but Rangers are a mixed bag, so we're going to need you to be a bit more specific. This section explains how to make your character. Six Shooter is a class-based system, that is, the abilities you start with and the abilities you can learn later are determined by the class you select at character creation.

Character creation process

Follow these steps to create your character:

1. Start with a name and a concept. This doesn't have to be too in-depth, but should be evocative of what you're going for, for example, "Disgraced sheriff," or "Exiled Ispanian knight". Record this on your character sheet.
2. Note down up to two important elements of your character's background on your character sheet, for example, "Former sailor," or "Con artist". If you can't come up with anything just yet, or would rather come up with something organically during the course of the game, feel free to leave this blank - you can fill them in as you play. These are relevant to **Tests**.
3. Set a **Goal**. Think about why your character has turned to this line of work. Have they got a debt or score to settle? Are they providing for someone? Is being a Ranger a means to a longer-term goal for them? Record this on your character sheet, and keep it in mind as it'll help you make sense of the decisions your character might make as the game progresses.
4. Select a **Character class**. Record this on your character sheet, along with the equipment, money, and passive abilities that the class gives you.
5. Select your first **Class feature** from your class's list and record this on your character sheet.
6. Distribute up to 5 points among your **Primary attributes**. Primary attributes start at 4 and cannot be increased above 7 at character creation. Record your attributes on your character sheet.
7. Work out your Toughness, and record this on your character sheet.
8. Purchase any other starting equipment you can afford with your starting money, and record this on your character sheet.

Character advancement

Rangers develop their abilities as they practise their craft. This is represented by your Rank.

Your Rank will increase as you gain Experience Points (XP). XP are primarily earned by completing contracts, based on the difficulty of the contract.

You gain one Rank for every 10 XP you earn. If a contract would earn you more XP than you need to reach the next Rank, the excess carries over.

Rank benefits: When your Rank increases, you gain the benefits as described in Table: Ranks.

- **Attribute adjustments:** At Rank 1, allocate your 5 starting attribute points
- **Class ability:** Choose an ability from your class feature list. You must meet the prerequisites. You may not select the same ability more than once.
- **Background:** You gain one more relevant element in your background.

Table: Ranks

Rank	Base Toughness	Benefits
1	10	+1 Class ability, Attribute adjustments
2	12	+1 to any attribute
3	14	+1 Class ability
4	16	+1 to any attribute, +1 Bone charm slot
5	18	+1 Class ability, Background
6	20	+1 to any attribute
7	22	+1 Class ability, +1 Bone charm slot
8	24	+1 to any attribute
9	26	+1 Class ability
10	28	+1 to any attribute, +1 Bone charm slot, Background
11	30	+1 Class ability
12	32	+1 to any attribute
13	34	+1 Class ability, +1 Bone charm slot
14	36	+1 to any attribute
15	38	+1 Class ability

Primary attributes

Some Rangers are muscular brawlers; others are clever masterminds. It's rare for any person to be exactly average in everything, and Rangers are no different, though they might skew further than most folks. Your **primary attributes** show your innate abilities and prowess.

An average person has a score of 5 in each attribute.

The primary attributes are:

Strength (STR): Measures your brawn. More Strength means that you hit things harder in close combat, you can wear heavier armour, carry more equipment, and better resist being moved around.

- A character with 0 STR falls prone and cannot move under their own power.

Agility (AGI): Measures how quickly you can move into or out of trouble. More Agility means that you recover more AP per turn in combat, and are better at diving out of the way of fireballs.

- A character with 0 AGI falls prone and cannot recover AP.

Smarts (SMR): Measures your book-learning, quick-thinking, street smarts, what-have-you. A higher Smarts score assists with many checks relating to perception, and generally improves the power of spells and other abilities.

- A character with 0 SMR is catatonic and cannot use AP.

Endurance (END): Measures your resistance to physical hurts. A higher Endurance increases your Toughness, increases the amount of AP you can store in combat, and improves your resistance to physical effects, such as poison.

- A character with 0 END is unconscious.

Willpower (WIL): Measures your grit, and the force of your personality. A higher Willpower helps you resist mental and psychological damage, and helps you keep your head when facing down horrors.

- A character with 0 WIL has had their resolve broken! Roll a die at the beginning of each turn while in combat - on a result of 1-3, the character cowers in place; on a result of 4-5, the character attempts to flee; on a 6, the character may act normally.

Primary attributes start at 4. At character creation, you have 5 attribute points to distribute as you wish. No attribute can be increased above 7 at character creation.

Refer to the following table for ideas about what a given value in each attribute might represent:

Attribute	4	5	6	7	8	9	10+
STR	Quite scrawny	Average human	Athletic	Definitely lifts	Strongman	Lifts strongmen	Moskavish ox
AGI	Clumsy	Average human	Good reflexes	Juggles knives	Circus acrobat	Chipanese ninja	Fastest gun in the West
SMR	A bit dim	Average human	Academically inclined	Gifted intellectual	Likely has a useful PhD	Well-known sage	Era-defining genius
END	Sickly	Average human	Robust constitution	Runs marathons	Competitive chilli eater	Freediver	Possibly a bear
WIL	Skittish	Average human	Stiff upper lip	Hardened veteran	Chipanese warrior	Paranormal investigator	Chipanese monk

Reduced attributes

Certain effects may reduce your primary attributes. Effects that apply a **penalty** only reduce your attributes while the effect lasts. Effects that **damage** your attributes leave them reduced until you are able to recover (see [Resting](#)).

Your background

Characters begin play with up to two **Background** elements. You do not have to list all of these ahead of time - feel free to leave some blank, and add elements (and narrate an appropriate flashback!) when it becomes relevant.

Your Rank determines the number of background elements which might be relevant to tests.

If you've thought of other elements of your character's background, but don't have enough slots for them, this only means that the universe has yet to be convinced that your character is really important enough to consider more things about them - your character is important enough to be in this story, but the jury's still out as to whether they'll survive long enough to be in the sequel where we find out more things about their past!

The following table contains a list of example Background elements your character might have. Use this as a guide - you may work with the GM for your character to have elements that aren't listed here. In general, background elements shouldn't be too broad in scope (it's less meaningful when a single background element makes you competent in everything!), but can be as specific as you want.

Background	You might have Advantage on...
Academic	Recalling information you'd seen in a library, remembering esoteric rules and factoids.
Acrobat	Balancing, tumbling, crawling through tight spaces.
Animal Handler	Calming down or trying to direct animals, understanding what they want.
Athlete	Climbing, jumping, swimming.
Conman	Coming up with alibis or tall tales, wise-cracking, negotiating.
Grumpy old coot	Recalling local lore, haranguing young 'uns to do things.
Investigator	Spotting things that are out of place, working out if someone is lying.
Ispanian	Interacting with other Ispanians, remembering local customs and history.
Legitimate Physician	Medical theory, long-term care.
Machinist	Repairing or disabling machines, figuring out mechanisms, jury-rigging.
Medic	Basic medical knowledge, binding wounds, poultices.
Street urchin	Hiding, picking pockets, remembering local lore
Survivalist	Reading maps, tracking, setting snares for food.
Trickster	Disguising yourself, card tricks, sleight of hand.
Veteran	Trying to establish camaraderie with other veterans, remembering military protocols, using fieldcraft.

Goals

For most people, being a Ranger isn't their first choice of occupation. It's dangerous, insecure work that takes a body away from home and hearth, and away from loved ones.

Here are six common goals - you can either choose one, or roll a die:

1. I owe someone a lot of money
2. I'm doing someone a favour
3. I've got a score to settle
4. I need to clear my name
5. I'm following in someone's footsteps
6. I need to find out what happened to...

There are two ways out of being a Ranger: meeting your goal, or death.

Once you meet your goal, your character is done with being a Ranger. The next time you complete a contract will be your last. You and your group should decide on the tone of this last contract together.

Once it's done, you wander off into the sunset, settle down and start a family, or take on some other task that precludes a life of wandering around and killing things for money.

Before the next session, decide what to do (and work with the GM on this one!):

- You create a new character at the same Rank as your previous character, or
- Some complication or event (usually a tragic one) has occurred, requiring your previous character to come out of retirement. Set a new Goal.

Character classes

Rangers come from diverse backgrounds, but the ones who make it into serial novels and saloon songs usually fit into a set of archetypes, represented by the character classes below. These character classes might represent the skills your character developed before they became a Ranger, or adapted to whatever your character concept happens to be. The descriptions here should be used to give you ideas, not dictate what your character *is*.

Character classes primarily offer mechanical ways to differentiate your character from other players'. Each class also offers numerous options for further customisation.

When selecting a class, some people prefer to choose based on the aesthetic or archetype that the class represents, while others prefer to choose based on the mechanics that they find most interesting. Both approaches are fine.

The character classes in Six Shooter are, in summary:

- **Blackjack**: A reckless magic-user who tears holes in the Wall of reality to draw power from Beyond. The Blackjack learns sorcerous Lores and deflects her opponent's spells, while contending with the ever-encroaching Things from outside reality.
- **Brave**: A ferocious hand-to-hand warrior. Braves are devastating with archaic weapons, and can interrupt opponents with attacks of opportunity.
- **Doctor**: A learned chemist who concocts potions, salves, and poisons. Doctors heal their allies, enhance their abilities, and cripple their enemies.
- **Scoundrel**: A gunfighter and rogue who always seems to be one step ahead. Scoundrels are exceptionally deadly with revolvers, and can retroactively change their equipment, position, or even the scenery.
- **Shaman**: A witch or medicine man who bends natural forces to their will. Shamans harness chaotic elemental forces to cast spectacular spells.
- **Soldier**: A trained fighter, hardy in battle and peerless in marksmanship. Soldiers hold the line to give their allies time to work, or pick off enemies from a distance with precise rifle fire.

Blackjack

[\(Return to Character classes\)](#)

The Blackjack is a wielder of magic drawn from Beyond, who relies on instinct and luck to keep herself safe from the ravaging beings that lurk outside the Wall. Blackjacks are often outcasts, expelled from academies or secret societies for their reckless practices. They often possess a combination of desperation, talent, and transience that lends itself well to the life of a Ranger. The Blackjack tends not to stay in one place too long - her reputation will inevitably catch up with her, followed shortly by mobs with pitchforks and torches.

Equipment: The Blackjack begins the game with:

- 3d6 x 5 shillings
- A duster
- Either:
 - A compact revolver; or
 - A sword

Grit: The Blackjack has Grit equal to $2 + \frac{1}{2}$ WIL.

Encamp action: The Blackjack gains Encamp actions according to the Lore she learns. These actions are provided in the Lore list. She still may only choose one action when Encamped.

Counterspell (Passive ability): The Blackjack can, to a limited degree, use the Breach as a shield against other supernatural effects. If she is targeted or otherwise affected by a supernatural effect which allows her to make a saving throw, before attempting the save, she may draw a card. If a black card is drawn, the Blackjack ignores the effect and adds the card to the Breach; if a red card is drawn, the Blackjack adds it to the Breach but must attempt a save as normal. If the effect has multiple targets, or targets an area, it still functions normally against all other targets.

Save difficulty: Unless otherwise noted, the save difficulty of your abilities is equal to 1 + one-quarter of your Smarts.

Class features

Class feature	Requirement	Description
Prudence	Must not have Recklessness or Wretched Experiment	When you teeter on the edge of madness, you've learned to will yourself to step back. At the beginning of your turn, you may discard a card. If you do this, you cannot cast spells this turn. Learn two Lores.

Recklessness	Must not have Prudence or Wretched Experiment	Once you've reached the tipping point, the lure of greater power is just so irresistible. If the value of the Breach is between 17 and 21, inclusive, at the start of your turn, add your WIL to your Rank when determining the power of your spells. Learn two Lores.
Wretched Experiment	Must not have Prudence or Recklessness	Your first forays into the study of magic were fraught with danger, and marked your flesh as a result. Learn a lore. Gain a Mutation.
Card Up Your Sleeve	Rank 3	After shuffling the deck, you may draw a card and hold it in reserve. Cards in reserve do not count towards the Breach. Whenever you draw a card, you may exchange that card with whichever card is in reserve.
Containment	Rank 3	You've learned to make the Breach seem <i>just</i> a little bit more stable than it really is. If you would Bust at the start of your turn, you may roll a number of dice equal to your WIL, and subtract the highest die result from your Breach value for this turn. Learn a Lore.
Appeasement	Rank 3	You've realised that a bit of blood, scattered in the right pattern, can distract the things trying to come through the Wall for just a bit longer. If you would Bust at the start of your turn, you may instead gain the Bleeding condition (magnitude equal to the number of cards in the Breach). Learn a Lore.
Secret Lore	Rank 5	Something offered you greater knowledge, and you decided to grab at it - consequences be damned! Learn a Lore. Gain a Mutation, or increase the severity of an existing Mutation.
Arcane Deflection	Rank 5	With finesse and a bit of luck, you've learned to redirect others' magic <i>through</i> the Breach, rather than just at it. Before drawing a card to use Counterspell, choose a suit. If the card drawn is of that suit, you may discard it immediately after resolving the Counterspell.
Hedge Your Bets	Rank 5	You've learned to keep your options open until you know what sort of power is coming through the Wall. When casting a spell, you may select two Lores before drawing a card.
Just A Bit More Juice	Rank 5	You've learned to figuratively take a piece of the Wall of reality and use it to empower your strikes and shots. Is this safe? You don't care! When you deal damage with an attack, you may add a card to the Breach and add that card's value to the damage dealt.
Another Offer	Rank 7, Secret Lore	Your mysterious benefactor is back with another offer, and you've made an informed decision to accept. Learn a Lore. Gain a Mutation, or increase the severity of an existing Mutation.

Let's Make A Deal	Rank 7	Something from Beyond wants to help you stabilise the Breach, and all it wants is a bit of blood in return. At the start of your turn, if the value of the Breach is under 21, you may pay 1 AP and suffer 1d6 damage per card in the Breach in order to discard the lowest card.
Notice Me	Rank 7	Your savagery pleases... <i>something</i> beyond the Wall, that is willing to help you control the Breach if you continue to display acts of martial prowess. When you would deal damage with a critical hit, you may forgo the additional damage from the critical hit in order to discard a card.
Let's See If This Works...	Rank 9	You've worked out how to draw power from Beyond directly into your own flesh, twisting it or feeding an existing mutation. Gain a Mutation, or increase the severity of an existing Mutation.
Antimagic Field	Rank 9	You've learned to momentarily expand the Breach in just the right way to absorb all the magic in an area. When you negate an effect using Counterspell, you may draw an additional card in order to also negate the effect for all targets within 10m of you.
Otherworldly Coach	Rank 9	<i>Something</i> whispers in your ear, giving you helpful advice or observations when you attack. It doesn't seem interested in anything you do that isn't related to fighting. You gain Advantage on attacks equal to the number of cards in the Breach.
I Can Stop At Any Time	Rank 11, Seeing If This Works	You didn't learn your lesson the first time (or you did, and you liked it!). Gain a Mutation, or increase the severity of an existing Mutation.
You Only Live Once	Rank 11	You've learned to throw caution to the wind when pulling magic through the Breach. When you cast a spell, you may draw an additional card to add your WIL to your Rank when determining the power of the spell.
I Want More	Rank 13, Another Offer	This time, you're the one who initiated contact, but the deal is the same: knowledge in exchange for flesh. Learn a Lore. Gain a Mutation, or increase the severity of an existing Mutation.
Damage Control	Rank 13	Through extensive experience, you've discovered ways to influence the way your Breach will collapse, because mishaps are inevitable. When you Bust, roll an additional die and choose which two to keep.
I Might Have A Problem	Rank 15, I Can Stop At Any Time	At least you can admit it now: You like reaching through the Wall a little bit too much. Gain a Mutation, or increase the severity of an existing Mutation.
Blind Spot	Rank 15	You've learned to hide parts of the Breach from Outside observers. Choose a suit. Cards of this suit no longer count towards your Breach value, but still count for all other purposes (for example, when determining the number of cards in the Breach).
Double Down	Rank 15	If the Breach is going to collapse anyway, you've learned that you can just keep pulling more power through it and hope for the best.

		When you Bust, make a WIL test. For each success you roll, you may draw an additional card in order to reroll on the Something Awful table.
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Learning spells

The Blackjack begins play with knowledge of all the spells in two Lores, which she gets access to from her Rank 1 class feature. Each time the Blackjack learns a new Lore, she gains knowledge of all the spells within that Lore.

Spellcasting

Casting a spell costs 3 AP. The Blackjack must have at least one free hand to make arcane gestures, and must be able to speak clearly to intone words of power.

To cast a spell, the Blackjack:

1. Pays 3 AP and chooses which of her known Lores the spell will come from;
2. Draws a card and adds it to the breach; then
3. Chooses which spell to cast from the selected Lore.

Some spells persist only as long as the Blackjack concentrates. To maintain a spell, the Blackjack must spend 3 AP during her turn, but does not need to draw an additional card. The spell's ongoing effect is triggered when this AP cost is paid. If this AP cost is not paid during the Blackjack's turn, the effect ends immediately.

If a spell's effect depends on the number or value of cards in the Breach, this includes the card drawn to cast the spell.

The range of a spell is 20m + a number of metres equal to the Blackjack's Smarts.

The Breach

The Blackjack uses magic by ripping a hole in the Wall of reality and drawing power through it. If this sounds dangerous, that's because it is!

The Blackjack has a standard deck of cards, which is shuffled after the Blackjack rests. The Blackjack returns the cards in hand and any discarded cards to the deck before shuffling. In the Blackjack's deck, face cards have a value of 10, and aces have a value of 1 or 11 (the Blackjack chooses the value when the card is drawn, and may change the value at the beginning of her turn).

When the Blackjack casts a spell, she draws a card. The card is kept in the Blackjack's hand, referred to as the Breach.

If the value of cards in the Breach is between 17 and 21, inclusive, at the start of the Blackjack's turn, she may discard all cards.

If the value of cards in the Breach exceeds 21 at the start of the Blackjack's turn, this is a Bust. The Breach goes out of control, and Something Awful happens. Roll 2d6 and consult Table: Something Awful to find out what happens. The cards in the Breach are then discarded.

Table: Something Awful

Area of effect: If the result applies an effect to an area, this area is always a sphere around yourself with a radius in metres equal to the highest value card in the Breach.

Saving throws: The save difficulty for these effects is the same as for your other abilities. If an effect allows a saving throw, you suffer Disadvantage equal to the number of cards in the Breach. It's your fault this is all happening.

Roll	Outcome
2	The Breach manifests as an orb of darkness above your head, which lashes out in response to blood. Until the beginning of your next turn, whenever a creature in range takes damage, they also take damage from you equal to the number of cards in the Breach. Save: AGI to avoid.
3	As the Breach collapses, thin, ghostly hands tear open holes in the air and grab everything they can! All equipment - armour, clothes, weapons, everything! - disappears from all creatures in the area. All affected objects suddenly return to their owners in a number of turns equal to the number of cards in the Breach, covered in cold slime and smelling of fish.
4	The Breach throbs as it annihilates itself, pulsing out a numbing wave. You and all creatures within the area are Stunned (magnitude equal to the number of cards in the Breach). Save: WIL to avoid.
5	The rupture of the Breach triggers horrific visions! You and all creatures in the area are Frightened (magnitude equal to the number of cards in the Breach).
6	Glass-like shards of unreality materialise and are hurled through the air and as the Breach spins out of control. You and all creatures within the area gain Bleeding (magnitude equal to the number of cards in the Breach). Save: AGI to avoid.
7	<i>Something</i> tries to come through the Breach, and you barely manage to shut it out in time! The psychic scream deals 1d6 damage per card in the Breach to you and all other creatures within the area. Save: WIL to avoid.
8	Madness leaks from the Breach as it collapses! You and all creatures within the area immediately deal damage to yourselves with whatever weapon is in hand. If multiple weapons are on hand, use the weapon that would deal the most damage. If the weapon in question is an unloaded firearm, deal damage with a pistol whip or rifle butt, as appropriate. Save: WIL to avoid.
9	The Breach implodes, creating a pulse of force that knocks everyone off their feet! You suffer 1d6 damage per card in the Breach and fall prone. Everything else in the area is hurled a number of metres directly away from

	you equal to the highest value card in the Breach, suffering falling damage and landing prone if they collide with a substantial obstacle. Save: STR to avoid being thrown.
10	The Breach emits a dazzling light as it collapses, searing your eyes! You and all creatures within the area gain Blinded 1. Save: END to avoid this effect.
11	A surge of power from the Breach disrupts magic in the area. All permanent supernatural effects in the area are suppressed for a number of turns equal to the number of cards in the Breach. You and all creatures in the area at the time of the Bust cannot use supernatural abilities for the same duration. All non-permanent supernatural effects end immediately.
12	Tentacles rip their way out of thin air around you, seizing you and hurling you at the nearest creature. You take falling damage based on the distance moved - and whatever you've been thrown at takes the same amount of damage! Save: AGI for half damage.

Mutations

Mutations alter the Blackjack's physical form. Mutations are gained, and increase in severity as certain class features are obtained. Although *unnatural*, Mutations are not affected by abilities that suppress supernatural effects.

When a class feature requires the severity of a Mutation to be increased, choose which one to apply this effect to. This choice is irrevocable. A Major Mutation cannot have its severity increased further.

As a general rule, if your Mutations overlap, their effects all apply; however, if the overlapping effects involve some form of attack, you must choose which attack to use. For example, an arm that is both a pincer and a tentacle can be used as either type of attack, but you do not combine their effects into a single attack.

Brave

[\(Return to Character classes\)](#)

The Brave is a fighter who relies on ferocity, instinct, and raw talent to succeed. He fights with archaic methods and with simple weapons, and might be a native warrior, a traditionalist nobleman's bodyguard, or even a particularly ornery hermit. Braves are no stranger to rough living and can often be found adventuring far from civilisation, where their combat prowess and lack of reliance on modern devices serve them well.

Equipment: The Brave begins the game with:

- 2d6 x 5 shillings
- A padded jacket
- Either:
 - A spear; or
 - A bow

Grit: The Brave has Grit equal to $4 + \frac{1}{2}$ WIL.

Tracker (Encamp action): If the Brave rolls a critical success when using the Scrounge, Investigate, or Secure the Area actions when Encamped, your next move costs 1 less Stamina (minimum 0).

Attacks of Opportunity (Passive ability): When a foe within melee range uses AP for any action other than Attacking, Defending, or attempting a saving throw, you may immediately make an Attack of Opportunity against that foe. This is a single melee attack that costs no AP, but is treated as if you used the minimum number of AP required for the attack. The Attack of Opportunity occurs after the foe spends the AP for the triggering action, and before that action is resolved.

Save difficulty: Unless otherwise noted, the Save difficulty of effects applied by your abilities is $1 +$ one-quarter of your Endurance.

Class features

Class feature	Requirement	Description
The Hunter's Path	-	When attacking with a throwable weapon or bow, you gain +1d.
Berserker	-	When you deal damage with an unarmed strike or melee weapon, you gain 1 AP.
Rend	Rank 3	When you deal damage with a melee weapon or a bow, the target gains Bleeding with magnitude equal to the number of successes rolled in the attack.

Counterattack	Rank 3	When an opponent attacks you, instead of Defending, you may make an Attack of Opportunity against them.
Opportunist	Rank 3	When making an Attack of Opportunity, your attack has +1d.
Your Opponent Is Me!	Rank 3	Attacks of Opportunity now trigger when an opponent in the same Engagement attacks a target other than you, in addition to all other triggers.
Snap Shot	Rank 5, The Hunter's Path	You can make Attacks of Opportunity using a bow or thrown weapon, provided that the triggering action occurred within a number of metres of you equal to double your SMR.
Pile In	Rank 5, Berserker	When you and at least one other ally are Engaged with a target, you and all of your allies have +1d on attacks against that target.
Wolverine Totem	Rank 7, Berserker	You gain 1 AP whenever you land a glancing hit.
Eagle Totem	Rank 7, The Hunter's Path	During your turn, you may spend 1 AP to mark a target. You and all your allies have Advantage on attacks against that target equal to ½ your SMR until the beginning of your next turn..
Serpent Totem	Rank 7	Whenever you hit with an unarmed strike, melee weapon, or bow, your target takes additional damage equal to your END. This damage is applied even on a glancing hit.
Bear Totem	Rank 7	Whenever you deal damage with a non-glancing hit using an unarmed strike or two-handed melee weapon, your opponent is knocked prone. Save: STR negates.
Forceful Blow	Rank 9, Bear Totem	Whenever you deal damage using an unarmed strike or melee weapon, you may force your opponent to move directly away from you up to a number of metres equal to half your STR. If the target collides with any other creature during this movement, it ceases moving and both the target and whatever it collided with take falling damage as if they had fallen the distance moved. Save: STR negates forced movement.
Watch How It Moves	Rank 9, Eagle Totem	You and your allies gain Advantage equal to ½ your SMR when defending against the marked target's attacks.
Blood Frenzy	Rank 9, Wolverine Totem	If you are below half your maximum Toughness at the beginning of your turn, you gain +1d on all attacks.
Deep Wounds	Rank 9, Serpent Totem	Whenever you deal damage with an unarmed strike, melee weapon, or a bow, your target gains Fatigue (2). Save: END to only gain Fatigue (1), critical success negates.
Smashing!	Rank 13, Forceful Blow	Forceful Blow now moves the target up to a distance equal to your STR. The target no longer stops if it collides with a creature, and falling damage is applied on each collision.
Overwhelm	Rank 13, Bear Totem	Bear Totem now triggers even on glancing hits. You deal double damage to prone targets.

Cut It Out	Rank 15	If you deal damage with an Attack of Opportunity, the action that triggered the Attack of Opportunity is interrupted and does not resolve. Any AP spent on the interrupted action is wasted. If the interrupted action was movement, the target loses all remaining movement from that action.
Rip and Tear	Rank 15	If you deal damage with attacks to the same target more than once between the start of your turn and the beginning of your next turn, you may make an Attack of Opportunity against that target for each damaging attack beyond the first.

Doctor

[\(Return to Character classes\)](#)

The Doctor is a student of science, whose knowledge of anatomy, chemistry, and medicine serve her well in any civilised land. Some Doctors, however, seek fame and fortune and strike out, away from the clinics and sanatoriums of the cities, to discover new compounds or substances that will bring them great recognition in the world's academic circles. Others simply seek out the most isolated communities and bring them much-needed aid.

Equipment: The Doctor begins the game with:

- 4d6 x 5 shillings
- A duster
- Either:
 - A blackpowder pistol; or
 - A sword

Grit: The Doctor has Grit equal to $1 + \frac{1}{2}$ WIL.

Medical Assistance (Encamp action): You may provide additional care to your allies while in camp, through a mix of medication and sound medical advice. Choose one of the following effects:

- One ally removes one non-permanent injury;
- One ally removes 1 attribute damage from any one attribute; or
- A number of allies equal to one-half of the Doctor's Smarts recover Toughness equal to the two highest dice on their Endurance test.

First Responder (Passive ability): You're especially effective at rendering first aid. Once per combat encounter per target, when you render First Aid (see the **Getting hurt** section), the target immediately recovers Toughness equal to the number of Successes you roll + their END.

You cannot use this ability to recover Toughness for yourself.

Additionally, you may play a face card instead of paying the AP cost of any test to render first aid.

Save difficulty: Unless otherwise noted, the Save difficulty of your effects is equal to $1 +$ one-quarter of your Smarts. A creature affected by a concoction may only attempt a saving throw to end its effect by spending 2 AP during their turn.

Class features

Class feature	Requirement	Description
Associated Knowledge	-	<p>You've studied so many things that you can find connections and analogues in the most unexpected things.</p> <p>You may pay 1 AP to study a creature in combat. Attempt a SMR test. You gain Advantage equal to the number of successes rolled + one-quarter of your SMR on tests against that creature and creatures of the same type. This effect has a duration of Variable (SMR). Describe what connection you made that gave you this advantage.</p>
Focused Chemist	-	<p>You spent a lot of time in the chemistry labs (or equivalent) when you were learning your trade.</p> <p>Learn two additional concoctions or experimental effects, and add your SMR to the number of concoctions you can make per day (instead of half your SMR).</p>
UNNAMED PLACEHOLDER	Rank 3	WHOA NELLY, THIS NEEDS CONTENT
Alchemical Darts	Rank 3	<p>Your potions and toxins may be used as thrown weapons (attack cost 1 AP). When used in this way, potions and toxins take effect even on glancing hits. Doses that miss are destroyed and have no effect.</p> <p>When you throw an alchemical dart, you may play a face card to increase the dart's range by a number of metres equal to the card's value (face cards count as 5).</p>
According To My Calculations...	Rank 3, Associated Knowledge	<p>Not content with keeping your knowledge to yourself, you try to explain your discoveries to others in the heat of the moment.</p> <p>When you use Associated Knowledge, you may pay an additional 2 AP to also give the Advantage gained to one ally. You may pay this cost multiple times to include more allies in your impromptu lecture.</p> <p>This effect uses the same duration you roll for Associated Knowledge.</p>
Anatomical Study	Rank 5	Whenever you deal damage with a melee attack, you deal additional damage equal to your SMR.
Surgical Precision	Rank 5	Whenever you roll a critical Success when attacking, you inflict Bleeding equal to half your AGI to your target. This effect is applied even on a glancing hit.

Extra Dose	Rank 5	When one of your potions is imbibed, or an applied toxin would take effect, you may play any face card to cause the dose to not be expended.
Fail Fast	Rank 5	Care (or lack thereof) when brewing substances means you're left with more unusual reagents, which you're all too happy to use. Add your Rank to the number of Reagent cards you draw each day.
Advanced Alchemy	Rank 7	You gain access to Advanced concoctions, and learn an additional concoction.
Questionable Cocktails	Rank 7	Whenever you brew a concoction, you may combine its effects with that of another that you know. This counts as brewing two doses.
Concise Theorist	Rank 7, According To My Calculations...	With practice, you've learned to get to the point a lot more quickly and effectively. When you use According To My Calculations..., you only pay 1 AP Per ally you give Advantage to. Additionally, if you have the Anatomical Study class feature, you also grant your bonus damage to all affected allies on their next attack.
Repurpose	Rank 9	You may destroy any concoction you have already brewed to immediately brew any concoction from your list of known formulae. This action costs 3 AP or a Jack (any suit) if used in combat.
Improvise	Rank 9	You may immediately brew a concoction. This action costs 3 AP or a Queen (any suit) if used in combat.
I've Found The Weak Point	Rank 11, Anatomical Study	When you deal damage with a melee weapon, you may forgo the bonus damage from Anatomical Study and roll a T3 SMR test instead. If you pass this test, the target immediately suffers an injury.
UNNAMED PLACEHOLDER	Rank 11	WHOA NELLY, THIS NEEDS CONTENT
Refining	Rank 13	Black cards have their value increased by 50% when used as Reagents..

Virulent Toxins	Rank 13	Your concoctions can affect creatures that are otherwise immune to such effects.
Stockpile	Rank 15	Your unused concoctions only expire after a number of days equal to your Smarts.
Mass Production	Rank 15	Whenever you brew a concoction, you make an exact copy at no additional cost.

Concoctions

The Doctor learns how to brew various concoctions during the course of her adventures. She may brew a total number of such substances per day equal to her rank + Endurance + $\frac{1}{2}$ her Smarts. Brewing ordinarily takes ten minutes per dose, and she is assumed to have all the required equipment and materials on hand.

Using concoctions

Concoctions are stored in vials or flasks, and consist of approximately 25mL of liquid per dose. The Doctor may give these doses to other characters. These may be used in three ways:

- **Imbibed:** costs 1 AP to voluntarily drink the dose. If the effect allows a saving throw, its save difficulty is increased by 1.
- **Applied:** costs 1 AP to coat an edged melee weapon, or a number of arrows equal to half the Doctor's Smarts. When applied to a melee weapon, a single dose is effective for a number of damaging hits equal to half the Doctor's Smarts. Coated weapons apply the concoction to the target when the weapon deals a damaging hit. A weapon or arrow may only have one concoction applied at a time.
- **Delayed:** the Doctor may pay 3 AP to immediately apply the effect of a concoction to any character who was present the last time the Doctor rested, or to that character's weapon or ammunition. The Doctor must explain how this substance made its way into the target's body or equipment.

Learning new concoctions

The Doctor begins play with knowledge of four concoctions. The Doctor learns a new concoction from the list each time she gains a new rank, and initially, she only has access to the Basic Concoctions list. Additionally, the doctor may learn new formulas from books or notes found while adventuring - these will typically require at least a full day of study to learn, however.

[To Basic Concoctions list](#)

[To Advanced Concoctions list](#)

Expiration

Concoctions lose their potency 24 hours after brewing.

Experimental effects

The Doctor is frequently left with useful byproducts when brewing her concoctions, which can be used to modify her brews. After each rest, shuffle your hand into your deck, and draw a number of Reagent cards equal to your Smarts. Used cards are returned to the deck.

Face cards have a value of 5 in the Doctor's deck.

Note that if an effect requires a duration to be reduced, this means that the effect can ordinarily be used only on concoctions with a Variable duration.

You begin play with knowledge of two experimental effects. Additionally, when you would learn a new concoction, you may learn an experimental effect, instead.

[To Experimental Effects list](#)

Scoundrel

[\(Return to Character classes\)](#)

The Scoundrel often finds themselves in unfamiliar places, and therefore has a knack for scouting and quick-thinking, which lets them get the drop on their enemies. When working with others, this careful preparation manifests itself in ways which can be quite baffling to everyone but the Scoundrel, who seems to be the only one who can really explain how things just seem to always work out for them.

Equipment: The Scoundrel begins the game with:

- 3d6 x 5 shillings
- A duster
- A knife, and either:
 - A compact revolver; or
 - A long barrel revolver

Grit: The Scoundrel has Grit equal to $3 + \frac{1}{2}$ WIL.

Preparation (Encamp action): You ready yourself for the challenges ahead, by making sure you've got all the right tools on hand. Roll a SMR test, and gain Grit equal to the number of successes rolled. Grit gained in this way may exceed your maximum Grit, and lasts for the next day.

Ready for Anything (Passive ability): The Scoundrel may use Grit points in the following additional ways:

- Be treated as having a relevant background element for one attribute test (+2d) (1 point);
- Increase their Initiative value at the beginning of combat by an amount equal to the Grit points spent; or
- Immediately change what ammunition is loaded in a holstered weapon (1 point).

Gunslinger (Passive ability): The Scoundrel's attacks with revolvers succeed on 4+, instead of 5+.

Class features

Class feature	Requirement	Description
Ispanion Standoff	-	Gain +1d when attacking a target who was attacked by, or has attacked someone else since your last turn.

I'm Gonna Need Something Bigger	-	You may spend 1 AP and a Grit point to apply the effects of Gunslinger to one other weapon until the end of your turn.
Quickdraw	Rank 3	You gain +1d on attacks with a weapon in the same turn that you drew that weapon.
I've Got Something For This...	Rank 3	You may spend any number of Grit points in place of the same amount of Stuff to determine that you had a specific item all along - no rolling required! Using this ability in combat costs 2 AP. You cannot use this ability to create, for example, a key to a locked door, or an item to sell. Work with the GM.
Eye On The Prize	Rank 5	When you roll a critical success when Attacking, the attack deals additional damage equal to your WIL.
This Was The Set-up...	Rank 5	When combat begins, but before resolving actions or determining Initiative, you may spend a Grit point to immediately switch places with a willing ally. The ally must be within a number of metres of you equal to double your Smarts. You and your ally both take off clever disguises, surprising everyone.
Very Complicated Ricochet	Rank 5	At the beginning of combat, after determining Initiative, you may spend any number of Grit points to make a single attack with a ranged weapon that you have equipped against any target in range, rolling as many dice as the points you spent. You must describe how and when the shot was taken and apply Advantage based on where you would have been when the shot was taken.
Trick Shot	Rank 7	When you attack with a ranged weapon, the target gains no benefit from cover.
Get A Load Of This...	Rank 7	Whenever you receive a glancing hit, you may select a new target for the attack who is within a number of metres of you equal to your Smarts. Try and explain that.
Revenant	Rank 9	You do not fall unconscious regardless of how many Injuries you have. You can still die, though.
I Put This Here Earlier...	Rank 9	You may spend 2 Grit points to cause a large object, up to the size of a wagon, to appear up to a number of metres away from you equal to your Smarts. How and when did you manage to get that thing there?

		Using this ability in combat costs 2 AP. You cannot use this ability to make an object appear within sight of an enemy.
Bullet Time	Rank 11	When you roll a critical success when Defending, the attack you are rolling against immediately becomes a glancing hit.
But I Told Them To Stand Here...	Rank 11	If an ally would fail a saving throw against an effect other than a Condition, you may spend 2 Grit points to move that ally up to a number of metres equal to your Smarts from their current position. Treat the new position as that ally's position at the time the effect that triggered the saving throw occurred - if the ally is no longer in the area of an exploding grenade, for example, that's because you planned it all along.
For A Few Criticals More	Rank 13	Whenever you roll a critical success, roll an extra die.
I Did Some Scouting...	Rank 13	<p>You may spend 3 Grit points to make a modification to local terrain. Perhaps a pond is shallower than it normally is, or there's some loose debris piled up against a cliff. The modification should be something that could reasonably have happened in the last day, because you obviously found it that way.</p> <p>Using this ability in combat costs 2 AP. You cannot use this ability to make a modification which would be within sight of an enemy.</p>
I'm Feeling Lucky	Rank 15	You can now critically Succeed on rolls of 5, not just 6.
Here's What Really Happened...	Rank 15	You may spend a Grit point to immediately reroll an Attack, Defence, Save, or Skill check, including those which have previously been rerolled. You may choose which result to use.

Shaman

[\(Return to Character classes\)](#)

The Shaman is a disciple of elemental forces, communing with the spirits of the natural world to bring forth spectacular magical effects. Shamans are normally found among peoples living on the borders of civilised lands, although some practitioners of shamanic magic learn the practice in secret societies that perform their rites in the dark forests that blanket the settled lands.

Equipment: The Shaman begins the game with:

- 2d6 x 5 shillings
- A duster
- Either:
 - A club; or
 - A bow

Grit: The Shaman has Grit equal to $1 + \frac{1}{2}$ WIL.

Commune (Encamp action): You may call on local spirits to aid your allies. Roll a WIL test. Each success you roll may be given to another character in support of the Encamp action they are taking.

Spirit Guardian (Passive ability): The Shaman's mere presence calls elemental spirits to watch over their allies. Whenever the Shaman casts a spell, their allies gain Advantage on their next saving throw equal to the number of Power cards used.

Save difficulty: Unless otherwise noted, the Save difficulty of your spells is equal to 1 + one-quarter of your Willpower.

Class features

Class feature	Requirement	Description
Mind Over Body	-	Whenever you gain a new rank, you may reduce your maximum Toughness by 2 (in effect, foregoing the normal increase in base Toughness) to learn an additional spell of any tier you have access to.
War Dance	-	If you are at least 5m away from the nearest enemy, your spells have +1 Save difficulty.
Eye of the Storm	Rank 3	Whenever an enemy is within melee range, casting a spell costs 1 less AP.
Recycle	Rank 3	During combat, you may spend 1 AP to immediately discard your hand and draw the same number of Power cards.

Elemental Specialisation	Rank 5	Choose an element (Air, Earth, Fire, or Water). Power cards of one other element of your choice now count as cards of this element instead of their original element.
Harmony	Rank 5	Multiple Power cards of the same value used for the same spell only count as one card towards your limit.
Elemental Echo	Rank 7	Whenever you cast a spell that shares a primary element with the last spell you cast, recover 1 AP.
Spell Weaving	Rank 7	Whenever you cast a spell that does not share a primary element with the last spell you cast, recover 1 AP.
Elemental Attunement	Rank 9, Elemental Specialisation	<p>While you have at least one card of your specialisation in hand, all of your spells gain an additional effect based on your specialisation.</p> <p>Air: Enemies affected by your spells are moved directly away from you by a number of metres equal to the number of cards used for the spell, unless they pass a STR save. Allies affected by your spells gain a bonus to their movement speed equal to your Smarts until the beginning of your next turn.</p> <p>Earth: Enemies affected by your spells must spend twice as much AP to move for a number of turns equal to your Smarts. Allies affected by your spells gain Advantage 1 on Defence rolls until the beginning of your next turn.</p> <p>Fire: Enemies affected by your spells cannot use Armour until the beginning of your next turn. Allies affected by your spells gain Advantage 1 on Attack rolls until the beginning of your next turn.</p> <p>Water: Enemies affected by your spells are knocked prone unless they pass a STR save. Allies affected by your spells recover Toughness equal to $\frac{1}{2}$ your Smarts.</p>
Power Cycle	Rank 9, Recycle	During combat, you may spend 2 AP to immediately discard any number of Power cards and draw the same number.
Deep Specialisation	Rank 11, Elemental Specialisation	Choose an element which you have not already specialised in or excluded. Cards of this element now also count as cards of your specialisation instead of their original element.
Spiritual Aid	Rank 11	Face cards do not count towards the limit of cards you can use per Spell.
Intensity	Rank 13, Elemental Specialisation	Spells you cast with a dominant element matching your specialisation have +1 Save difficulty.
Prismatic Nexus	Rank 13	If you start your turn with at least one card of each element in hand, your cards grant additional Power equal to your Smarts.
Elemental Form	Rank 15, Deep Specialisation	<p>You gain an ability based on your specialisation:</p> <p>Air: You may call upon the wind to let you fly for a number of minutes per day equal to your Agility. Your movement speed while flying is doubled.</p> <p>Earth: You now have a natural Deflection value equal to your Strength. You ignore difficult terrain and cannot be knocked prone against your will.</p> <p>Fire: Your melee attacks, and melee attacks against you, inflict Burning on your opponent equal to your Willpower. You take no damage from Burning, and gain an extra AP per turn while you are on fire.</p>

		Water: Whenever you cast a spell, you may choose to exclude up to a number of targets equal to your Smarts from the effects of that spell. You can breathe underwater.
Focus	Rank 15	While you have more than one card in hand and all cards are of the same element, casting a spell does not cost AP.

Learning spells

The Shaman begins play with knowledge of three Tier 1 spells. Each time the Shaman gains a new rank, he learns a new spell of a tier that he has access to. The Shaman gains access to Tier 2 spells at rank 5, and Tier 3 spells at rank 10.

Spellcasting

Casting a spell costs 3 AP, and requires the Shaman to discard one or more cards. The Shaman must have two free hands to make mystical gestures, and the ability to speak clearly to intone words of power.

The strength of the Shaman's spells depends on his ability to draw elemental power from his surroundings, represented by Power cards. Shamans are not inherently restricted to any particular element, but they can change the effects of their spells according to the Power available to them. See Table: Shaman spells.

Power

Each spell uses elemental Power, represented by cards which are discarded after use. Power is used to set the numerical values of a spell, for example, using 6 Power on a *Lightning bolt* will cause it to deal 6 damage. A spell may be modified by the numerical value of a card, the suit of the card, and the number of cards used.

A Shaman may only use a number of cards per spell equal to half his Smarts.

Cards

The Shaman's deck begins with **cards from two suits** of his choice. At Ranks 5 and 10, the Shaman adds another suit of his choice.

The deck is shuffled at the beginning of each day, and discarded cards are not returned to the deck until the Shaman rests. Any cards remaining in the Shaman's hand at the end of combat are returned to the deck. The cards' suits and values determine the element and power available to the Shaman, respectively.

- Diamonds: Air

- Spades: Earth
- Hearts: Fire
- Clubs: Water

Ace cards have a Power value of 1 in most situations, however have a Power value of 10 if no face cards are used for the same spell.

Jacks have a Power value of 2, and cause the current spell to cost only 2 AP to cast.

Queens have a Power value of 5, and all other cards of the same element used for the same spell as the Queen are not discarded.

Kings have a Power value of 5, and all cards used for the same spell can be used as cards of the same element as the King.

The Shaman may have as many cards in hand as half his Willpower +2.

At the beginning of combat, after determining initiative, the Shaman draws this many cards. At the end of each turn in combat, the Shaman draws cards until he reaches this limit. Elemental spirits are drawn to the chaos of battle, and are thus easier to call upon during combat.

When not in combat, the Shaman must coax elemental spirits to his aid, which does not take much time, but may require some strenuous effort. The Shaman may draw the same number of cards as they would in combat; however, this requires them to spend two minutes concentrating. Unused cards are discarded after one hour.

Table: Shaman spells

Reading this table

- **Name:** What the spell is commonly called. This may vary between practitioners.
- **Primary element:** The main element powering the spell.
- **Description:** A summary of the spell's effect. See the Shaman spell list for further details.

Tier 1		
Name	Primary element	Description
Lightning Strike	Air	A bolt of lightning strikes a single target. Harder to resist when outdoors.
Seafarer's Prayer	Air	Control winds in a large area.
Tailwind	Air	Increase a target's movement speed.
Vacuum Blade	Air	Attack with a collapsing vacuum that deals half damage on a glancing hit.

Whispering Wind	Air	Speak with a distant target.
Boulder Toss	Earth	Attack with a hurled stone that can knock the target prone.
Earthen Hauberk	Earth	Give armour to a target.
Excavate	Earth	Move a volume of natural or artificial earth and stone.
Fangs of the Great Worm	Earth	Stalagmites erupt from the ground and impale the target.
Fist of Stone	Earth	Attack with a gauntlet that can knock the target back.
Backdraft	Fire	Pull nearby flames into a target, dealing damage and setting them on fire.
Burning Breath	Fire	Expel a cone of flame that deals damage and sets targets on fire.
Cauterise	Fire	Stop bleeding on a target.
Comfort	Fire	Makes ambient temperature bearable.
Control Flame	Fire	Move an existing flame, dealing damage and setting targets on fire.
Glowing Brand	Fire	Touched weapon deals fire damage and sets targets on fire.
Guiding Star	Fire	Glowing orb provides light and heat.
Control Liquids	Water	Move a volume of liquid.
Curtain of Water	Water	Wall of water blocks fire effects.
Dowsing	Water	Locate the nearest source of liquid water.
Extinguish	Water	Remove burning condition from a target or put out fires.
Nourish	Water	Target recovers Toughness.
Purge Toxins	Water	Remove poison and intoxication from a target.
Spirit Shield	Universal	Grant resistances to a target.

Tier 2		
Name	Primary element	Description
Asphyxiate	Air	Cause the target to begin suffocating.
Corposant	Air	Lightning aura continually damages anyone carrying metal within range.
Gust	Air	Gust of wind pushes targets in a specific direction.
Obscuring Fog	Air	Sphere of fog grants cover.

Scour Sorcery	Air	Destroy an existing non-Earth magical effect.
Sphere of Clear Air	Air	Bubble of air allows creatures to breathe normally and blocks fog and gas effects.
Storm Lash	Air	Bolt of lightning chains between multiple targets.
Earthbind	Earth	Gravity distortion pulls targets to the ground in an area.
Earthen Rampart	Earth	Create a wall of compacted earth.
Sandstorm	Earth	Localised sandstorm deals damage and causes creatures to be blinded and disoriented.
Tangling Vines	Earth	Vines slow movement and damage creatures moving through the area.
Tremorsight	Earth	Gives clear vision of creatures and objects in contact with the ground.
Boneyard Noon	Fire	Area of hot air deals damage and sets targets on fire.
Corona	Fire	Blinding aura that causes damage to melee attackers.
Firewall	Fire	Wall of fire does damage and sets anything passing through on fire.
Focus on the Flame	Fire	Suppresses disoriented, frightened, and shaken conditions, and helps broken allies.
Geyser	Fire	Vertical column of steam does damage, blinds and disorients.
Spear of Dawn	Fire	Attack with a lance that does damage and sets target on fire.
Sun Pierces Clouds	Fire	See through illusions and obscuring effects.
Cold Snap	Water	Drop in temperature causes cold damage, wet targets can be stunned.
Downpour	Water	Create a violent rainstorm.
Pelagic Blessing	Water	Fill a target's breathing organs with water.
Piercing Cold	Water	Spear of ice does physical and cold damage, and stuns target.
Rip Current	Water	Area of churning water continually pushes targets in a specified direction.
Water Hammer	Water	Blast of water does physical damage and knocks target back.
Elemental Strike	Universal	Deal damage to a target in melee range.

Tier 3		
Name	Primary element	Description

Arcing Weapon	Air	Metallic weapon does additional electric damage, and pulses damage in an area.
Cloud Stride	Air	Gives ability to fly to a target.
Ride the Lightning	Air	Deal damage and teleport to a target.
Thunderball	Air	Hovering ball of electricity continually does damage in an area.
Tornado	Air	Moving column of air pulls targets into the air.
Vacuum Wave	Air	Collapsing vacuum drags creatures and objects in an area into its centre.
Bones of the Mountain	Earth	Create structures of stone.
Earthen Aegis	Earth	Shield of stone blocks attacks.
Earthquake	Earth	Expanding area of effect damages creatures and structures.
Quicksand	Earth	Area traps creatures unless they save or spend AP.
Servant of Stone	Earth	Summon an earth elemental.
Dessicate	Fire	Destroy moisture in an area and cause fatigue to creatures.
Flashpoint	Fire	Sets a target and creatures around them on fire. If the primary target is already on fire, burning stacks.
Gate of Flames	Fire	Use large fires as portals.
Second Sun	Fire	Large area of effect deals damage, blinds targets, and sets them on fire.
Sunburst	Fire	Deals fire damage and sets targets on fire around the caster.
Liquid Form	Water	Turns a target into liquid.
Storm From the Hordelands	Water	Ice storm deals damage in an area and stuns.
Teeth of Black Ice	Water	Creatures moving through an area can fall prone, and targets that fall prone take damage.
Tidal Bore	Water	Moving wall of water deals damage, pushes targets, and knocks them prone.

Soldier

[\(Return to Character classes\)](#)

The Soldier is a trained fighter, learned in the arts of modern war and at their best when working with a group. Whether a militiaman, an officer, or even one of the new-fangled “irregular” troops, the Soldier typically has discipline and skills well-suited to the adventuring life. They are masters of marksmanship and defence, a rock around which the chaos of battle flows.

Equipment: The Soldier begins the game with:

- 2d6 x 5 shillings
- A duster with improvised armour
- Either:
 - A musket; or
 - A compact revolver and a sword

Grit: The Soldier has Grit equal to $4 + \frac{1}{2}$ Rank.

Gear check (Encamp action): You may perform maintenance on your party’s equipment. Use 1 Stuff, and choose one of the following benefits for each party member:

- One weapon gains +1d when attacking
- +1 Deflection
- +2 physical resistance

This benefit lasts until the end of the next combat encounter.

Physical Training (Passive ability): The Soldier gains double the Toughness bonus from Endurance. Additionally, choose one of the following at character creation:

- You gain +1d when attacking with a melee weapon
- You gain +1d when attacking with a ranged weapon
- You gain +2d when defending against melee attacks

Save difficulty: Unless otherwise noted, the Save difficulty of effects applied by your abilities is $1 +$ one-quarter of your Smarts.

Class features

Class feature	Requirement	Description
Careful Aim	-	When shooting into an Engagement, your target's cover level is reduced by one step (major cover becomes minor, and minor cover becomes no cover).

Cuirassier	-	You treat all STR requirements for armour as 2 lower..
Well-Drilled	-	You learn a Drill (refer to Table: Drills).
Look Out, Sir!	Rank 3	When an ally within 5m would take damage from an attack, you may use the Defend action in their stead, using your own modifiers for the roll. The ally still takes damage if you are unsuccessful. Regardless of the result, you are now adjacent to that ally.
Riposte	Rank 3	When you successfully defend against a melee attack, you may immediately make a free melee attack against your opponent, with advantage equal to your margin of success.
War Stories	Rank 3	You gain the Tell War Stories Encamp action. Briefly outline the type of story you tell. Each ally chooses one of the following reactions to your story, which gives them a benefit until the next time you rest: <ul style="list-style-type: none"> • Bummed out: Whenever the ally would fail a defence roll or saving throw, they may spend 1 Grit point to get +1S on that roll. • Inspired: Whenever the ally makes a successful attack, they may immediately use a Grit point to recover Toughness. • Reflective: The ally gains 1 Grit point. This can exceed their maximum Grit.
Cold Steel!	Rank 5, Close Order Drill	When within 3m of an ally, drawing a readied one-handed melee weapon costs no AP. Additionally, bayonets do not impose disadvantage on ranged attacks.
Firing Position	Rank 5	Whenever you are at a higher elevation than your target, you gain+2d on ranged attacks. As a general guide, you are at a higher elevation when the surface you are on is above the target's head.
Press the Attack	Rank 5, Assault Drill	When you enter an Engagement using Assault Drill, make a free melee attack.
Sweeping Advance	Rank 5, Breakthrough Drill	When you make a free move using Breakthrough Drill, all allies in the previous Engagement with you may also move up to your speed.
Look Out, Sir - Aargh!	Rank 5, Look Out, Sir!	When you use Look Out, Sir! to Defend an ally but fail in your attempt, you may take damage from the attack in their stead.
Cool Under Fire	Rank 7	Whenever you successfully Defend, gain 1 AP.
Drill Instructor	Rank 7, Well-Drilled	In combat, during your turn, you may spend 2 AP to remind your allies of what you made them practise in camp. Roll a number of dice equal to your Rank + WIL. You can affect a number of allies equal to the number of successes rolled. Choose a Drill you know. Affected allies gain the benefit of that Drill if they were present the last time you Encamped. Duration: Variable 3. Learn a Drill.
Expert Loading	Rank 7	Reduce the reload cost of two-handed firearms by 1 AP (minimum 1).

Pick Off	Rank 7	When shooting a target that is not within 3m of one of their allies, your ranged attacks succeed on 4+.
Sniper	Rank 9, Firing Position	During your turn, you may spend 2 AP to take careful aim at a target. That target cannot defend against your next attack unless they are in cover.
Turn the Tide	Rank 9	When you defeat an opponent, you and all allies who witness the deed gain 1 Grit point. This can exceed their maximum Grit.
Drill Master	Rank 11, Drill Instructor	When you use Drill Instructor to grant a Drill to an ally, you may grant them the benefits of an additional Drill. Learn a Drill.
Stay Low!	Rank 11	Allies within 5m of you who can see or hear you increase their cover benefit by one step (Minor cover becomes Major cover, and no cover becomes Minor cover).
Bring It Down!	Rank 11	Allies within 10m of you who can see or hear you gain Advantage equal to half your SMR when attacking the last foe that you attacked.
Deadeye	Rank 13	When you attack with a rifle or carbine, roll an extra die for each AP you use in the attack over the minimum attack cost of the weapon.
Once More, Into the Breach	Rank 13	When you attack an enemy with a melee weapon, all your allies may move up to their speed towards that enemy. Allies who move adjacent to the target may choose to enter the Engagement. Resolve this effect before rolling your attack.
Last Stand	Rank 15	When you have 0 Toughness, you and your allies within 10m who also have 0 Toughness succeed on 4+ on all rolls.
Second Wind	Rank 15	Once per combat, you may gain AP equal to your Endurance.

Table: Drills

Drill	Description
Assault	When you attack a target within 5m with a ranged weapon, immediately move adjacent to the target and enter engagement.
Breakthrough	When the last opponent in an engagement breaks from the engagement or is defeated, you may immediately move up to your speed.
Close Order	When within 3m of an ally, you ignore the penalties of the Shaken and Disoriented conditions. Their durations still lapse.
Skirmish	When you attack with a ranged weapon, you may immediately move up to your speed.
Volley Fire	When an ally within 5m makes a ranged attack, gain advantage on your next ranged attack equal to the number of successes they rolled.

Getting around the Territory

Overview

Contrary to what the pulp serials sold in major cities might lead you to believe, a Ranger's work doesn't consist entirely of back-to-back gunfights with outlaws and grim duels with monsters in forgotten ruins. These impressive set-pieces are often the culmination of days or even weeks of gruelling investigation and trekking through untamed wilderness.

When you're travelling, you need **Food and Stuff**. You never know what you might run into in the wilds, and in some cases, you might not be certain how long you'll *be* in the wilds, so you'd best be prepared.

All of these things will weigh you down, though, so be mindful of your **Encumbrance!** Carrying too much gear may make it harder to avoid some hazards. Depending on how far afield you're planning to go, you might want to consider investing in some pack animals, or maybe even hire some locals to haul your gear.

There are three layers of overland travel in Six Shooter, which are, in summary:

- **Regional:** This is the most "zoomed out" layer, where the GM describes the landscape and your journey in the broadest strokes. You're just dots on a map.
- **Exploration:** In this layer, you traverse the wilderness in pursuit of your bounties or strike out to find what lurks in the lands beyond civilisation, and you will need to manage your party's resources. The GM should have a map of the local area prepared.
- **Local:** This is the most "zoomed in" state. You've reached a local landmark, or a beast's lair, and you're poking around to see what you can turn up. In this layer, you may solve puzzles, overcome obstacles, or get into fights.

Regional travel

Regional travel requires the fewest choices from the players. Are you:

- **Taking your time** - you hunt and forage so you don't need to consume supplies, but it takes longer to reach your destination; or
- **In a hurry** - you consume 1 Food per day spent travelling, or else gain Fatigue 1.

The GM is encouraged to describe the terrain you're moving through, to give you an idea of your environment and set the atmosphere, but without getting into too many specific details. In

an old film, this would be the phase where you're drawing dotted lines on a map, or taking in a panoramic shot of Monument Valley.

If there's a need to escalate the level of detail or chaos, you'll "zoom in" to the Exploration layer.

Exploration

In summary, during **Exploration**, you:

- Traverse an overland map,
- Have a limited number of actions per day, as a party,
- Consume resources such as Food and Stuff, and
- May encounter strange sights or face local threats.

Exploration occurs on a map prepared by the GM. These rules assume that this map is divided in a hex grid, but if you prefer, you can use a square grid or even free-form with a tape measure, so long as you maintain a consistent scale.

Note that there is no prescribed scale for the exploration grid. A hex may be a few kilometres across, or it could be a couple of city blocks. In general, each hex should reasonably require a noticeable chunk of the day to navigate or investigate in full, particularly if you're trying to find someone or something.

During Exploration, your party consumes **Stamina**. Stamina represents your party's efficiency and perseverance - a party with more Stamina can get more things done during the day. The day only ends when you have used up all your Stamina.

Your party's Stamina is equal to the lowest Endurance attribute in the team, plus any modifiers granted by equipment or hirelings.

Stamina may be spent for the following actions:

- **Move** to an adjacent hex (1-3 Stamina),
- **Scout** your current hex (1 Stamina), or
- **Encamp** (1 Stamina).

You might also consume **Food** during Exploration. In general, you are assumed to be foraging or getting into your rations *just* enough to meet your most basic needs each day; however, when you're fatigued or injured, you will need to really dig into your supplies for a bit of extra energy.

You only consume Food when the rules indicate. Food may be purchased ahead of time (see the **Equipment** section), or found while scrounging (see **Encamp**, below).

During Exploration, everything your party does will move a **Danger counter**, which determines whether you encounter anything unexpected in the wilderness.

Move

Moving to a new hex costs:

- 1 Stamina, if the new hex is open terrain,
- 2 Stamina, if the new hex is difficult terrain, or
- 3 Stamina, if the new hex is very difficult terrain.

Movement through difficult terrain assumes that you are choosing your paths carefully, taking frequent breaks to scout ahead for hazards, and taking care to not draw too much attention to yourselves; sometimes, you may want to move at speed, despite the risks.

Move hastily: When you move hastily, you reduce the cost of movement by 1 or 2 (to a minimum of 1). For each point that you reduce the cost, add 1d6 to the Danger counter.

Tracking

If you are tracking a target, when you enter a new hex, the GM reveals the target's approximate direction of travel. This is information you might piece together from broken vegetation, blood trails, footprints, and so on, as appropriate to the environment and your quarry. This approximate direction should always be three contiguous hexes adjacent to your current hex.

Additionally, one member of the party rolls a **tracking test**, which is a number of dice equal to your party's current Stamina, plus any modifiers assigned by the GM. The difficulty of this test is determined by what you are tracking, and the environment: tracking beastfolk across a prairie is much easier than tracking a basilisk through a forest, for example.

If the tracking test succeeds, you may choose:

- the GM provides you with a more precise direction of travel (two hexes instead of three),
- the GM provides you with the exact direction of travel (one hex instead of two), and you add 1d6 to the Danger counter, or
- reduce the Stamina cost of your next move by 1 (minimum 1).

On a critical success, you may choose:

- the GM provides you with the exact direction of travel,
- the GM answers one question about the target using information from its statistics block, provided that the information can be reasonably inferred from the environment, or
- reduce the Stamina cost of your next move by 1 (minimum 0).

If the tracking test fails, you may choose either:

- you gain no further information beyond the approximate direction of travel, or
- the GM provides you with a more precise direction of travel (two hexes instead of three), and you add 2d6 to the Danger counter.

Scout

Scouting your current hex costs 1 Stamina.

When you Scout, you learn if there are any landmarks of note in the current hex, and you may roll a tracking test as if you had full Stamina.

Encamp

Encamping costs 1 Stamina.

When you Encamp, each party member chooses an **Encamp action**. Once all actions have been resolved, the party rests.

Setting up a camp attracts attention. If you Encamp more than once per day, add 1d6 to the Danger counter each time beyond the first.

Encamp actions

In addition to the actions listed here, each character class may also have their own Encamp actions.

Recuperate

You stay in camp and take it easy. This is time spent keeping pressure off broken bones, clearing your mind, or even (shockingly!) taking any medicine you've been told to take.

Spend 1 Food, and roll an END test. For each success rolled, you may:

- Remove 1 Injury;
- Recover 1d6 Grit
- Remove 1 point of damage from one attribute; or
- Remove 1 additional point of Fatigue.

Additionally, you recover Toughness equal to the highest die result.

Scrounge

You spend this time foraging in the local area. This could represent hunting and trapping game, looting abandoned camps, and so on. This level of activity will alert nearby creatures and bandits to your presence.

Roll an END test. For each success rolled, you gain 1 Food. If more than one character chooses to scrounge, only one will attempt the test, but each additional character grants +1d.

If no successes are rolled, add 1d6 to the Danger counter.

Investigate

You review the clues you've found about your quarry, or you spend some time scoping out the local area.

If there is a local landmark, you may explore it. Only characters who are also investigating may join you.

Otherwise roll a SMR test. For each success rolled, you may:

- discover one fact about the target you are tracking,
- discover one fact about a curious item you've found, or
- grant +1d to the next tracking test.

If more than one character chooses to investigate, only one will attempt the test, but each additional character grants +1d.

Secure the area

You stand guard, set up wards or alarms, and otherwise make an effort to proactively address any potential risks.

Roll a SMR test. For each success rolled, one party member gains +1S on any tests triggered by hazards or encounters for the next day.

If more than one character chooses to secure the area, only one will attempt the test, but each additional character grants +1d.

Resting

You rest at the end of each day, whether or not you are Encamped. Resting does not cost Stamina.

When you rest, you may spend 1 Food. If you do so, you:

- Roll a number of dice equal to your END, and recover Toughness equal to the highest result,
- Recover 1d6 Grit, and
- Remove 1 point of Fatigue.

While in town

- Options for faster Grit recovery

The Danger counter

The **Danger counter** represents the party tempting fate and attracting the attention of the denizens of the wild as they travel.

The Danger counter increases by 1 for every point of Stamina you use, and may also increase when you do particularly risky or attention-grabbing things.

Each hex has a **Safety rating**, assigned by the GM and hidden to the players. This rating generally decreases as you move away from civilised lands. The GM may assign the same Safety rating to a whole area on the map, for example, a spooky forest which covers multiple hexes.

When you enter a hex, if your Danger counter exceeds the hex's Safety rating, the GM rolls on an encounter or hazard table.

The GM may prepare a single encounter and hazard table for an entire region, or they may prepare multiple tables, for example, separate tables for hills and forests, or even separate tables for each hex.

Encounters or hazards may be peaceful, such as encountering strange but harmless landmarks or docile wildlife, or they could be perilous, such as stumbling upon monsters other than the one you are hunting or even natural disasters such as rockslides. Occasionally, perilous encounters might even masquerade as peaceful ones.

In any case, after an encounter or hazard has been resolved, the Danger counter is reset to 0.

Example: The party has uncovered six tracks of the required eight, and Elizabeth is taking the lead on the morning of the third day.

GM: It's the third day of tracking now, and you think you're getting very close to the basilisk's nest. Yesterday, McCreedy cracked a rib saving you, Elizabeth, from slipping off a rock. He's not doing so great today - do you still want to press on? You're on your last day of food, since you couldn't afford more...

McCreedy: I reckon I'll be fine - just give me the rifle and I won't have to move too much once we run into the monster.

Elizabeth: You kidding? That means I'd have to keep it busy on my own until you can bring it down. It'll eat me alive. I think you should spend the day recuperating, and I'll forage for more supplies.

McCreedy: If we forage, the monster will probably pick up our scent and know we're coming.

Elizabeth: Look on the bright side: we can get eaten as a team instead of just me. Let's rest for today.

GM: Alright, you spend the whole day resting and foraging. You've managed to scrounge up some food in an abandoned camp - some questionable looking cheese and a couple of tins of mystery meat. By the next day, McCreedy's feeling a bit better.

McCreedy: I'm not a doctor, but I don't think I should have recovered that quickly. Must have been something in that mystery meat. Anyway, we'll press on today.

Elizabeth: Now that I think about it, maybe a bit more investigation is called for, so we know how big this thing is, if it's got a mate, you know, crucial information like that.

McCreedy: We'll be fine, trust me!

A note on random encounters

The wild lands of the Territory are perilous places, and beyond the simple dangers of getting lost or exposed to treacherous weather, you may encounter opportunistic bandits or hungry beasts. Although your first instinct might be to shoot first, the players and GM are encouraged to be open to the possibility of non-combat solutions. For example, you might cautiously skirt around where a mother bear is sheltering her cubs, or you might impress upon some bandits that attacking you is not a profitable venture. Of course, this isn't to say that you should rule out combat as an option - especially not if that's what's fun for you.

Remember that you primarily earn rewards through completing contracts - fighting when you could otherwise avoid it might cost you more than it's worth!

Local travel

Attribute tests

To roll an attribute test, roll a number of dice equal to your attribute score (plus or minus any advantage or disadvantage that applies).

From time to time, you may need to solve a problem through some means other than shooting someone in the face.

Actions such as climbing walls in a hurry, picking someone's pocket, or talking your way out of a bad situation, are handled through some combination of narrative (that is, role-playing) and attribute tests, as determined by the GM.

Don't sweat the small stuff - the GM is encouraged to not have you roll any dice if there's little to no chance of failure, or if failure has no meaningful consequences.

In combat, attempting a test may cost AP.

If a test must be rolled, it will usually require you to roll between 1 and 4 successes.

Tests may either be **progressive** (successes can build over several attempts) or **absolute** (one attempt determines success or failure), depending on the complexity of the task.

An absolute test is appropriate for a simple, but difficult task which logically allows a single attempt, such as trying to leap onto a moving train. If you succeed, great - but if not, you might find yourself hanging on for dear life from a railing, or becoming intimately familiar with the tracks.

A progressive test is suitable for a complex task, such as picking a particularly devious lock. Failing the test on the first attempt doesn't necessarily mean the task is now impossible - in this situation, if you only rolled 1 success, you've made some progress, but not as quickly as you'd like. There may be complications: for example, whoever is on the other side of the door gets more time to prepare, or a patrol of guards gets closer. You would count the success you've already rolled towards future attempts.

Advantage from your Background

The GM may ask, or you may indicate, if something in your character's Background would give them some kind of advantage on a test.

If you have a relevant Background element for a particular test, the GM may grant you +2d.

Tools

If you have a tool or other equipment that can help with a task, the GM may either:

- Grant you Advantage on the test; or
- Grant you Assurance on the test.

Refer to the **Equipment** section for more information about tools and other equipment.

I'm not sure which attribute to test!

If it's unclear what attribute is useful for a particular test:

- First, consider if a test is necessary.
- If a test is necessary, and it seems like something anyone might be able to attempt, roll 4 dice.

- If the test seems like something a Ranger might get better at over time, apply Advantage equal to $\frac{1}{2}$ your Rank.

Encumbrance

Hauling bulky or heavy equipment around the Territory is a tiring business, and it can also interfere in combat! If you've got too much stuff, consider leaving some of it at camp, or in your saddlebags.

- **Weapons:** You can have four weapons **ready**. This means that the weapon is holstered at your hip, slung over your shoulder, in a scabbard in your boot, and so on. Two-handed weapons count as two weapons towards this limit. Readied weapons are easier to draw in combat (see **Fightin'**, below). Any other weapons are stowed away with your other gear.
- **Ammunition:** Characters are assumed to keep ammunition for their weapons in easy reach, and in true Western spirit, never seem to run out. Characters simultaneously carry as much ammunition as they need, and never carry enough to weigh them down.
- **Armour:** Characters can wear only one suit of armour at a time. Only consider the weight of the armour in terms of its STR requirement vs. the character's own STR score. Each point that the requirement of the armour exceeds a character's Strength attribute imposes a -1 AGI penalty.
- **Food and Stuff:** You can carry a total amount of Food and Stuff equal to $2 + \text{STR}$. If you are carrying more than this, you gain Fatigue equal to the excess for each full day or part thereof that you travel. It's understandable that you want to be well-prepared, but there's only so much you can put on your back!
- **Extra weapons and other equipment:** Bulky, specific items carried on your person count as various amounts of Stuff. For example, a pistol would count as 1 Stuff, a rifle 2, and a suit of armour 3.

Getting hurt

Toughness

Toughness represents the amount of damage you can sustain before being injured. Toughness is equal to a base amount determined by your Rank, plus the sum of your Strength and Endurance.

Lost Toughness may be recovered through resting and other effects, such as magic and potions.

You can also work out your ordinary maximum Toughness using the following formula:
$$8 + (\text{Rank} * 2) + \text{STR} + \text{END} (* 2 \text{ if you are a Soldier})$$

Grit

Your class determines the maximum amount of Grit you can have.

Rangers are built of sterner stuff than most folks. Grit represents a certain heroic determination that conveniently only exists for the main characters of a story.

Grit may be used in the following ways:

- When you draw a face card to determine an injury, you may spend a Grit point to treat it as a number card, instead.
- During your turn, you may spend 2 AP and a Grit point to recover Toughness equal to your END. You may do this while unconscious.

Certain class features may allow you to spend Grit points for other effects.

Used Grit is recovered through rest.

Conditions

Sometimes, a monster's claws may not be the only threat you face! Envenomed stingers, dazzling flashes, or even fiery breath are just some of the weapons that may be employed

against you - or that you might employ against your foes, for that matter. These effects may inflict Conditions, which have various effects (see the table below).

Conditions generally do not allow an initial saving throw to avoid them. Some Conditions automatically allow you to attempt a save or test to reduce their magnitude at some point.

All conditions have a magnitude, denoted in the Conditions table with (x). The value of x is defined in the text of whichever effect imposed the condition.

For most conditions, magnitudes do not stack (are not added together) if the condition is applied multiple times - only the highest magnitude is retained. Conditions whose effects can stack are marked in the Conditions table with '**Stacking**'.

Refer to the [Conditions](#) table.

Holding your breath

Characters can hold their breath for one minute for every 5 points of their Endurance, or for one turn per point of Endurance in combat.

Characters who exceed this limit gain Suffocating 1 (see Conditions).

Falling damage

In reality, a one-metre fall can be enough to kill or seriously injure a human.

Rangers, on the other hand, are some combination of tougher than most, luckier than most, and narratively important. Therefore, most of the time, a Ranger can take a one-metre fall without issues.

Beyond this, however, for every 5 metres or part thereof that you fall, roll 2d6 and take that much damage. This damage is not reduced by armour.

If you jumped or fell on purpose, you may roll a STR test to reduce the effective distance of your fall by a number of metres equal to the number of successes rolled.

For example:

- If you jump down from a 2 metre platform and roll 1 success in your STR test, you treat the fall as being 1m high - not enough to take any damage.

- If you jump down a 4 metre hole (why you'd do this is a separate discussion) and roll 2 successes in your STR test, you treat the fall as being 2m high - you'll take 2d6 damage.

Injuries

Draw an injury card when:

- Your Toughness is reduced to 0;
- You take damage while at 0 Toughness;
- You take damage from a critical hit (see below); or
- You take massive damage (see below).

If a single event satisfies more than one of these, draw a card for each point met. For example, if a critical hit from a rifle leaves you at 0 Toughness, draw two cards: one for taking damage from a critical hit from a weapon, and one for having your Toughness reduced to 0.

The value of the card determines the table that you will roll against, and when:

- Ace
 - Roll on the “Could be worse...” table the next time you rest.
 - These “injuries” may actually be beneficial - but they still count as injuries!
- Number cards (2-10)
 - Roll on the “I’ll feel that one later!” table at the end of the encounter.
 - These injuries will generally put you in a worse position at the beginning of a fight, or otherwise inconvenience you as you travel.
- Face cards
 - Roll on the “**That ain’t good...**” table immediately.
 - These injuries have an immediate, and possibly catastrophic effect!
 - When you draw a face card, you may choose to suffer 1d6 WIL damage to treat it as a **number** card instead. You must make this decision before rolling against the injury table.

Regardless of whether the nature of the injury is known, it still counts towards determining whether you're unconscious or dead. Until you have rolled on the injury table, the injury is "unresolved".

Injuries are determined by rolling 2d6 and consulting the relevant table.

If an injury indicates that it has a permanent effect, the injury cannot be removed by mundane means such as resting.

Unless the description of the injury states otherwise, each injury may only be applied once. If you would receive an injury which you already have, and which cannot be applied again, treat this as a *Beaten up!* result (no effect, but still counts as an injury).

Refer to the [Injuries](#) tables.

Massive damage

Getting hit by a cannonball, being trampled by stampeding cattle, or falling off a high cliff - at some point during your career as a Ranger, you may be subject to some form of significant hurt where it might be absurd to only suffer, say, a mild concussion.

If a single instance of damage would exceed your maximum Toughness, draw an Injury card for each full multiple of your maximum Toughness that damage would have equaled. This Injury card is drawn in addition to any Injury cards you may otherwise be required to draw.

For example, if your maximum Toughness is 20 and you suffer a critical hit that deals 36 damage, you must draw three Injury cards: one for being reduced to 0 Toughness, one for receiving a critical hit, and one for massive damage ($36 / 20 = 1.8 = 1$ full multiple). Similarly, if you were at 0 Toughness, out of a maximum of 20, and you fell off a cliff taking 44 damage, you must draw three cards: one for taking damage while at 0 Toughness, and two for massive damage ($44 / 20 = 2.2 = 2$ full multiples).

Unconsciousness

You fall unconscious when you reach 0 Toughness, and have more injuries than your current Endurance.

First aid

If an ally is unconscious, and you are within arm's reach, you may attempt to bring them back to consciousness, albeit in a very precarious state. This requires a T2 SMR test. If you succeed,

your ally may immediately use a Grit point to recover Toughness. If you roll 0 successes, your ally draws an injury card, instead. This action costs 3 AP if used in combat.

First aid can also be used to reduce the severity of the Bleeding condition (see [Conditions](#)).

Death

When you have more injuries than the sum of your current Endurance and Willpower, you die.

Unlike Rangers, most foes you encounter will die upon receiving one or two injuries.

Your obituary

An old Ranger is rare, and a retired Ranger is rarer still. Whether by a bandit's pistol or a beast's jaws, a Ranger's career is typically expected to end prematurely, and violently. You might find journals or other records of Rangers who have met their untimely ends in the wilds (and please fill out the necessary paperwork if you do so!), but it is also possible that you yourself will meet your doom while on the job.

If your character dies, record the following on your character sheet:

- What killed you;
- What you were doing when this happened; and
- What your character will be remembered for.

Your companions (or whoever finds your body) will need to make sure your memory is celebrated, or at least filed away, the next time they're in town.

Perhaps your next character will meet the party at your last character's wake, or be inspired by hearing of their exploits!

Creating a new character

When you die, create a new character at:

- Rank 1, if the average Rank of the rest of the group is 4 or lower
- Rank 5, if the average Rank of the rest of the group is between 5 and 9, or
- Rank 10, if the average Rank of the rest of the group is 10 or higher.

Fightin'

Overview

This section describes how to determine the order that combatants can take their turns, and the various actions you can take in combat.

Combat in Six Shooter is turn based; however, this is an abstraction for the sake of playability. In reality, fighting is chaotic - everything that happens between one combatant's turn and their next turn is effectively happening simultaneously.

The number of things that can occur during any given character's turn in combat is highly variable; however, it may still be necessary to keep track of how much time things take, especially since some effects have their durations measured in minutes or hours, rather than turns.

You can generally expect that an in-game minute passes for every five turns taken in combat, regardless of the amount of AP spent.

Initiative

Initiative is determined when combat breaks out, and defines the order that combatants take their turns.

To determine initiative, each combatant rolls 2d6 and adds their Smarts to the result. The combatant with the highest result goes first, and so on.

In the event of a tie, the combatant with the highest Smarts will go first.

If this still results in a tie, and:

- The tie is between allies, they can choose the order amongst themselves;
- The tie is not between allies and has occurred at the top of the initiative order, flip a coin;
- The tie is not between allies and has occurred somewhere else in the initiative order, check who is above them in the initiative order - whoever that combatant's enemy is goes first.

Delaying your turn

If you'd rather wait and see what other combatants do before you act, you may choose to delay your turn. If you do this, you immediately move to the last spot in the initiative

order for this turn. If more than one combatant delays their turn, their turn order will not change, as they are each placed at the back of the 'queue' as they choose to delay.

The following limitations apply when delaying your turn:

- You cannot delay your turn if you have already used any AP.
- You cannot delay your turn if you are maintaining a spell.
- You cannot delay your turn more than once per turn.

Action Points (AP)

Your maximum AP is equal to your AGI + END.
Your AP recovery per turn is equal to $3 + \frac{1}{2}$ your AGI.

Action Points represent the number of things a combatant can do in their turn - either because they're just that quick, or they've given themselves time to figure out what they're going to do in the most efficient way possible.

AP at the start of combat

A begins combat with AP equal to their AP recovery per turn ($3 + \frac{1}{2}$ AGI).

If combat was initiated by an attack or similar hostile action, resolve that action before determining Initiative. The AP cost of the initiating action is taken from that combatant's starting AP.

Combatants may not otherwise use any of their starting AP until Initiative is determined.

Spending and retaining AP

Actions cost AP to perform.

During your turn, you may use your AP as you wish. You may also choose not to spend all of your AP during your turn - if you do this, you retain any AP remaining at the end of your turn.

You may also spend AP during other combatants' turns in response to certain actions.

Recovering AP

At the **end** of your turn, you gain AP equal to your $3 + \frac{1}{2}$ your Agility. Other effects may increase the rate of AP recovery. AP recovery at the end of your turn cannot cause you

to have more AP than the sum of your Agility and Endurance attributes, although you do not lose any existing AP in excess of this amount.

For example:

- McCreedy has 6 AGI and 5 END, and finishes his turn with 2 AP unspent. He recovers 6 AP, bringing his AP up to 8 (below his maximum of 11).
- Elizabeth has 8 AGI and 4 END, and finishes her turn with 6 AP unspent. She recovers 8 AP, bringing her AP up to 12 (her maximum is 12, and her end-of-turn recovery can't take her beyond this limit).
- Cletus has 5 AGI and 5 END, and finishes his turn with 12 AP after imbibing a potion. He recovers no AP as he is already over his maximum (but he gets to keep the 2 extra AP because he didn't get them as a result of end-of-turn recovery).

Movement and move-like actions

During your turn, you may spend 1 AP to move up to 5 metres. You do not have to use up all of this movement at once. For example, you may choose to move one metre, fire a pistol, move another metre, drink a potion, then move the remaining three metres. Any unused movement is lost at the end of your turn.

Dropping prone, or getting up from the ground, costs 1m of movement.

While prone, or while climbing, it costs 4m of movement to move 1m.

On difficult terrain such as very uneven or loose ground, it costs 2m of movement to move 1m.

If you spend 4 AP or more to move in one turn, and are not prone, you are Sprinting. While Sprinting, you have +2d on Defence rolls.

If mounted, you use your mount's movement speed instead of your own to determine movement distance.

Attacking

To attack:

1. Determine how much AP you will spend on the attack.
2. Add any applicable advantage or disadvantage.
3. Roll this many dice.
4. Tell the GM how many successes you rolled, and how much damage the attack deals.

The most common method employed by Rangers when handling their contracts is good old-fashioned violence!

When attacking, you roll your weapon's AP cost at a minimum - a Success means the attack hits the target and may deal damage. Each Success beyond the first will typically make it harder for the target to avoid damage.

The AP cost of an attack, and the damage dealt depends on the weapon being used.

The number of Successes rolled does not normally affect the damage dealt (but see **Critical hits**, below).

Melee attacks can only be made when adjacent to the target. You are considered adjacent if you are within 1m of your opponent.

When making a melee attack, characters receive Advantage equal to $\frac{1}{4}$ of their STR. Two-handed melee weapons receive a further +1.

Ranged weapons use ammunition. For simplicity's sake, ammunition is divided into four types: pistol cartridges, rifle cartridges, shells, and arrows.

Ranged weapons may be used to attack up to their optimum range, or up to their maximum range, which is double the optimum range. Attacks within the optimum range gain +1d.

See the Weapons table for a list of weapons, their AP costs, damage, and special rules.

Example: McCreedy takes a shot with a hunting rifle, which costs 3 AP to use and deals 10 damage. He rolls 1, 2, and 4 - a miss! He's within 50 metres, however - the rifle's optimum range, so he gets +1d. He rolls an additional die, resulting in a 5! His target now needs to defend themselves against the attack.

Critical hits

If a critical success is rolled when attacking, the attack deals additional damage equal to the total number of dice rolled.

The target may choose to draw an injury card instead of taking this additional damage; however, if:

- the base damage of the attack would have reduced the target to 0 Toughness anyway, or
- the target is already at 0 Toughness,

then the target draws an injury card. This is in addition to the normal requirement to draw a card when reduced to 0 Toughness or when taking damage at 0 Toughness.

If the target draws an injury card to avoid the bonus damage from a critical hit, the target is still considered to have taken damage from a critical hit for the purposes of effects which rely on this as a trigger.

Free attacks

Some effects may grant you a free attack. Treat these attacks as if you spent the minimum AP required for the attack.

Attacks quick reference	
Step	Action
1	Decide who you're going to attack, with what weapon, and say so.
2	Check that you're in range. You've probably established this already, for example, if your previous action was to run up to close quarters with the enemy, but if you're not sure, ask the GM!
3	Decide how many AP you want to spend on your attack. Remember that attacks often have a minimum AP cost.
4	Work out any Advantage that applies. Common sources of Advantage are: <ul style="list-style-type: none">• Being within a ranged weapon's optimum range grants +1d, or• A melee attack gets Advantage equal to $\frac{1}{4}$ your STR (+1 if it's a two-handed weapon).
5	Roll the dice! If it's a critical hit, roll any additional dice as needed.
6	If you've hit (that is, at least one of your dice rolled a success) tell the GM how much damage your attack deals, and how many successes you rolled.
7	The GM then decides whether the target attempts to defend themselves, and rolls if this is the case.
8	The GM tells you the result of your attack, or will ask you to describe it.

Defending

To defend:

1. Determine how much AP you will spend on the attempt.
2. Add any applicable advantage or disadvantage.
3. Roll this many dice.
4. Tell the GM how many successes you rolled.
5. If the attack becomes a glancing hit, reduce the damage by your margin of success.

When you are the target of an attack, and you haven't been caught off-guard, you may attempt to avoid the attack. If you spend at least 1 AP, you roll dice equal to the AP spent, plus any other applicable modifiers.

If the number of successful defence dice equals or exceeds the number of successful attack dice, the attack becomes a **glancing hit**. A glancing hit deals damage according to the weapon table, minus the margin of success.

You may wait until the outcome of the attack and its potential damage is known before declaring your intent to Defend. You gain Advantage or Disadvantage based on your situation:

- In the open: No modifier
- Sprinting: +2d
- In minor cover (barrels, crates, a tumbleweed, etc): +2d
- In major cover (a doorway, a clump of bushes, chest-high walls, etc): +2d and, when Defending against a ranged attack, there is no minimum AP requirement to Defend.
- Prone: Against a ranged attack, +1d; against a melee attack, -1d.

Armour: If you are wearing armour, you get Advantage to Defence rolls equal to the armour's Deflection, a reduction to any incoming physical damage equal to the armour's physical resistance value, or some combination of the two, depending on the armour you are wearing. See **Armour** in the **Equipment** section for more details.

Example: Elizabeth and McCreedy are in a gunfight against some desperadoes, taking cover in a saloon. One of their assailants lands a hit with 1 success, and Elizabeth is about to take 10 damage. Having been wounded earlier in the day, she can't afford to take the hit. She's not wearing any armour, so she has to rely entirely on her quickness and cover. She rolls 2 AP to defend herself, getting 1 and 3 - most unfortunate! She is in major cover, however, so she rolls another two dice, scoring 4 and 6. Because she has rolled 1 success, this is enough to beat the attacker's shot - she breathes a sigh of relief as she ducks behind the doorway just in time to avoid grievous harm.

Meanwhile, one of their foes has snuck into the first floor of the saloon, and drops onto McCreedy with a tomahawk in hand. McCreedy doesn't benefit from any cover as there's nothing between him and his attacker, who strikes with 2 successes, and is about to do 9 damage. McCreedy is wearing a breastplate (+3d), and he's feeling lucky, so he rolls 1 AP, and 3 additional dice. He rolls 2, 2, 3, and 5, not enough to beat the attacker's successes - the attack still gets through, and he's surely in trouble now!

Engagement

When you make a melee attack, you and your target are **Engaged**, and are in an **Engagement**.

While Engaged, you share the same space; therefore, if an area effect would affect one Engaged combatant, it affects all other combatants in the same Engagement.

The actual physical space you occupy can be as small as a metre across (for example, folks wrasslin' on the floor), to a couple of metres (for example, swordsmen staying just outside measure), or even more (such as when the whole saloon erupts in a brawl).

Breaking away from an Engagement

Combatants may break away from the Engagement in three ways:

- by spending 1m of movement to break away,
- by being moved out of melee range (for example, by a spell or special attack), or
- by becoming unable to continue fighting (for example, through unconsciousness or paralysis).

Note that losing sight of your opponent (for example, by being blinded or if they become invisible) does not break Engagement by itself - instincts and the rhythm of combat make being at such a close distance while swords are swinging inherently dangerous.

Forced movement during an Engagement

Hand-to-hand fights often end up in a different place from where they started: a brawl that starts in a saloon may spill out onto the street!

If a combatant successfully deals damage with a melee attack while Engaged, they may force the Engagement to move up to a number of metres equal to half of the attacker's movement speed.

Multiple combatants in an Engagement

Making a melee attack against a combatant who is already in an Engagement causes the attacker to become part of that Engagement.

Because hand-to-hand combat is so chaotic and fluid, all combatants in an Engagement are considered to be within melee range of each other - there is no need to move between different targets within the same engagement.

The amount of forced movement is increased by 1m for each of the attacker's allies in the Engagement, and decreased by 1m for each of the defender's allies in the Engagement: having your friends around makes it harder to be pushed back, and lets you exert additional pressure on your opponents!

Shooting into an Engagement

It's hard to pick out specific targets in a swirling melee. Combatants within an Engagement have major cover against combatants outside of that Engagement (+2d on Defence rolls, and there is no minimum AP cost to Defend).

Before you make a ranged attack against an Engaged combatant, you may spend:

- 1 AP to reduce the target's cover to minor (+2d to Defence rolls), or
- 2 AP to remove the target's cover benefit from the Engagement.

Both of these effects only apply to the next attack you make.

In some circumstances, combatants may not receive this cover benefit, for example, if a standing opponent is attacking a prone ally, or if your ally is fighting a significantly larger creature.

Area effects

You may, through the use of certain abilities or items, create effects that impact an area. If this area must be centred on you, you are automatically excluded from the effect.

Effects which can be applied to any area but just so happen to be centred on you at the time of their creation will affect you as normal - dropping a grenade at your feet is probably not a good idea!

When an area effect indicates that it affects your allies, unless otherwise stated, this excludes you.

Ongoing effects

You may produce, or be subjected to ongoing effects, such as an area of dangerously hot air produced by a shaman, or increased vitality from a doctor's potion.

Effect durations

Effects which are **Instantaneous** have no duration; however, they may leave lasting effects, for example, a bolt of lightning might set a tree on fire.

Effects which have a duration of **One turn** last until the beginning of the originator's next turn.

Effects which have **Variable** duration have a rating in their description, for example, Variable (3). When you create such an effect, roll as many dice as the given rating, and take the highest result. This is the effect's remaining duration. Make a note of this, or keep the die in front of you and rotate it to the next number when required. When the duration reaches 0, the effect ends immediately. You reduce the duration by 1:

- At the beginning of your turn, in combat; or
- As directed by the GM, when out of combat.

Spells which are **Sustained** require you to maintain concentration to keep them active. To maintain concentration, you must spend 3 AP at the beginning of your turn. If you choose not to spend this AP (or are prevented from doing so), the spell ends immediately. The ongoing effects of the spell are triggered when you spend AP to maintain concentration.

Some uncommon effects have a duration of **Until saved**, meaning that their effects persist until the affected creature makes a successful saving throw.

Effects with overlapping durations

If an effect with a duration other than Instantaneous or Sustained, of the same type, would be applied to you multiple times, only the most recent application takes effect - remove the effects of the previous instance before applying the new one.

Example: McCreedy drinks a dose of *Brotein* during his turn, which grants him additional Toughness for 5 turns. He's on 9 Toughness right now, and the potion brings him up to 18. Just in time - the desperado he's in a shootout with lands a shot, dealing 6 damage! On his turn, McCreedy decides to sink another vial of *Brotein*. The effects of the previous dose are removed before the new one is applied, so he is once again brought up to 18 Toughness (9 + 9), instead of 21 (9 + 9 - 6 + 9).

Overwatch

Rangers sometimes need to be patient when their quarry is in a strong defensive position, as approach may be risky, or perhaps they want to avoid revealing their presence until the target is in a more favourable location. In these situations, you may choose to enter overwatch, which is a state of increased focus that allows you to make an attack even when it isn't your turn.

To enter overwatch, reserve any number of AP at the end of your turn, so long as you meet the minimum attack cost of your weapon. Until the beginning of your next turn, the reserved AP cannot be used for anything else, such as defending yourself.

Indicate the area you are watching. This can be a specific spot, like a window or a doorway, but in general, can be any area that fits within a 45-degree arc of vision from you. The area must be in range of your weapon. You can't declare that you're covering a whole ranch, for example, but you can declare that you're watching the gate.

Your overwatch attack is triggered by the first enemy that you see moving through the area you are watching, and is otherwise resolved normally.

Saving throws

When an effect requires you to make a saving throw, roll a number of dice equal to the indicated attribute + $\frac{1}{2}$ your END.

Some effects allow you to make a saving throw to resist or avoid them. The attribute required is specified by the effect. The number of successes required to pass also depends on the effect; many basic effects, for example, require two or three successes to save against. A saving throw may either negate the effect entirely, or reduce its magnitude.

The effect in question will generally indicate when a saving throw is made; otherwise, the following general rules apply:

- If it is a one-time effect, for example, a monster uses a breath weapon, or a grenade goes off next to you, make a saving throw immediately;
- If it is an ongoing effect that requires someone to spend AP to maintain, for example, a shaman is setting the air around you on fire, or an occultist has trapped you in a vortex of tentacles, make a saving throw when AP is spent to maintain the effect; and
- If it is an ongoing effect that requires no AP for anyone to maintain, for example, you're standing on a ship's deck in a storm, or you're within range of a monster's fear aura, make a saving throw at the beginning of your turn.
 - Some effects (such as Conditions) require effort to fight off. You may spend 1 AP to attempt a save against these effects.

The GM may allow you to apply additional bonuses to saving throws, for example, an acrobatic character might have a better chance to dive into cover from a fireball, or a grizzled veteran may be better at resisting fear effects. Such bonuses should be considered on a case-by-case basis, however - the grizzled veteran in the example above might be unfazed by the horror and turmoil of a battlefield, but staring down a tentacled cosmic horror is probably a different story altogether!

In the description of an effect, the save difficulty and effect will be denoted as, for example, "Save: T2 END for half damage" - meaning an Endurance saving throw at T2, success resulting in only half damage from the effect.

If an effect describes a different effect if a Critical Success is rolled, this different effect only applies if the save would otherwise have succeeded.

Saving Throws against area effects gain the same Advantage benefit from cover as the Defence action.

Miscellaneous actions

Drawing a **readied** weapon, or holstering or sheathing one, costs 1 AP.

Similarly, taking out or stowing items in readily accessible spaces like a belt pouch costs 1 AP. Particularly small items such as bullets or potion vials do not require AP to draw, as your character most likely keeps these in sensible, easy-to-reach locations.

Taking items or weapons out of non-immediate stowage such as backpacks, or putting them away in the same, costs 2 AP.

Other actions, such as speaking to allies, manipulating the environment, picking up objects, and so on, may cost AP according to the GM's discretion. As a general guide, miscellaneous actions may cost 0 to 4 AP, depending on the complexity of the task.

Equipment

General overview

This section presents equipment which is generally obtainable in your travels through civilised lands and beyond. Not all of the equipment presented here is necessarily available for purchase - but we've included it anyway to give you an idea of what else might be out there.

Other items and gear may be obtained as loot or rewards for completing contracts - the GM may award you equipment which is not present in this section.

Money in the Territory

The basic unit of currency in the Territory is the Federal shilling. There are ten shillings to a dollar.

This is not to say that there are no other currencies in use: the Territory was under Ispanian control until recently, and many Imperial pesos are still in circulation; and some of the settled native tribes use a heavy silver coin as their medium of exchange.

Regardless, for simplicity's sake, costs are always expressed in terms of shillings, and where a Ranger might take on a contract paying in a different currency, the GM is encouraged to advise you of the equivalent value in shillings up front.

Money occupies the same theoretical space as ammunition - unless narratively significant, the cash you carry does not affect your encumbrance.

Making money

There are two main ways that Rangers make money in the Territory:

- Receiving payment for contracts; and
- Selling looted treasure to collectors or other buyers.

As a general rule, "treasure" does not include weapons or armour looted from fallen enemies: there just isn't a market for banged-up swords and armour with bullet holes pre-installed.

Ranged weapons

The most common weapons in the Territory are firearms; however, in certain areas, archaic weapons such as bows still see use. Listed here are those common firearms which are produced by well-known gunmakers and sold on the open market.

Table: Ranged weapons

Reading this table

- **Type:** The type of weapon, and the number of hands required to wield it. For ammunition, the number of rounds in a standard container.
- **Cost:** How much this weapon costs, in Shillings.
- **Attack:** The minimum AP cost of attacking once with this weapon.
- **Damage:** The amount of damage dealt upon a successful attack. The number in parentheses is the damage dealt on a glancing hit.
- **Range:** The optimum and maximum ranges of this weapon (first and second number, respectively), in metres.
- **Ammunition:** Number of shots before the weapon must be reloaded, and what type of ammunition the weapon uses: (A)rrows, (P)istol cartridges, (R)ifle cartridges, (S)hells.
- **Reload:** The AP cost of fully reloading this weapon. Reloading requires two hands. A number after the slash indicates the AP cost of loading only one round into this weapon, if possible. Reloading can be performed over consecutive turns if the character does not have sufficient AP.
- **Max. Adv.:** The maximum amount of Advantage that can be applied to a single attack with this weapon.
- **Special:** If “Yes”, see the weapon’s description for additional rules. For ammunition, the effect the ammunition has on the weapon it’s loaded into.

Type	Cost	Attack	Damage	Range	Ammunition	Reload	Max. Adv.	Special
Blackpowder pistol (1)	20	2 AP	8 (2)	5-10	1 P	3/-	6	Yes
Revolver, compact (1)	40	2 AP	6 (2)	10-20	6 P	4/2	7	Yes
Revolver, high-power (1)	75	2 AP	7 (2)	10-20	4 P	4/2	7	Yes
Revolver, long barrel (1)	75	2 AP	6 (2)	15-30	6 P	4/2	8	Yes
Revolver, snub nose (1)	75	2 AP	8 (2)	5-10	3 P	4/2	6	Yes
Musket (2)	30	3 AP	10 (3)	25-50	1 R	4/-	10	Yes
Rifle, hunting (2)	100	3 AP	10 (3)	50-100	1 R	2/-	12	
Rifle, marksman's (2)	250	3 AP	10 (3)	75-150	1 R	2/-	14	Yes

Carbine, dragoon (2)	150	2 AP	8 (2)	25-50	1 P	1/-	12	Yes
Carbine, cavalry (2)	300	2 AP	8 (2)	25-50	16 P	10/2	12	
Shotgun, single (2)	75	2 AP	10 (5)	25-50	1 S	2/-	10	Yes
Shotgun, double barrel (2)	125	2 AP	10 (5)	15-30	2 S	3/2	10	Yes
Bow (2)	35	3 AP	8 (1)	25-50	1 A	-	12	
Bow, composite (2)	80	4 AP	9 (1)	30-50	1 A	-	12	
Thrown weapon (varies)	-	Varies	Varies	STR-STR x2	-	-	Varies	Varies

Ranged weapon descriptions

Blackpowder pistol: An archaic type of firearm, rarely seen outside of private collections and even more rarely used these days, owing to its single shot capacity and complicated loading process. It still packs a punch, however, as early gunsmiths tended to compensate for the weapon's other shortcomings by just increasing the size of the ball fired.

- **Primitive ammunition:** This weapon cannot use hollow point or armour-piercing ammunition.

Revolver, compact: The Weston Arms Company's Navy model is portable, rugged, and reliable. It's also cheap and widely available, as it was a standard issue sidearm for just about every service during the War.

- **Quick draw:** This weapon can be drawn at no AP cost.
- **Fan the hammer:** You may rapidly (and stylishly) discharge this weapon for greater effect. When attacking and if your other hand is free, you may spend any amount of additional ammunition and gain an equal amount of Advantage on your attack. Because this *requires* you to twirl your gun afterward, you may only use this ability once per turn.

Revolver, high-power: Simms & Co.'s Special model is a favourite of duelists, with its reduced capacity offset by greater stopping power. It also features an easily personalised grip.

- **Fan the hammer:** You may rapidly (and stylishly) discharge this weapon for greater effect. When attacking and if your other hand is free, you may spend any amount of additional ammunition and gain an equal amount of Advantage on your attack. Because this *requires* you to twirl your gun afterward, you may only use this ability once per turn.

Revolver, long barrel: The B&M Series 3 was the preferred sidearm of many cavalry units during the War, due to its reliable shot grouping at longer distances compared to most other models on the market at the time.

- **Fan the hammer:** You may rapidly (and stylishly) discharge this weapon for greater effect. When attacking and if your other hand is free, you may spend any amount of additional ammunition and gain an equal amount of Advantage on your attack. Because this *requires* you to twirl your gun afterward, you may only use this ability once per turn.

Revolver, snub nose: Infamously a weapon associated with more unsavoury types, Simms & Co.'s Urban model is easily concealed and featured the largest bore of any pistol model at the time of its release.

- **Quick draw:** This weapon can be drawn at no AP cost.
- **Fan the hammer:** You may rapidly (and stylishly) discharge this weapon for greater effect. When attacking and if your other hand is free, you may spend any amount of additional ammunition and gain an equal amount of Advantage on your attack. Because this *requires* you to twirl your gun afterward, you may only use this ability once per turn.

Musket: Muskets no longer see use by regular troops, but can still be found among militias and as hand-me-downs. The complexity of loading and the ballistics of the ammunition leave much to be desired, but a lead ball moving at close to the speed of sound will still ruin someone's day.

- **Primitive ammunition:** This weapon cannot use hollow point or armour-piercing ammunition.

Rifle, hunting: A common sight on the frontier, the Weston Arms Colonial model is a reliable and cost-effective breech-loading rifle.

Rifle, marksman's: Long a powerhouse in the continental arms industry, the Schmidt company's Mark 4 rifle is expensive, but offers superb precision. Just don't let any dust get into the mechanism.

Carbine, dragoon: The B&M Series 2 was made famous in the Battle of Red Oak, when its portability, reliability, and ease of reloading revealed it as a remarkably sustainable and comfortable weapon to use.

Carbine, cavalry: Weston Arms's lever-action Dragoon model was intended as a replacement to the B&M Series 2, but was rejected due to its weight and complicated magazine system; however, it found its home in cavalry units which valued not needing to reload after each shot.

- **Suppressing fire:** You may spend 4 AP and 8 rounds of ammunition to keep your opponents' heads down. The target and all of their allies within 3m gain Shaken 1 unless they pass a T2 WIL save.

Shotgun, single: Simms & Co. famously took control of the scattergun market with the venerable Coyote model, with its tight spread at surprisingly long ranges.

- **Heavy hitter:** When firing within optimum range, receive +2 damage instead of +1d on the attack.

Shotgun, double barrel: Simms & Co.'s Eagle model, with its shorter overall length and twin barrels, is popular among stagecoach guards.

- **Heavy hitter:** When firing within optimum range, receive +2 damage instead of +1d on the attack.
- **Double barrel:** You may fire both barrels at once as a single attack, at -2d.

Bow: A simple wooden bow.

Bow, composite: A bow made of layers of wood and horn, sometimes featuring a recurved shape.

Ammunition

Characters are assumed to have an unlimited amount of standard ammunition for gameplay purposes. Characters do not literally carry this infinite mass of bullets and arrows.

Non-standard ammunition must be purchased and its quantity tracked.

Table: Ammunition

Type	Cost	Special
Arrows, steel	-	Standard ammunition.
Arrows, silver (20)	30	Silver arrows for certain monster-hunting applications.
Arrows, steel broadhead (20)	30	Arrows optimised for creating wide wound channels. Damaging hits apply Bleeding (2).
Arrows, steel bodkin (20)	40	Arrows with a narrow profile designed to penetrate armour. -4 to the target's Deflection against this attack.
Pistol cartridges, lead	-	Standard ammunition.
Pistol cartridges, silver (25)	40	Silver bullets for certain monster-hunting applications.
Pistol cartridges, lead, hollow point (25)	50	Damage +2
Pistol cartridges, lead, armour piercing (25)	60	-4 to target's Deflection against this attack
Rifle cartridges, lead, copper jacket	-	Standard ammunition.
Rifle cartridges, silver (25)	50	Silver bullets for certain monster-hunting applications.
Rifle cartridges, lead, hollow point (25)	75	Damage +4
Rifle cartridges, lead, armour piercing (25)	75	-6 to target's Deflection against this attack
Shells, lead buckshot	-	Standard ammunition.
Shells, silver buckshot (25)	50	Shells containing silver pellets for certain monster-hunting applications.
Shells, lead birdshot (25)	60	-2 to damage, glancing hits deal half damage instead of one-quarter.
Shells, lead slug (25)	60	Damage +2, disregard shotgun special rules regarding glancing hits and range bonus.

Melee weapons

Despite firearms now being ubiquitous in military and civilian life, close-quarters fighting still occurs, particularly among urban street gangs whose access to ammunition is sporadic, or those who prefer quieter solutions. In the Territory, folks often carry some sort of close combat weapon with them, as a rifle won't necessarily put down a charging beastman before it's smashing one's brains in with a club. Among Rangers, melee weapons are particularly useful when a monster requires dismemberment, or has some kind of bizarre resistance to bullets.

Table: Melee weapons

Reading this table

- **Type:** The type of weapon, and the number of hands required to wield it.
- **Cost:** How much this weapon costs, in Shillings.
- **Attack:** The minimum AP cost of attacking once with this weapon.
- **Damage:** The amount of damage done on a successful hit.
- **Glancing hit:** The amount of damage done on a glancing hit.
- **Max. Adv.:** The maximum amount of Advantage that can be applied to a single attack with this weapon.
- **Special:** If "Yes", see the weapon's description for additional traits.

Type	Cost	Attack	Damage	Glancing hit	Max. Adv.	Special
Unarmed (1)	-	2 AP	½ STR	1	2 + ½ STR	Yes
Bayonet (1)	4	2 AP	3 + ½ STR	1	2 + ½ STR	Yes
Knife (1)	2	2 AP	4 + ½ STR	½ STR	2 + ½ STR	Yes
Pistol whip (1)	-	2 AP	1 + ½ STR	1	2 + ½ STR	
Tomahawk (1)	10	2 AP	5 + ½ STR	½ STR	2 + ½ STR	Yes
Club (1)	5	3 AP	3 + STR	½ STR	1 + STR	
Sword (1)	75	3 AP	5 + ½ STR	½ STR	3 + ½ STR	Yes
Rifle butt (2)	-	3 AP	2 + STR	½ STR	1 + STR	
Longsword (2)	100	3 AP	7 + STR	1 + ½ STR	3 + STR	Yes
Axe (2)	40	3 AP	7 + STR	3 + ½ STR	1 + STR	
Spear (2)	10	3 AP	6 + STR	1 + ½ STR	2 + STR	Yes
Pickaxe (2)	10	3 AP	5 + STR	1 + ½ STR	1 + STR	Yes

Melee weapon descriptions

Unarmed: A strike with a fist, boot, or any other part of your body that you don't mind putting in danger.

- **Quick draw:** This weapon can be drawn at no AP cost.

Bayonet: A common socket bayonet.

Mounting a bayonet costs 1 AP. When mounted on a suitable weapon, imposes -1d on ranged attacks. A weapon with a mounted bayonet may be used as follows:

- A one-handed firearm may be used as a sword (except it does not grant Advantage when Defending)
- A two-handed firearm may be used as a spear (except it cannot be thrown)

Knife: A ubiquitous tool on the frontier, often with a heavy, single-edged blade. Fighting daggers and other small edged weapons fall into this category as well.

- **Quick draw:** This weapon can be drawn at no AP cost.
- **Throwable:** May be thrown.

Pistol whip: When you've run out of bullets, you could always hit someone with your pistol.

Tomahawk: A well-balanced single-handed axe.

- **Throwable:** May be thrown.

Club: A length of wood, often shaped to place more weight towards one end to cause harm.

Sword: This category encompasses single-handed blades of all sorts, from sabres and broadswords, all the way to cross-hilted swords that you might find in a museum.

- **Parry:** +1d when Defending against melee attacks.

Rifle butt: Once you're out of ammunition, a rifle is really just a very expensive club.

Longsword: An elegant weapon from a more civilised time, these are usually cross-hilted swords between a metre and a metre and a half long, although other two-handed swords fit into this category as well.

- **Parry:** +1d when Defending against melee attacks.

Axe: Using a metal wedge on the end of a shaft to split things open has turned out to be an enduring technique for causing harm.

Spear: The spear has never really gone out of fashion.

- **Reach:** When you successfully attack or defend while wielding this weapon in melee, you may choose whether to enter an Engagement or not. If you are already Engaged, you may choose to break away without paying the normal AP cost.
- **Throwable:** May be thrown.

Pickaxe: These are usually not pressed into service as weapons, but the qualities that make a pickaxe suitable for cracking stone also happen to make it quite effective against armour.

- **Armour-piercing:** -2 to the target's Deflection against attacks from this weapon.

Modifying your weapons

The foundries and manufacturers of the civilised lands offer practical weaponry at reasonable prices; however, Rangers and other denizens of the Territory often make after-market modifications to their weapons to better suit the challenges they face. Many frontier gunsmiths and blacksmiths make a good living installing and maintaining such equipment, as demand never seems to let up.

Weapon types have the following number of upgrade slots:

- Melee weapons: 2 slots
- One-handed firearms: 2 slots
- Two-handed firearms: 3 slots

Each upgrade uses the indicated number of slots on the item. Weapons can only benefit from one application of each type of upgrade.

Unlike armour upgrades, weapon upgrades do not typically require special materials - the materials needed are available in most settlements.

Adding or removing weapon upgrades requires a bit of downtime, and specialised tools and knowledge. Applying upgrades will generally require access to a workshop of the sort that you can find in most settlements, and one day's labour by at least a journeyman-level craftsman per upgrade slot used. Removing most upgrades only takes half a day's work each, but still requires skilled labour to avoid unnecessary damage to the armour.

Table: Weapon upgrades

Reading these tables:

- **Type:** The type of modification
- **Cost:** The modification's cost in shillings
- **Slots:** The number of upgrade slots the modification occupies
- **Description:** A description of the upgrade and its effects

One-handed firearms

Type	Cost	Slots	Description
Carved grips	25	0	Looks nice, feels good, and makes it easy to find your favourite weapon!
Bayonet lug	25	1	It is often unclear why someone would want to be able to mount a bayonet on a pistol - but you can, and that's what matters. <ul style="list-style-type: none"> • This weapon can mount a bayonet.
Improved iron sights	100	1	Mass production so often leads to slight misalignments or substandard sight pictures. A bit of know-how can fix that. <ul style="list-style-type: none"> • Gain +1d on attacks within optimum range.
Extended barrel	200	2	A longer barrel allows for a faster projectile, resulting in overall increased performance. <ul style="list-style-type: none"> • Weapon's optimum range benefit now applies up to maximum range.
Rechamber for higher calibre	200	2	They take up more space, but bigger bullets mean bigger holes in whatever you're shooting at. <ul style="list-style-type: none"> • -2 ammunition capacity (minimum 1) • +2 to weapon's Damage value

Two-handed firearms

Type	Cost	Slots	Description
Bayonet lug	25	1	These are quite common on battle rifles. Most people would consider this excessive for a shotgun, but you aren't most people. <ul style="list-style-type: none"> • This weapon can mount a bayonet.
Improved iron sights	100	1	Cannot be used in combination with a scope Mass production so often leads to slight misalignments or substandard sight pictures. A bit of know-how can fix that. <ul style="list-style-type: none"> • Gain +1d on attacks within optimum range.
Medium range scope	50	1	Cannot be used in combination with iron sights or another scope No benefit on shotguns A scope featuring a small degree of magnification and basic crosshairs. <ul style="list-style-type: none"> • +25m to weapon's optimum range, and +50m to maximum range.

Long range scope	100	1	<p>Cannot be used in combination with iron sights or another scope</p> <p>No benefit on shotguns</p> <p>A scope featuring greater magnification and slightly more sophisticated crosshairs.</p> <ul style="list-style-type: none"> +50m to weapon's optimum range, and +100m to maximum range.
Hardwood stock	50	1	<p>Replacing the manufacturer-provided stock with something sturdier can provide a nasty surprise for unsuspecting foes that get too close.</p> <ul style="list-style-type: none"> Rifle butt now adds STR to damage, instead of ½ STR.
Balanced stock	75	1	<p>Some extra mass in the right places makes it easier to use this weapon in close combat.</p> <ul style="list-style-type: none"> No disadvantage on ranged attacks due to having a bayonet mounted.
Extended barrel	200	2	<p>A longer barrel allows for a faster projectile, resulting in overall increased performance.</p> <ul style="list-style-type: none"> Weapon's optimum range benefit now applies up to maximum range.
Extractor	250	2	<p>A fairly new concept, this device aids the reloading process by doing the job of removing the spent cartridge for you.</p> <ul style="list-style-type: none"> -1 to weapon's Reload cost (minimum 1).
Rechamber for higher calibre	250	2	<p>Although modifying a weapon to shoot a bigger round typically has a negative effect on its overall performance, there's no denying the benefit of a bigger boom.</p> <ul style="list-style-type: none"> -10m to weapon's optimum range +2 to weapon's Damage value

Melee weapons

Type	Cost	Slots	Description
Silver plating	50	1	It's common enough to plate weapons in silver to help when fighting certain monsters. Weapons wholly made of silver are rare, due to their expense, poor durability, and unusual balance.
Balanced	25	1	<p>Throwable weapons only</p> <p>Mass can be added at key points to alter the weapon's balance, making it easier to throw.</p> <ul style="list-style-type: none"> Base range is now 2x STR.
Harpoon hooks	150	2	<p>Throwable weapons only</p> <p>This weapon has deployable hooks that allow a struck target to be seized, and a chain that allows them to be reeled towards the thrower.</p> <ul style="list-style-type: none"> On a critical hit, the thrower may cause the target to move towards them up to a number of metres equal to the thrower's STR. Save: STR vs. number of Successes rolled to avoid.

			<ul style="list-style-type: none"> • If the target is substantially more massive than the user, the user moves this distance towards the target, instead (no save). • The target cannot move further away from the user than the maximum range of the weapon until they roll a critical success on their saving throw. • The user can make further attempts to pull a snared target by rolling any number of AP and using the number of successes as the difficulty of the save. • If the target has critically succeeded on their save, or if the attack failed to ensnare the target, the user may pay 2 AP to retrieve the weapon.
Serrated blade	50	1	<p>Edged weapons only</p> <p>This weapon looks like something dreamt up by a pulp fantasy author, but the wounds it leaves are quite real.</p> <ul style="list-style-type: none"> • Critical hits apply Bleeding (magnitude equal to number of Successes rolled).
Triggered reservoir	75	1	<p>Through clever artifice, this weapon has been modified to extend tiny barbs leading to a reservoir of toxins when squeezed <i>just so</i>.</p> <ul style="list-style-type: none"> • Before resolving an attack with this weapon, the user can choose whether to use any toxin applied to the weapon.
Unexpected mass	50	1	<p>Blunt weapons only</p> <p>Foes struck by this weapon may be expecting to get hit, but not <i>this</i> hard!</p> <ul style="list-style-type: none"> • Critical hits apply Stunned (2). Save: END vs. number of Successes rolled to avoid.

Armour

Although heavy armour is an anachronism in many parts of the known world, it is not unusual for Rangers to put some on when they need to protect themselves against the claws and teeth of monsters. Some others outside of the profession might continue to use armour, particularly in low-level conflicts such as those between street gangs.

If you are wearing armour, you get Advantage to Defence rolls equal to the armour's Deflection, and a reduction to any incoming physical damage equal to the armour's physical resistance value, depending on the armour you are wearing.

Usually, there is some sort of compromise between the armour's ability to deflect blows, and its ability to continue protecting the wearer in the event that it fails - solid pieces of steel have an unfortunate tendency towards ductile failure, or in some cases, even spalling.

You can wear only one suit of armour at a time.

You can't put on heavier armour instantaneously - generally, for each point that the total of the armour's Armour and physical resistance values exceeds 2, add a minute to put on the armour.

Table: Armour

Reading this table

- **Type:** The type of armour.
- **Cost:** How much the armour costs, in shillings.
- **Deflection:** The amount of advantage the armour grants when using the Defence action.
- **Physical resistance:** The amount you subtract from any incoming physical damage while wearing the armour.
- **Upgrade slots:** The capacity of the armour to be upgraded. See **Modifying your armour**, below.
- **Strength requirement:** For each point that the Strength requirement of the armour exceeds your Strength attribute, you take a -1 AGI penalty.

Type	Cost	Deflection	Physical resistance	Upgrade slots	Strength requirement
Duster	5	1	-	2	2
Dr Strauss's Amazing Bullet-proof Waistcoat	10	-	1	2	2
Armoured duster	10	2	-	2	4
Padded jacket	20	-	2	2	4

Cuirass	150	3	2	4	6
Brigandine	200	2	4	4	6
Field plate	400	4	2	5	8
Mail hauberk	500	3	4	5	8
Full plate harness	600	5	4	6	10

Armour descriptions

PLACEHOLDER

Field plate, full plate - +1S vs melee attacks?

Modifying your armour

Rangers encounter all manner of exotic substances and interesting materials in the course of their work. It is inevitable, therefore, that some may want to make improvements to their armour by salvaging parts of their kills such as chitin, fur, sinew, and so on. It's sometimes messy, but waste not.

Each armour type has a number of upgrade slots. This represents not only the places on the armour which can accommodate such modifications, but also any parts of the armour that can be replaced with bits of monster. You cannot apply more upgrades than the armour has slots - you may have to remove a previous upgrade if you find a new one you'd prefer.

Armour can only benefit from one application of each type of upgrade.

Adding and removing armour upgrades requires a bit of downtime and know-how. Applying upgrades will generally require access to a workshop of the sort that you can find in most settlements, and one day's labour by at least a journeyman-level craftsman per upgrade slot used. Removing most upgrades only takes half a day's work each, but still requires skilled labour to avoid unnecessary damage to the armour.

Table: Armour upgrades

Reading this table

Type: The type of modification

Cost/Components: The modification's cost in shillings, required materials, and labour. Where multiple materials are listed, only one type must be provided.

Slots: The number of upgrade slots the modification occupies

Description: A description of the upgrade and its effects

Type	Cost/Components	Slots	Description
Armour spikes	Materials: 50 <ul style="list-style-type: none">1 Scrap metal1 set Spines1 set Teeth Labour: 20 (1 day)	1	They're a bit theatrical and don't offer any additional protection, but menacing spikes on armour can make hand-to-hand combat somewhat more unpleasant. <ul style="list-style-type: none">Your unarmed attacks and any incoming unarmed attacks apply Bleeding 1 to the opponent if they hit.
Weapon hardpoints	Materials: 25 <ul style="list-style-type: none">1 Hide1 Sinew1 set Teeth Labour: 20 (1 day)	1	They don't do much for protection, but adding extra hooks and loops for securing weapons is quite practical, and can even look fetching. <ul style="list-style-type: none">Counts as a bandolier.

Improvised armour	Materials: 25 <ul style="list-style-type: none"> • 1 Scrap metal • 1 Chitin • 1 Hide Labour: 20 (1 day)	1	Salvaged metal pieces that probably aren't designed to be used as armour can still help reinforce weaker materials. <ul style="list-style-type: none"> • +1 Deflection
Applique armour	Materials: 75 <ul style="list-style-type: none"> • 3 Scrap metal • 3 Chitin • 3 Hide Labour: 20 (1 day)	2	Spending a bit more time to fashion plating and affixing it with decent welds, bolts, or rivets results in better protection. Who knew? <ul style="list-style-type: none"> • +2 Deflection
Lightweight construction	Materials: 150 <ul style="list-style-type: none"> • 1 Bone • 1 Chitin • 1 Hide Labour: 20 (1 day)	1	Replacing substantial pieces of armour with stronger materials lets you retain the same degree of protection for less overall mass. <ul style="list-style-type: none"> • -2 to armour's Strength requirement
Angled plating	Materials: 600 <ul style="list-style-type: none"> • 3 Chitin • 3 Scales Labour: 40 (2 days)	2	Certain materials, set at appropriate angles, allow for poorly aimed blows to be deflected with greater efficiency. <ul style="list-style-type: none"> • Once per turn, you may treat an incoming attack as rolling 2 fewer Successes.
Complex angles	Materials 900 <ul style="list-style-type: none"> • 5 Chitin • 5 Scales Labour: 60 (3 days)	3	Refining materials further increases their ability to deflect incoming blows. <ul style="list-style-type: none"> • Once per turn, you may treat an incoming attack as rolling 3 fewer Successes.
Inert Weave	Materials: 400 <ul style="list-style-type: none"> • 3 Inert Dust Labour: 40 (2 days)	2	Inlaying certain inert materials allows the armour to blunt supernatural effects to some degree. <ul style="list-style-type: none"> • When you make a saving throw against an incoming magical effect, gain +1S.
Nullifying Weave	Materials: 800 <ul style="list-style-type: none"> • 5 Inert Dust Labour: 60 (3 days)	3	Using precise patterns for inlaying inert materials improves the armour's efficiency against supernatural effects. <ul style="list-style-type: none"> • When you make a saving throw against an incoming magical effect, gain +2S.
Augmented movement	Materials: 200 <ul style="list-style-type: none"> • 3 Sinew Labour: 40 (2 days)	2	Careful treatment and application of certain types of tissue makes it somehow easier to move while wearing armour than without. <ul style="list-style-type: none"> • Movement speed is increased by 2m.
Improved padding	Materials: 50 <ul style="list-style-type: none"> • 1 Hide • 1 Scale • 1 Sinew Labour: 20 (1 day)	1	Additional padding helps absorb energy from incoming attacks. <ul style="list-style-type: none"> • Physical resistance is increased by 2.
Spall liner	Materials: 150 <ul style="list-style-type: none"> • 3 Hide • 3 Scales • 3 Sinew Labour: 40 (2 days)	2	Further enhancements reduce the effect of any spalling or deformation caused by impacts. <ul style="list-style-type: none"> • Physical resistance is increased by 3.

Composite underlayer	Materials: 450 <ul style="list-style-type: none">• 5 Hide• 5 Scales• 5 Sinew Labour: 60 (3 days)	3	Exotic materials allow for the energy of incoming blows to be spread out across a wider area, decreasing impact on the wearer. <ul style="list-style-type: none">• Physical resistance is increased by 4.
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Food and Stuff

Table: Food and Stuff

Item	Cost
Food	5
Stuff	10

Rangers usually don't head out into the wilderness unprepared, but you, the player, are (probably) not a Ranger yourself, so it's understandable that you'd overlook things that your character wouldn't when deciding what to bring along.

When you purchase supplies for your journey, general adventuring gear and consumables such as ropes, iron spikes, first aid kits, and so on, fall under the category of **Stuff**. You, the player, say you're buying some amount of Stuff, and this translates into your character buying whatever odds and ends they think they'll need for the trek.

When you encounter a situation where some kind of tool would be useful, such as a pry bar for a stubborn door, or a lantern to light up a cave, the amount of Stuff you're carrying determines whether you remembered to bring that item:

- Most items and tools that can fit your hands require you to use **1 Stuff**.
- Larger items, such as a cauldron or a robust tent, require **2 Stuff** or more.
- Note that Stuff doesn't cover specific items listed elsewhere in this section, such as healing tonics or fragmentation grenades.

When you use Stuff, roll as many dice as the amount of Stuff you used, and remove 1 Stuff from your inventory for each result of 1 - you had whatever that item was, but (for whatever reason) you didn't leave room for much else!

Whatever the result, you now have this item. Write it down so you don't forget!

Most adventuring gear you'll end up buying isn't of particularly good make (quality assurance is still a novel concept in this world), and as a result, any objects you produced through the use of Stuff will (in)conveniently break or go missing right around when your adventure ends, if not sooner.

Food represents the supplies that a Ranger needs to sustain themselves while roughing it. This includes a wide variety of shelf-stable items that you'd take into the wilds, as well as the

(probably awful) local delicacies you found in the last place you visited. Food (capital F) also covers other items such as water, toilet paper, and so on. In contrast to Stuff, when you use Food, it's just used up - no rolling required.

When you're in town, you don't have to use up Food - you have the option to pay for meals and lodging, instead (see **Civilised Goods and Services**).

Specific equipment

Table: Specific equipment

Item	Cost
Bandolier	10
Bone rattle	50
Goggles	10
Grenade, fragmentation	50
Horse	200
Tack	90
Musical instrument	15
Rift Shard	25
Spyglass	25
Potion, healing tonic	10
Potion, antitoxin	15

Bandolier: A bandolier makes it easier to arrange additional holsters, scabbards, and so on about your person, allowing you to have one additional weapon readied. An equipped bandolier counts as 1 Stuff towards your encumbrance.

Bone Rattle: This creepy rattle is wielded in one hand. When you cast a Sustained spell, you may spend 2 AP to shake the rattle. The spell gains an additional duration of Variable (2). You do not need to maintain concentration on the spell until the variable duration runs out. If you roll two 1s, the rattle breaks after this use.

Goggles: Protective eyewear, commonly designed for airship pilots, but often used by Rangers who work in dusty environments. -1 to the magnitude of Blinded condition while worn.

Additionally, if you would suffer an injury to your eyes, roll a die - on 4+, reroll the injury and the goggles are broken; on 1-3, the goggles do nothing, and you must declare that they do nothing.

Grenade, fragmentation: Weston Arms made vast quantities of these handheld spherical iron bombs during the War, and, as these things tend to go, some made it into the black market. A grenade is a thrown weapon with the following qualities:

- **Attack cost:** 2 AP
- **Damage:** 16 to the target on a successful hit. Half this damage to the target on a miss, and against all creatures within a 5m radius.
- **Defence:** The target and creatures in the area cannot use the Defence action against a grenade. Instead, they must make a T2 AGI save to take half damage.

Horse: It's a horse. It comes at a whistle, somehow trusts you implicitly, and it likes apples.

- **Mounted combat:** The horse has 18 Toughness, and a movement speed of 8. Mounting and dismounting a horse costs 2 AP.
- **Saddlebags:** The horse can carry up to 4 Food and/or Stuff, and up to 4 weapons.
- **Faster travel:** When mounted, when you spend Stamina to enter a hex of open terrain, you may immediately move to an adjacent hex of open terrain instead of attempting a tracking test.

Potion, healing tonic: A number of manufacturers produce these generic healing potions, as the original patent lapsed several years ago. Costs 1 AP and a Grit point to use. Restores Toughness equal to the user's END, but applies Disoriented 1 (-2d on defence and saving throws for 1 turn).

Potion, antitoxin: A high-demand item in frontier areas, these poorly-regulated cocktails of tonics and tinctures are somewhat effective, if a bit nerve-wracking to ingest. Costs 1 AP to use. Reduces the magnitude of the Intoxicated condition on the user by 3, but applies Disoriented 1 (-2d on defence and saving throws for 1 turn).

Rift Shard - You may spend 2 AP to break this shard of cloudy glass, opening a minor Breach. The next spell you cast with a duration of Sustained gains an additional duration of Variable (2). You do not need to maintain concentration on the spell until the variable duration runs out.

Tack: This is the catch-all for all the accoutrements you'll need to ride comfortably. The cost includes a saddle, bridle, stirrups, saddle-blanket, and horseshoes.

- **Mounted combat:** A properly tacked horse costs 1 AP to mount or dismount.

Musical instrument: This could be a guitar, banjo, harmonica, or fiddle. Together with whistling, these things have become ubiquitous throughout the frontier, regardless of the multitude of cultural backgrounds of those who've settled here.

Civilised Goods and Services

There are times when a Ranger might want to buy something in town other than what they'd take on a trek, such as a bottle of whisky to bribe a guard, or even just a place to stay for the night.

These costs are typical of large towns and cities, and may vary within the Territory according to supply and demand.

Table: Civilised Goods and Services

Type	Cost
Lodging, hobo, per day	2
Lodging, simple, per day	6
Lodging, fancy, per day	10
Single meal, simple	1
Single meal, fancy	6
Whisky, 450ml bottle	20
Whisky, 45 ml shot	3
Transport, stagecoach, per day	20
Transport, train, per hour	4

Lodging, hobo: Despite your best efforts to live in squalor and deep privation, living somewhere civilised attracts costs. You might need to trade favours with other unfortunates, pay off local gangsters or authorities to leave you alone while you sleep in alleys, or any number of other incidental costs, which add up.

Lodging, simple: This is the bare minimum you need to spend per day in town to avoid significant embarrassment, although hoity-toity types might still turn their nose up at you. This cost covers both your lodging (not a particularly nice room in a not particularly nice inn) and enough Food for one rest per day (in the form of meals and snacks throughout the day, usually varying types of street food). The innkeeper *will* have a thick Moskavish accent, and he (*always* a man, by the way - Moskavish women customarily avoid civilian occupations) will insist that you try the banya.

Lodging, fancy: You still get a room and enough Food for one rest per day, but the linens are guaranteed to be free of bedbugs, and the food actually smells appetising. The banya is of better quality, and the venik provided for you to hit yourself with even has leaves on it. The innkeeper will still have a thick Moskavish accent.

Meals: Regional differences notwithstanding, meals can range from whatever street food is available (such as pies, dumplings, meat on sticks, and so on) to fancy-pants affairs where you're actually expected to sit down and use cutlery. A meal counts as 1 Food while you're in town.

Whisky: A ubiquitous drink in the Territory. The price listed is for a beverage of average (for the region) quality. For each shot of whisky (or equivalent) imbibed, gain Intoxicated 1, or increase the magnitude of your existing Intoxicated condition by 1, unless you pass a T1 END save (or a difficulty equal to the number of shots imbibed in the last hour, whichever is higher).

Transport, stagecoach: Most stagecoach operators will charge a flat fee per day, and offer the convenience of door-to-door service. Whether there is a door at the destination is immaterial to this arrangement. There is typically enough room inside a stagecoach for four passengers, or up to six if personal space is not a concern. Stagecoaches are limited to roads or similarly easy terrain, and have the unfortunate quality of being tempting targets for bandits or large predators.

Transport, train: The cost of a train ticket is typically a function of distance, demand, and luxury, and so varies quite a lot between different areas, but estimating the cost per hour of expected travel is a practical shorthand for how much a seat on a basic passenger car will set you back. Trains are (hopefully) limited to where tracks have been built, and attract a certain, higher class of bandit to go with their other advantages.

Hirelings

Officially, a contract might be completed by a single named Ranger, or even a small group, but this formality often conceals the common practice of subcontracting certain parts of the job. Some Rangers take their business very seriously, after all, and if it's more cost-effective to hire someone to carry extra equipment rather than making multiple trips to a job site, you can bet there are some who'd do just that.

Supplying Hirelings: You do not have to supply Hirelings with Food or Stuff (you can assume they either forage or they bring their own with them). Hirelings are typically paid at least half of the expected total cost up front.

Table: Hirelings

Type	Cost
Hireling, porter, per day	10

Hireling, goon, per day	20
Hireling, gunman, per day	30
Hireling, tracker, per day	30

Hireling, porter: Whether you're heading off on a trip that requires a lot more baggage than you can carry on your back, or carrying your own gear is simply beneath you, there are more than enough idle hands in town willing to carry baggage for long distances for a bit of money. Each porter can carry a total of 7 Food and Stuff.

Hireling, goon: This one might be a pistolero or even just a local tough, but they're willing to get into other people's fights in exchange for cash. Not much good at anything else, but you get what you pay for. Goons are normally equipped with a duster, and a pistol or a one-handed melee weapon of some sort.

Hireling, gunman: Whether an opportunistic local hunter, or an unemployed veteran, this one is more than willing to sell their marksmanship to anyone who can afford it. Don't expect them to hold the line against a charging beastman, though. Gunmen are normally equipped with a duster, and a rifle or shotgun of some sort.

Hireling, tracker: These folk aren't willing to get their hands dirty in combat, but they know the local area and can steer you away from the worst hazards. Each tracker gives you +1d on tracking tests (see **Tracking**).

Prosthetics

The loss of a limb or some other significant, permanent damage to various organs is an unfortunate but predictable hazard of a Ranger's occupation. Although flesh wounds are routinely dealt with through mundane and supernatural means, neither chemistry nor spellcraft have yet to present a reliable way to reverse any sort of severe maiming.

There are doctors and engineers throughout the civilised lands, however, who have figured that one could simply replace lost flesh with artifice of varying degrees of sophistication. Folks, they say, have been replacing hands and legs with hooks and pegs for millennia, and there ought to be no reason why the great minds of this century couldn't improve on this work.

These prosthetics typically can't just be bought off the shelf - you'll need to see a physician, and, depending on the complexity of the device, a machinist of some skill.

Even if a prosthetic does not completely remove the penalties associated with losing the original limb or organ, that injury does not count towards unconsciousness or death as long as you've got the prosthetic.

Table: Prosthetics

Item	Cost	Benefit
Arm, basic	200	This is a simple prosthetic which features an articulated hand, hook, or claw which can be locked in a variety of positions. This can be used to hold objects or even support a two-handed weapon, but does not remove the AGI penalty from losing one's arm.
Arm, mechanical	600	A marvel of modern engineering, this arm is controlled through complicated linkages to the user's nervous system, and replicates the functions of the original limb, including some sense of pressure - although it's not sophisticated enough to feel temperature or most textures. It removes the AGI penalty from losing the original arm.
Arm, augmented mechanical	900	Ironhall engineers were tasked with increasing the capability of mechanical arms, and, reasoning that a manual labourer or a soldier would benefit more from raw power than any <i>genteel nonsense</i> , they opted to make the arm increase the recipient's strength instead of adding frivolities like the ability to feel. This prosthetic functions much like a mechanical arm, but also grants the user +1 STR.
Arm, weapon platform	600	Around the same time that the engineers of Ironhall were developing their augmented prosthetics, a group of military surgeons and engineers from Panzyr decided they would dispense with the complexity of articulated fingers and instead just replace a lost limb with a gun. You can mount any man-portable firearm on this prosthetic and operate it with just this arm, even if it normally requires two hands (though reloading will still require your other hand to assist). You cannot use this arm for anything else that would actually require a hand.
Eye, basic	900	This "basic" optical implant is a miracle of science, connected directly to the recipient's brain. It replicates all the functionality of a lost eye, requiring only weekly maintenance. The only apparent downside is the incessant clicking and whirring sounds, which are audible only to the recipient, or anyone in extremely close proximity.
Eye, mechanical zoom	1400	An even more complicated device than the "basic" implant, this eye offers a limited ability to magnify distant objects. You can apply the optimum range benefit of any ranged weapon up to the maximum range of that weapon. Additionally, increase the base range of ranged weapons you wield by 10m.
Eye, arcane	400	This is a ceramic or ivory ball, carved with occult diagrams and symbols, that fits into your eye socket. It does not remove the penalty associated with losing the original eye, but it <i>does</i> let you see glowing auras around supernatural objects and magically active creatures, and the outlines of any areas affected by active Sigils.
Leg, peg	75	This is a peg leg. It grants +2m movement speed. It's better than nothing, but far from optimal (your movement speed was reduced by 3m when you lost the original leg). You still can't sprint, but it's great for that pirate aesthetic.

Leg, sword	100	Instead of a peg leg, you've got a sword leg. It grants +1m movement speed. It's not great for actually moving around, and will <i>ruin</i> a carpet, but now you've always got a sword equipped, without occupying any of your hands. You still can't sprint.
Leg, mechanical	400	These devices have been around for much longer than mechanical arms, and are reasonably well-developed. While this is attached, it negates all the penalties associated with losing the original leg.
Leg, augmented mechanical	600	It was inevitable that an engineer would wonder why one wouldn't just build a <i>better</i> leg than what nature intended, and then did exactly that. This prosthetic functions much like a normal mechanical leg if you've only got one, due to the difficulties involved in balancing yourself, but if you have two augmented legs, your base movement speed is increased to 7m.
Leg, holster	+50	Whether you've got a peg leg or a more complicated device attached, it's not uncommon for folks to bolt on hooks and loops, or even hollow out cavities in the artificial limb to store weapons in. However you've chosen to do it, this prosthetic leg now counts as a bandolier.

Other curiosities

Bone charms

Bone charms are trinkets, idols, runestones, and other small, enchanted curios which grant some manner of benefit to the bearer.

For reasons not particularly well-understood, bone charms don't work for everyone - refer to the **Character advancement** section to see how many you can equip.

You may equip multiple charms of the same type, but unless otherwise noted, the effects are not cumulative.

You must have equipped a charm through at least one rest before you gain any of its benefits.

Table: Bone charms

Type	Ability
Cat	Your movement speed is increased by 1m, and you ignore the first 5m when determining falling damage.
Rabbit	You gain +1d on your next roll whenever you fail a test.
Lotus	For each empty bone charm slot you have, gain 1 AP at the start of your turn in combat.
Hyacinth	For each empty bone charm slot you have, recover 1 Toughness at the start of your turn in combat.

Badger	Use WIL to determine your maximum AP in combat, rather than END.
Eagle	At any time before you attack, you may sacrifice any amount of Toughness in order to add the same amount to the total damage of your next damaging melee attack. Any Toughness you recover between the sacrifice and the damaging attack reduces the bonus damage by an equal amount.
Whale	You gain additional Toughness equal to your STR. You may benefit from several Whale charms at once.
Tiger	If you would recover more AP at the end of your turn than you can store, gain Advantage equal to the excess on your next roll.
Turtle	Enemies Defending against your attacks must roll for Defence before knowing the outcome of the attack, but you must now also do the same when you are attacked.
Barley	While intoxicated, you gain +1d on attacks with ranged weapons, instead of the usual penalty. While sober, you have -1d instead.
Fox	While you are at full Toughness and have no Injuries, gain +1d on all attacks.
Boar	When making a melee attack, you deal additional damage equal to the number of metres moved toward the target immediately prior to the attack. If this additional damage would exceed your ordinary maximum Toughness, you are Stunned (magnitude equal to your STR) after resolving the attack.
Ape	Double the range of your thrown weapons.

Magic items

For as long as humanity has dabbled in the study of supernatural forces, it has tried to bind these forces to objects for amusement, convenience, or even war. Such items may be found in the ruins of ancient civilisations, or even in the laboratories of more modern innovators.

These objects don't often find their way into the open market, but there is almost always a lively underground trade in enchanted items. This is a risky business, as the sellers of these items don't always fully understand the effects of what they're trading - or worse, they do know, but won't tell you.

Despite the best efforts of artificers and scholars over the centuries, there are some restrictions which seem to be universal and unbreakable.

First, other than bone charms, worn magic items seem to only function when in made in one of four forms:

- Belt buckles
- Headwear (hats, caps, and such)
- Holsters, and

- Spurs

Held magic items, including weapons, tools, and other sorts of containers, seem to function just fine.

Second, if more than one item of each of the above listed types is worn at once, neither item will function.

Table: Magic items

Item	Cost	Description
Coffer of Ammozon	500	<p><i>This is a rectangular cardboard box, about 50cm long, which perpetually appears to have been partially crumpled on one side. Rumours abound that it is possessed, or at least occasionally visited, by a daemon named Ahl'axa, which dances on the border between reality and the elemental plane of ammunition.</i></p> <p>Container. At any time, you can tell the Coffer to give you any amount of any type of ammunition, whereupon it will ask, in a soothing female voice, for an amount of money equal to 1.5x the normal cost of the requested ammunition. Once the requested amount has been placed in the box, it immediately vanishes, replaced by the desired ammunition.</p>
Holster of Holding	250	<p><i>This is a black leather pistol holster, its flap secured with a bronze stud. Nobody knows who was first to try it, but somehow, even a rifle can be comfortably stored in the holster with no apparent change to the holster's outward appearance.</i></p> <p>Holster. This holster counts as a bandolier, but can hold 4 hands' worth of firearms and always appears to be pistol-sized.</p>
Holster of Reloading	750	<p><i>A pistol holster made of red leather, secured with a wrought-iron button, always embossed with the image of some kind of water fowl. For some reason, the wearer always momentarily forgets about whatever weapon is placed in the holster, but once they remember it's there and pull it out, they find that it's fully loaded.</i></p> <p>Holster. If the wearer has a weapon in this holster at the beginning of their turn, it is fully reloaded with standard ammunition at the end of that turn.</p>
Cap of Mind Shielding	250	<p><i>A deceptively thin skull cap made of a silvery metal. The origin of these artifacts is unknown, but an unusually large number are in the possession of certain secret societies in the Federation.</i></p> <p>Headwear. While wearing this cap, the difficulty of WIL saving throws you are required to make is reduced by 1, but the difficulty of SMR saving throws is increased by 1.</p>
Belt Buckle of Confidence	300	<p><i>A gold belt buckle engraved with a design reminiscent of some sort of rural social event. Its most distinctive, and arguably most important feature is its obnoxious size. It makes you want to hook your thumbs into your belt.</i></p>

		<p>Buckle. While wearing this buckle, you feel supremely confident, and it shows! The buckle causes you to walk with an obvious swagger. Any tests you attempt to influence or persuade another using words are treated as if you had a relevant background element (you gain Advantage equal to 1+½ your Rank). If the person you're talking to doesn't already look at you favourably, they now think you're an asshole.</p>
Belt Buckle of the Longhorn	350	<p><i>A belt buckle of white silver, on which is mounted a scrimshawed depiction of a horned bovine skull. Just looking at it conjures images in your mind of stampeding cattle.</i></p> <p>Buckle. While wearing this buckle, you gain +1d on your next melee attack for each AP you used to move during the same turn, prior to the attack.</p>
Belt Buckle of Shielding	250	<p><i>A simple iron buckle, shaped like an archaic heater shield.</i></p> <p>Buckle. While wearing this buckle, you have +1 Deflection. When you are struck by an attack, you may choose to discharge the belt's energy to immediately grant yourself major cover against all attacks until the beginning of your next turn. If you do this, the buckle loses its power until you rest.</p>
Belt Buckle of Distortion	150	<p><i>A strange buckle made of an unidentifiable iridescent metal, engraved with spirals that seem to writhe when looked upon.</i></p> <p>Buckle. While wearing this buckle, attacks against you suffer -4d; however, you are always Disoriented (-2d on defence rolls and saving throws).</p>
Black Hat	350	<p><i>A plain black felt hat with a wide brim. No matter how much you pat it, dust always comes off.</i></p> <p>Headwear. While wearing this hat, anyone who sees you immediately assumes you have nefarious intentions. Save: T3 SMR to recognise the effect and become immune to the hat's power for 24 hours. Viewers who fail this save may attempt again if they witness you doing something nice.</p>
White Hat	350	<p><i>A plain white felt hat, with a tan band. Dirt comes off it very easily, and it never seems to stain.</i></p> <p>Headwear. While wearing this hat, anyone who sees you immediately assumes you have benign intentions. Save: T3 SMR to recognise the effect and become immune to the hat's power for 24 hours. Viewers who fail this save may attempt again if they witness you doing something mean.</p>
Hat of Shade	250	<p><i>A simple-looking straw hat whose brim seems to always be the right size and angle to keep the sun or rain out of your eyes.</i></p> <p>Headwear. While wearing this hat, you are never blinded by bright light or have your vision obscured by inclement weather.</p>
Spurs of Jangling	350	<p><i>These otherwise nondescript spurs jangle at whatever pitch is perfectly audible, as if to announce the wearer whenever they enter a room.</i></p>

		<p>Spurs. When attached to your boots, when you enter a room, all conversation becomes hushed, and everyone pays attention to you until you step over the threshold or say something. This is an auditory effect. Anyone who has been so affected by these spurs becomes immune to the effect until the next sunrise.</p>
Spurs of the Cavalryman	400	<p><i>Spurs engraved with images of running horses and... centaurs?</i></p> <p>Spurs. When attached to your boots, these spurs cause any animal you ride to have the movement speed of a horse, as long as it can actually carry you on its back.</p>
Spurs of the Ghost Rider	750	<p><i>These black iron spurs are engraved with the words "Cowboy, change your ways today or with us you will ride".</i></p> <p>Spurs. When attached to your boots, these spurs allow any mount you ride to hover and fly at the same speed as it would run. While not in contact with the ground, the mount's feet are wreathed in spectral flames.</p>
Spurs of Anchoring	250	<p><i>These spurs are made from melted-down spikes used to fasten rails to sleepers or ties. They feel oddly heavy for their size.</i></p> <p>Spurs. When attached to your boots, these spurs keep you rooted to the ground. Your movement speed is reduced by 1m; however, any incoming effects that would try to move you have their difficulty reduced by 1. Swimming while wearing these is ill-advised.</p>

Contracts

Framing and structure

PLACEHOLDER - This will be GM planning advice

[Useful tool for making hex maps](#)

Encounter and hazard tables: You choose whether to roll on an encounter or hazard table. In general, hazards should be quick to resolve, and drain resources, impose fatigue, or trigger injury rolls. Encounters can be more complex, and may involve puzzles or even combat.

Design note for GMs: When designing encounter or hazard tables, remember:

- Peaceful encounters should not be in the majority - they represent a “lucky break”
- Peaceful encounters don’t have to be nice encounters. They can be unnerving or even scary - but ultimately they aren’t intended to drain the party’s resources (which isn’t to say that they can’t).
- Perilous encounters, on the other hand, are intended to drain resources such as Toughness, ammunition, equipment, or hirelings. They should be straightforward to overcome, but not without cost.

Imposing fatigue

When a hazard or encounter imposes fatigue, this should be done in one of two ways:

- Characters roll an END test, and gain Fatigue if 0 successes are rolled; or
- Characters roll an END test, and gain Fatigue if they do not pass a stated difficulty rating

Triggering injury rolls

If a hazard or encounter triggers an injury, this should always be on the I’ll feel that one later! (Number cards) table.

Encounter table templates

Sample 1 - Generic

Roll	Outcome	Description
1	Disaster!	Difficult combat/obstacle with high risk of injury, could be made easier by sacrificing Stamina/Food/Stuff/equipment/hirelings

2	Very bad	Combat/obstacle with moderate risk of injury, could be made easier by sacrificing Stamina/Food/Stuff/equipment/hirelings
3	Bad	Inconvenience that causes the party to choose to sacrifice <ul style="list-style-type: none"> • Stamina AND Food/Stuff or • Stamina AND equipment/hirelings, or • Food/Stuff AND equipment/hirelings
4	Not great	Inconvenience that causes the party to choose to sacrifice: <ul style="list-style-type: none"> • Stamina (e.g. an obstacle that wastes time) or • Food/Stuff (e.g. obstacle that requires bait or tools)
5	Okay	Vignette (two or more characters): <ul style="list-style-type: none"> • What's a conversation you had with your party members? Or same as 6
6	Whew	Random scenery table/pre-prepared landmark/other

Sample 2 - Hardcore

Roll	Outcome	Description
1	Disaster!	Difficult combat/obstacle with high risk of injury, could be made easier by sacrificing Stamina/Food/Stuff/equipment/hirelings
2-3	Very bad	Combat/obstacle with moderate risk of injury, could be made easier by sacrificing Stamina/Food/Stuff/equipment/hirelings
4	Bad	Inconvenience that causes the party to choose to sacrifice <ul style="list-style-type: none"> • Stamina AND Food/Stuff or • Stamina AND equipment/hirelings, or • Food/Stuff AND equipment/hirelings
5	Not great	Inconvenience that causes the party to choose to sacrifice: <ul style="list-style-type: none"> • Stamina (e.g. an obstacle that wastes time) or • Food/Stuff (e.g. obstacle that requires bait or tools)
6	Whew	Vignette (two or more characters): <ul style="list-style-type: none"> • What's a conversation you had with your party members? Or random scenery table/pre-prepared landmark/other

Balancing combat

Allocating rewards

PLACEHOLDER

In general:

- A contract which requires 4 days of tracking through SR8 terrain should pay 50 shillings per character in the party
- An easier target should attract a lower rate; conversely, a more difficult target should attract a higher rate
- Expect each character to spend resources worth 10-20 shillings per day of travel, and a further 20-30 shillings of consumables over the course of the contract (if they make it out alive with spending less, it should be on top of an already expected profit margin)
- Profits should be relatable to equipment, e.g.:
 - Buying a new basic weapon such as a compact revolver should cost one or fewer contracts' worth of profit
 - Buying a new set of heavy armour should cost 6 or more contracts' worth of profit

Monstrous Actions

Whether from physical prowess, desperation, or sheer obstinacy, some foes that Rangers might encounter are more formidable than common bestiaries might suggest. These monsters will have a Monstrous Actions number provided in their statistics block, which you might discover while tracking. This number indicates how many Monstrous Actions may be made per turn.

A monster with Monstrous Actions may do one of the following after each turn other than their own, without spending AP:

- Make a single attack, using the minimum number of dice required for that attack
- Move up to their speed (if there are multiple speeds available, choose one)
- Attempt a saving throw against one ongoing effect that allows a saving throw

Certain monsters may have other abilities in addition to these options.

If the monster does not use as many of these actions as they could have, the unused actions do not carry over to the next turn: the number resets at the same time as they would recover AP.

Sample contracts

PLACEHOLDER

Tables and Lists

Injuries

Could be worse... (Ace)

Die result	Injury
2	It turns out that it actually <i>is</i> worse! Roll on the ' I'll feel that one later! ' table.
3	You've learned to be wary of this threat . You permanently gain +1d when defending or making a saving throw against attacks or effects originating from creatures or phenomena of the same type as what caused this injury. This injury can be applied for each different source.
4	You've survived this harrowing experience , and it's steeled your resolve. Permanent +2 to the number of injuries you can sustain before dying. This still counts as an injury. This injury can be applied multiple times.
5	You've developed a healthy amount of paranoia . Permanent +1 to initiative.
6	You've gotten some tough scars on your body, showing you can take a hit. Permanent +2 Toughness. This injury can be applied multiple times.
7-8	Beaten up! <i>Something</i> hurts - it's not enough to really slow you down too much, but it's probably something for a physician to look at before it gets worse. Still counts as an injury. You can receive this injury multiple times.
9	A cool facial scar shows you've been through at least one serious fight. Permanent +2 to the number of injuries you can sustain before unconsciousness. This still counts as an injury. This injury can be applied multiple times.
10	This experience has taught you that you need more weapons . Increase your weapon carrying capacity by 1. This injury can be applied multiple times.
11	You have developed a permanent and intense, zealous hatred of whatever caused this injury. If it is a creature, gain +1d whenever you attack a creature of the same type. This injury can be applied once for each different object of hatred.
12	This experience has shown your mettle . You gain a permanent +1d on all saving throws. You can receive this injury multiple times.

I'll feel that one later! (Number cards)

Die result	Injury
2	Oh dear, it might be worse than you thought... Roll on the ' That ain't good ' table.
3	You're easily startled and panic under pressure. You begin all combat encounters with the Shaken (1) condition (-2d on all attack rolls and -1 to the save difficulty of your effects for 1 turn).
4	An inner ear injury makes it harder for you to orient yourself. You have -1 to Initiative.
5	You've got a mild concussion , impacting your reaction time and overall resilience. You begin all combat

	encounters with the Disoriented (1) condition (-2d on all defence rolls and saving throws for 1 turn).
6-8	Beaten up! <i>Something</i> hurts - it's not enough to really slow you down too much, but it's probably something for a physician to look at before it gets worse. Still counts as an injury. You can receive this injury multiple times.
9	You've taken quite a nasty blow to the head , you're not quite feeling yourself. When you recover Grit, roll two dice and take the lower result.
10	You've got difficulty sleeping . You must now choose whether to recover fatigue or Toughness when resting.
11	You've got a nasty infection . You now discard the highest die result before determining how much Toughness you recover when resting or recuperating.
12	Oh dear, it might be worse than you thought... Roll on the ' That ain't good ' table.

That ain't good... (Face cards)

Die result	Injury
2	Severe concussion. Whenever you end your turn with 0 AP, roll a T3 END save. If you fail, you are Stunned (5). This injury is permanent.
3	Lose a leg. Choose which one, if you can. Permanent -3 move speed (minimum 1, because you could always crawl!). You can't sprint. This injury may be applied twice.
4	Lose an eye. Choose which one, if you can. Your ranged attacks only succeed on rolls of 6, instead of 5+. This injury may be applied twice. If you've lost both eyes, you permanently have the Blinded condition (-4d on all attacks, move at half speed, and -2d when Defending). This injury is permanent.
5	Broken arm. Choose which one, if you can. You cannot use weapons with the broken arm. -1 AGI while you have this injury. This injury may be applied twice.
6	Eye injury. Ranged attacks only succeed on rolls of 6, instead of 5+. This injury may be applied twice. If both your eyes are injured, you have the Blinded condition until you recover (-4d on all attacks, move at half speed, and -2d when Defending).
7	That one rattled you! You gain Shaken 1 (-2d when attacking, and -1 to the Save Difficulty of your effects, for 1 turn). This also applies a Beaten up! injury.
8	That's knocked you off-balance! You gain Disoriented 1 (-2d when defending, and on all saving throws, for 1 turn). This also applies a Beaten up! injury.
9	Broken rib. -1 END while you have this injury, and you gain Fatigue 1 for each AP that you use to move beyond the first in each turn. You cannot sprint.
10	Broken leg. Choose which one, if you can. -3 move speed while you have this injury (to a minimum of 1, because you can still crawl!). You can't sprint. This injury may be applied twice.
11	Lose an arm. Choose which one, if you can. Permanent -1 AGI. This injury may be applied twice.
12	This trauma will stick with you. Each turn that you are aware that whatever caused you this injury (whether it is a type of creature, a particular object, or natural phenomenon) is nearby, or see a representation of it, you take 1 WIL damage. This injury is permanent and can be applied once for each different source of trauma.

Conditions

Condition	Effect
Bleeding (x)	<p>Stacking.</p> <p>A grievous wound causes you to take x damage at the start of your turn.</p> <p>You or another character can spend 3 AP to attempt a SMR test to render first aid to treat the wound. Reduce the magnitude of this condition by the number of Successes rolled.</p>
Blinded (x)	<p>You can't see for x turns. -4d when attacking, you move at half speed, and -2d when Defending.</p>
Burning (x)	<p>You're on fire! Take x fire damage at the start of your turn.</p> <p>If you are already on fire when Burning is applied to you, you immediately take x fire damage.</p> <p>At the end of each of your turns, roll an AGI test. Reduce the magnitude of the condition by the number of Successes you roll.</p>
Disoriented (x)	<p>-2d when defending, and on all saving throws, for x turns.</p>
Fatigue (x)	<p>Stacking.</p> <p>-xd to all rolls. If Fatigue equals or exceeds your END, you fall unconscious. Remove points when resting or recuperating (see Taking a break).</p>
Frightened (x)	<p>Stacking.</p> <p>Something tests your resolve! At the beginning of your turn, roll a WIL test. Reduce the magnitude of this condition by the number of Successes you roll. Then, lose Grit equal to the remaining magnitude, if any. If you have no Grit remaining, take this amount of WIL damage, instead.</p>
Intoxicated (x)	<p>Stacking.</p> <p>-xd on all attack and defence rolls.</p> <p>During your turn, you may spend 1 AP to attempt an END test to purge the toxin from your body. Reduce the magnitude of this condition by the number of Successes rolled.</p>
Shaken (x)	<p>-2d when attacking, and -1 to the save difficulty of your effects, for x turns.</p>
Stunned (x)	<p>You lose x AP. If Stunned would cause you to lose more AP than you currently have, you lose the remainder the next time you would gain AP.</p>
Suffocating (x)	<p>Choking and gasping for breath, characters who are suffocating cannot speak, and take x damage to Endurance per turn. Unconscious characters who are suffocating will die within one minute per point of their maximum Endurance.</p> <p>Suffocating immediately ends if the source of the condition is removed.</p>

Ability lists

Blackjack

Lores

Lore of Entropy

Spell	Effect
Heat Death	<p><i>In the last moment of the universe, all shall be still and cold. Would you like a taste of that?</i></p> <p>One creature takes 2d6 cold damage, +1d6 for every 3 Ranks you have, and they are Stunned (magnitude equal to ½ the number of cards in the Breach).</p> <p>Duration: Instantaneous Save: END to avoid stun, critical success negates damage.</p>
Breach the Defences	<p><i>All defences will crumble, given time. Your time, sir, is now.</i></p> <p>One creature takes 2d6 physical damage, +1d6 for every 4 Ranks you have, and their Deflection (if any) is reduced by an amount equal to the lowest card in the Breach.</p> <p>Duration: One turn Save: END to avoid damage.</p>
Shield of Corrosion	<p><i>I had the witch dead to rights - that is, until her magic reduced my bullet to dust and ash.</i></p> <p>While you maintain this spell, all physical damage received from metallic sources by anyone within a number of metres of you equal to your SMR is reduced by an amount equal to the highest card in the Breach.</p> <p>Duration: Sustained</p>

Lore of Flesh

Encamp action: Draw three cards. If the total value of the cards does not exceed 21, roll a number of dice equal to the highest card. For each success you roll, one character does not need to consume Food to rest... if they consent to eating the strange food you offer them.

Spell	Effect
Hideous Strength	<p><i>Their muscles bulge and twist, greatly improving their combat abilities - but at what cost?</i></p> <p>The target gains Advantage on melee attacks equal to the card drawn in the Breach.</p> <p>Duration: Variable (number of cards in Breach)</p>
Gorge	<p><i>Be still! When you begged me to sate your hunger, you never said when I ought to stop.</i></p>

	<p>One creature gains Toughness equal to their END, multiplied by the number of cards in the Breach. If this would cause a target's Toughness to exceed their normal maximum, that target suffers 1 AGI damage, instead.</p> <p>Duration: Instantaneous</p> <p>Save: END to prevent Toughness recovery but gain Disoriented (2). Critical success negates effect.</p>
Tear Yourself Apart	<p><i>Indeed, your bodyguard is quite strong. I am counting on that.</i></p> <p>Each turn you maintain this spell, one creature within range suffers damage equal to the card drawn + the higher of their STR or END.</p> <p>Duration: Sustained</p> <p>Save: WIL to take damage equal to the lower of the two attributes, instead.</p>

Lore of Madness

Spell	Effect
Figments	<p><i>With care, one can show people whatever they wish - a light touch of madness, if you will.</i></p> <p>You coax maddening energy to leak into reality, causing any who approach the area to behold an image of your choosing, so long as you maintain this spell. The illusion is stationary, and covers an area of one square metre per Rank you have. At Rank 5 or higher, the illusion can be three-dimensional, with a total volume of a number of cubic metres equal to your Rank.</p> <p>Save: SMR to understand that the illusion is not real.</p>
Gaze Into the Void	<p><i>Look! See what lurks Beyond the Wall!</i></p> <p>You open one creature's mind to the madness on the other side of the Breach. At the beginning of that creature's turn, they roll a die, with the result determining the effect:</p> <ul style="list-style-type: none"> • 1-2: Target is Stunned (magnitude equal to ½ the number of cards in the Breach). • 3-4: Target must take hostile actions towards their allies this turn. • 5-6: Target gains Frightened (magnitude equal to 1 + ¼ caster's SMR). <p>Save: WIL to reroll. Critical success negates effect.</p>
Madness is a Shield	<p><i>You see, my friend, the voices - when they all speak at once, you can't get a word in edgewise.</i></p> <p>Choose a creature, and an additional creature for every card in the Breach. Each turn you maintain this spell, targets gain advantage equal to your WIL on their next saving throw.</p>

Lore of Plagues

Spell	Effect
Ravenous Rats	<p><i>They are small, yes, but only because they have yet to feed.</i></p> <p>A horrific swarm of ravenous rats erupts from the ground, covering a circular area with a radius equal to your SMR, and persisting as long as you maintain this spell.</p>

	<p>Each turn you maintain this spell, you may move the swarm up to a number of metres equal to your SMR. Creatures in contact with the swarm at the end of this movement (if any) take 1d6 physical damage for every 4 Ranks you have, gain Disoriented 1, and gain Bleeding equal to the number of dice rolled.</p> <p>You cannot maintain this spell beyond its original range.</p> <p>Save: AGI to avoid the Bleeding effect, critical success negates damage as well.</p>
Miasma	<p><i>The wretched cloud seared our lungs and rendered us helpless as we choked and vomited. I very much regretted not hiring that wind shaman when I had the opportunity.</i></p> <p>You produce a corrosive fog of choking fumes.</p> <p>For a number of turns equal to your Rank, creatures within a number of metres of you equal to your SMR gain the Poisoned condition (magnitude equal to the number of cards in the Breach). Creatures who are already poisoned are Stunned (magnitude equal to half the number of cards in the Breach), instead.</p> <p>Save: END to avoid effects for one turn.</p>
Crimson Hunger	<p><i>I know not whence the horrific creatures came, but the sorcerer seemed to have some symbiotic relationship with them.</i></p> <p>A swarm of blood-sucking insects streams forth from your mouth.</p> <p>Each turn you maintain this spell, a single target creature takes damage equal to the value of the Breach, and you recover Toughness equal to half the damage dealt. If the target has no blood, this spell deals only half damage and restores no Toughness.</p> <p>Save: END for half damage.</p>

Lore of Radiance

Encamp action:

Spell	Effect
Flash	<p><i>An imprecise art? Sir, this room full of scorched flesh is precisely what I wanted.</i></p> <p>You open a portal and unleash a burst of searing light. All creatures within a number of metres of the target location equal to half your Smarts suffer fire damage equal to 1d6 per card in the Breach, +1d6 for every 2 Ranks you have. All targets who take damage also suffer Burning (magnitude equal to the number of dice rolled).</p> <p>Duration: Instantaneous</p> <p>Save: AGI to halve damage and avoid Burning effect. On a critical success, avoid damage. If 0 successes are rolled, suffer Blinded 1 in addition to the normal effect.</p>
Mikken's Brilliant Barrier	<p><i>"Damn the risk," the lieutenant snarled, looking at the wall of light that obscured the trench, "open fire! If any of our men are still alive in that, God will look after his own."</i></p> <p>Create a sphere of brilliant light with a radius equal to your Smarts, centred on any point within range, and which persists as long as you maintain this spell.</p> <p>Creatures within this area cannot see beyond the edge of the sphere, and creatures outside the area similarly cannot see into the sphere. Invisible creatures or objects within the sphere are revealed.</p> <p>The sphere only prevents vision and can be crossed normally. Attacks and spells that target a creature on the other side of the barrier have a 50% chance of hitting a different target,</p>

	<p>chosen at random. Creatures are considered to have major cover against any attacks that cross the edge of the sphere.</p> <p>Duration: Sustained</p>
Farsight	<p><i>Yes, I see it - a hut by the river. There is a woman outside tending to her animals. Before you go and blow up some innocent's home, are you sure this hat actually belonged to a bandit lord?</i></p> <p>This spell has a range in kilometres equal to your Smarts.</p> <p>Choose a target. While you maintain this spell, you are Blinded, but you can mentally observe the target to varying degrees, based on the situation:</p> <ul style="list-style-type: none"> • You know the target's name: You know their location, accurate to within 1km. • You've previously observed the target directly, or have one of their possessions on hand: You see a vision of their general area, accurate up to 100m. • You have a part of the target's body on hand: You can observe the target from over their shoulder. <p>If you meet multiple conditions, each turn you maintain the spell, you may choose which degree of observation to follow.</p> <p>Duration: Sustained</p> <p>Save: SMR to know that you are being targeted. On a critical success, you see an image of who cast the spell.</p>

Lore of Tentacles

Spell	Effect
The Hungering Ones	<p><i>Suddenly, there was a ripping sound, and horrors reached forth, grasping and tearing at flesh.</i></p> <p>You tear a hole in reality, through which barbed tentacles lash out. One creature suffers physical damage equal to the value of the Breach, +1d6 for every 2 Ranks you have, and gains Bleeding (magnitude equal to the number of dice rolled).</p> <p>Save: AGI for half damage and no Bleeding.</p>
Reaching Captor	<p><i>Slimy, sucker-covered tentacles burst out of a gash in the air, dragging my struggling companion towards the sorcerer.</i></p> <p>You open a dark portal, and tentacles reach forth, seizing one creature or object. The target is dragged a number of metres towards you equal to your SMR + the lowest card in the Breach.</p> <p>Because this experience is quite harrowing, the target also gains Shaken 2.</p> <p>Save: STR to halve the distance moved; critical success negates.</p>
Embrace of the Void	<p><i>Wretched, hooked things reached from the floor and walls, holding me in place. I was restrained, helpless, as the sorcerer completed his ritual.</i></p> <p>Barbed tentacles burst from the ground, seizing the target and holding them in place. The target must be within a number of metres of a solid surface equal to your SMR. Its movement speed is reduced to 0 for a number of turns equal to the number of cards in the Breach.</p> <p>Save: STR to break free and take physical damage equal to your SMR + the highest card in the Breach, critical success negates damage.</p>

Lore of Time

Spell	Effect
Denial of Service	<p><i>It is a terribly painful thing to try and work against the flow of time.</i></p> <p>You force time to nearly freeze for a target, causing reality to protest - violently - if they try to move faster than they ought to. The target takes damage equal to the lowest card in the Breach for each AP they use until the beginning of your next turn.</p> <p>Save: WIL halves damage, critical success negates damage.</p>
Rubberbanding	<p><i>Under the sorcerer's spell, it took a supreme amount of effort to move - but once I mustered up enough strength, I found that, strangely, it was far more than required.</i></p> <p>Choose a number of targets equal to the number of cards in the Breach. Targets immediately move a distance away from you equal to their movement speed.</p> <p>While you maintain this spell, targets cannot move unless they move at least 10 metres in a straight line.</p> <p>If moving this minimum distance would cause them to collide with a substantial obstacle, they stop moving and take damage as if they had fallen the distance moved up to the point of impact, plus a number of metres equal to your SMR. Whatever they collided with takes half this damage.</p> <p>Save: WIL halves minimum move distance and removes initial movement, critical success negates effect.</p>
Spike of Lahg	<p><i>It must be some form of madness, I thought, when I witnessed the creature sprint right off the cliff, and only begin to fall moments later.</i></p> <p>You desynchronise one or more entities from everything else around them. Choose one creature or object per card in the Breach.</p> <p>The target(s) may act and be acted upon normally, but their actions do not resolve until the beginning of your next turn, and they only defend against attacks and save against spells at this time.</p> <p>Save: WIL to allow either the target's own actions or actions upon the target to resolve normally (target's choice). Critical success negates effect.</p>

Lore of Warding

Spell	Effect
Ward Against Movement	<p><i>As I tried to flee, a barrier of red light appeared across my path, and, for the life of me, my feet would not obey my commands to keep going.</i></p> <p>This spell creates a circle of light with a radius in metres equal to your Smarts, centred on a point within range, which lasts for a number of turns equal to your Rank + the lowest card in the Breach.</p> <p>Creatures cannot cross this circle of light unless they spend an amount of AP equal to the number of cards in the Breach.</p> <p>Save: WIL to halve the AP cost to cross the boundary.</p>

Ward Against Harm	<p><i>I suspect the enchantress had something to do with it, as her allies somehow resisted blows that would send another man flying, or shrugged off terrors that our own magic-user visited upon them.</i></p> <p>Make a note of the value of the highest card in the Breach.</p> <p>While you maintain this spell, whenever an ally within range defends or makes a saving throw, you may grant them Advantage up to the noted value. You must decide to grant Advantage before the save is attempted. Whenever you grant Advantage in this way, reduce the noted value by the same amount. The value is refreshed when you pay AP to maintain the spell.</p>
Ward Against Elements	<p><i>Our sorceress grit her teeth and cast her arms out, and suddenly, the blizzard could no longer touch us.</i></p> <p>When you cast this spell, choose a damage type: cold, electricity, or fire.</p> <p>While you maintain this spell, all creatures within a number of metres of you equal to your Smarts have resistance to the chosen damage type equal to the highest card in the Breach.</p>

Mutations

Mutation	Severity	Effect
Tentacles I	Minor	Your hands and forearms are now covered in suckers. They're somewhat visible under thin clothing, and thoroughly creepy. Reduce the difficulty of tests that require you to grip something by 1.
Tentacles II	Major	One of your arms is now a tentacle below the elbow. You can grasp things with it, but it is no longer useful for anything requiring fingers. You can attack with this tentacle as if it were a melee weapon with the following profile: AP 2, Damage 3 + ½ STR If the target is around your size or smaller, you may cause it to be immobilised until you choose to let go, or it passes a STR save. If it is larger than you, you may instead stick to the target, until you choose to let go or it passes a STR save.
Pincer I	Minor	Thick, shell-like calluses cover your hands.. Your unarmed attacks with this hand now have a base damage of 4 instead of 2.
Pincer II	Major	One of your hands becomes a huge, chitinous pincer. For quite obvious reasons, it is no longer useful for anything requiring fine motor control. Your unarmed attacks with this hand now deal bonus damage equal to your STR, instead of ½ STR. Additionally, your target's Deflection is reduced by 4 against attacks made with the pincer.
Carapace I	Minor	A leathery carapace begins to grow all over your body. You gain 2 Deflection, which stacks with any armour you are wearing.
Carapace II	Major	The carapace now visibly covers your body and makes it impossible to wear any armour bulkier than a normal duster. You now have Deflection equal to your SMR.

Wings I	Minor	Leathery wings begin to grow from your back. They're small enough to be concealable, but they do create an odd bump in your clothing. You now treat all falls as if they are 5m shorter for the purposes of falling damage.
Wings II	Major	Huge, bat-like wings erupt from your back. You may fly with a bonus to your movement speed equal to ½ SMR. If you are airborne at the beginning of your turn, you must spend at least 1 AP on movement or immediately fall.
Spider climbing I	Minor	The tips of your fingers and toes begin to sharpen into claws. Though not sharp enough to be weapons in their own right, they allow you to cling to walls and climb at normal speed without requiring any tests.
Spider climbing II	Major	Your legs warp and split into six spindly appendages. In addition to climbing walls, you can now traverse ceilings without issue, and gain advantage equal to your STR on any saving throws to resist being moved.
Infravision I	Minor	Your eyes bulge and redden. You can see normally in darkness.
Infravision II	Major	Your eyes glow red. You now only see the world as a thermal image: hot things glow brightly, and cold things are dark.
Spider Eyes I	Minor	An extra eye grows from either side of your existing eyes. You gain +1d on any tests related to sight.
Spider Eyes II	Major	A cluster of four more eyes appears around your existing eyes. You gain +2d on ranged attacks.
Third Eye I	Minor	A scar appears on your forehead, which throbs when supernatural creatures or other spellcasters are nearby.
Third Eye II	Major	A third eye emerges from your forehead. This eye can see magical auras and the boundaries of active sigils.
Abdomen I	Minor	Your midsection begins to bloat hideously. Substances being formed inside you automatically reduce the magnitude of the Poisoned condition by 1 at the beginning of your turn, before you make your saving throw.
Abdomen II	Major	Your abdomen becomes grotesque and distended, now resembling a spider's. You now have spinnerets that can be used to produce a web, which acts as difficult terrain and tells you the position of anything in contact with it, so long as you are also in contact with it. Creating a web takes one minute per 5 square metres, or 3 AP to create one square metre. Webs last for 24 hours or until destroyed. Each 5 metre square section, or part thereof, has Toughness equal to your END.
Corrosive Spit I	Minor	Your saliva is acidic enough to etch metal and makes everything you eat taste a bit sour. Reduce the save difficulty of any ingested poisons by 1.

Corrosive Spit II	Major	Caustic fluid begins to drip unceasingly from your mouth. Closing your mouth reduces the emission to a trickle. You gain the ability to spit this fluid as a ranged attack, with the following profile: AP 3, Damage 2, Range END The target's Deflection is reduced by 2 against this attack. If it hits (regardless of damage dealt), the target gains Poisoned (2).
Maw I	Minor	Your teeth are now jagged and unnaturally sharp. You now have a bite attack with the following profile: AP 2, Damage 3 + ½ STR
Maw II	Major	Your mouth distends into a horrible fanged maw. You may use this to make a bite attack with the following profile: AP 2, Damage 5 + STR You recover Toughness equal to half the damage dealt.
Tail I	Minor	You now have a thin, rat-like tail, which you have limited control over. The tail reduces the difficulty of tests that require you to maintain your balance by 1.
Tail II	Major	Your tail is now more robust, prehensile, and very difficult to hide. You now have full control over your tail, and can use it as if it were an extra hand.

Doctor

Experimental Effects

Effect	Description
Airborne transmission	During your turn, if one of your concoctions has a remaining duration of 2 or more, you may play a card and reduce the duration of that concoction by 1. The creature affected by the concoction coughs, applying its effect and remaining duration to all other creatures within a number of metres equal to the value of the discarded card. Treat each additional application as a separate effect.
Distillation	When a creature attempts a saving throw against one of your concoctions, you may play a card. Increase the save difficulty of that concoction by 1. This increase lasts for the remaining duration of that concoction and may be applied multiple times.
Metabolic boost	When one of your concoctions initially takes effect, you may play a card. Any of the concoction's variable effects which depend on the affected creature's END (except for save difficulty) have their value set to the value of the card, instead.
Overdose	When one of your concoctions takes effect, you may play a card. The concoction's effect is doubled. If the effect is beneficial, the affected creature is Stunned (magnitude equal to card value). The affected creature may immediately attempt an END save to halve the magnitude.
Reflux	When the duration of one of your concoctions decreases, you may play a card.

	The affected creature takes damage equal to the value of the card.
Resilient ingredients	When the duration of one of your concoctions reaches 0, you may play a card. Roll as many dice as the value of the card, and reset the effect's duration to the highest result.
Slow release	When one of your concoctions with a duration other than Variable takes effect, you may play a card. The concoction's effect is halved, but it gains a duration of Variable (card value), instead.
Unpredictable anaesthetic	When a creature affected by one of your concoctions would take physical damage, you may play a card and reduce the duration of that concoction by 1. The creature gains physical resistance equal to the value of the card, until the beginning of their next turn.
Volatility	When a creature attempts a saving throw against one of your concoctions, you may play a card. The concoction immediately detonates, dealing 1d6 damage per point of remaining duration to the creature. If this damage reduces the creature to 0 Toughness, the damage is also dealt to all targets within a number of metres of the creature equal to the value of the card. The following saving throws may be attempted against this explosion: Original creature: END for half damage. All other targets: AGI for half damage.

Basic Concoctions

Formula	Effect
Acid Blood	<i>Although there is no established harm to the subject beyond a visible darkening of capillaries under the skin, their blood takes on a peculiar caustic character. The effects of the subject's blood on exposed flesh are quite gruesome.</i> Whenever the user takes physical damage, apply Intoxicated (2) to all targets within melee range. Duration: Variable (user's END)
Brotein	<i>Do I believe the substance is addictive; irresponsibly so? Sir, it is no crime to want to feel truly vigorous.</i> The user gains extra Toughness equal to double the sum of their STR + END. This extra Toughness is lost first when taking damage. Duration: Variable (user's END)
Cat Eyes	<i>Subject reportedly saw apparitions around the laboratory, though neither I nor my assistant could. Note to self, we must call for the rat-catcher again, as the damned things are somehow moving my equipment around at night.</i> The user can see magically invisible creatures and objects. Duration: Variable (user's END)
Diving Bell	<i>The subject continued to indicate that he was quite comfortable; however we were compelled to remove him from the tank before I could establish the maximum duration of the effect. I shall have to find laboratory space somewhere with less oversight.</i> User does not need to breathe.

	<p>Duration: Variable (user's END)</p>
Dodger	<p><i>The subject was quite able to avoid a musket ball without seeming to move more quickly than was natural. Perhaps the formula affects one's perception of movement? Damn the ethics committee - fetch more ammunition!</i></p> <p>The user gains +1d when Defending. Duration: Variable (user's END)</p>
Haste	<p><i>Long-term tissue damage? Madam, I am in the business of surpassing the limits of the human machine, not of myopic speculation.</i></p> <p>Increase the user's movement speed by 2m. Duration: Variable (user's END)</p>
Healing Tonic	<p><i>I cannot say that this is the elixir of longevity you seek, sir, but I assure you that it will certainly improve one's vitality.</i></p> <p>The user may immediately use a Grit point to recover Toughness equal to double their END. Duration: Instantaneous</p>
Poultice	<p><i>All subjects thus far have demonstrated immunity to envenomation. It is unclear at this stage whether a developed phobia of snakes in the subjects is a side effect of the substance, or of the testing method.</i></p> <p>The user is unaffected by the Intoxicated condition. This does not remove the condition. Duration: Variable (user's END)</p>
Scab	<p><i>Subject's blood coagulates with incredible speed. I can do nothing about the tissue damage that caused the bleeding, but perhaps your staff would benefit from appropriate protective equipment, moving forward?</i></p> <p>The user takes no damage from Bleeding, and the difficulty of tests to treat their wound is reduced by 1. Duration: Variable (user's END)</p>
Stimulant	<p><i>My assistant's productivity has been most satisfactory since we began administering the tonic. She has become a little more irritable, true, but whether this is a side-effect of the tonic, or my opposition to the notion of overtime, is yet to be established.</i></p> <p>Remove Fatigue equal to the user's END. Duration: Instantaneous</p>
Third Eye	<p><i>Subject reported the room filling with glowing fog. I must request that the Institute discipline members using our lab after hours for unauthorised rituals.</i></p> <p>Detect active magical auras by sight. Duration: Variable (user's END)</p>
Anthill	<p>Each time the target takes physical damage, they take an additional 2 physical damage. Duration: Variable (3) Save: END ends effect.</p>
Mind Fog	<p>Target gains Intoxicated (2) (-2d to Attack and Defence rolls). Duration: Variable (1) Save: END to reduce magnitude by 1, critical success further reduces magnitude by 1.</p>

Quagmire	All of the target's movement speeds are halved. Duration: Variable (2) Save: END ends effect.
Red Mist	Target must attack the nearest creature, if able, at least once during their turn.. Duration: Variable (2) Save: WIL ends effect.
Rose Thorn	<i>No, madam, it won't slay immediately, but in the chaos of a brawl, who's to notice that a wound is bleeding more than it ought?</i> Target gains the Bleeding condition (magnitude equal to ½ their END). Duration: Instantaneous
Siren	Target gains Disoriented 3 (-2d to Defence rolls and Saves for 3 turns). Duration: Instantaneous Save: END to reduce magnitude by 1, critical success further reduces magnitude by 1.
Tracer	Target is visible to anyone within line of sight, up to 25m away. The target is treated as having cover against attacks (+2d when defending). Duration: Variable (2) Save: END ends effect.

Advanced Concoctions

Formula	Effect
Brawn	Temporarily increases the user's STR by an amount equal to their END. Duration: Variable (user's END)
Fortress	The user gains Advantage on all saves equal to their END. Duration: Variable (user's END)
Fury	Gain +2d on all attacks. Duration: Variable (user's END)
Ifrit	Each time the user hits with a melee attack or is struck by a melee attack (even if these attacks are glancing hits), apply Burning (2) to the opponent. Duration: Variable (user's END)
Phoenix	The next time the user would be knocked unconscious, they recover Toughness equal to their END, instead. Duration: Until saved. Save: END ends effect.
Purge	Reduce the magnitude of any number of active conditions, except for Fatigue, by any amount, so long as the total does not exceed the user's END. Duration: Instantaneous
Shadow	User becomes magically invisible. This only affects ordinary vision: the user is still detectable via echolocation, scent, heat, and so on. Opponents have -4d on attacks and -2d on defence rolls against invisible characters. Reduce the remaining duration by 1 after resolving an attack, spell, or similar hostile action. Duration: Variable (user's END)

Stoneskin	Each time the user takes damage, reduce that damage by an amount equal to the user's END. Duration: Variable (user's END)
Wolverine	User ignores the effects of one non-permanent injury. The injury still counts towards unconsciousness or death. Duration: Variable (user's END)
Bramblefoot	Each time the affected creature moves more than a number of metres equal to one-half their movement speed, they gain Bleeding 2. Duration: Until saved. Save: END ends effect.
Breacher	When you brew this concoction, select a damage type: cold, fire, or electricity. Each time the affected creature would take damage of the selected type, they take additional damage of this type equal to your SMR. If the target is immune to the selected damage type, they still take this additional damage. Duration: Variable (3) Save: END ends effect.
Coiled Viper	Each time the affected creature attacks, they gain Intoxicated 1. Duration: Until saved. Save: END ends effect.
Man-o-war	Each time the affected creature takes damage from an attack, they are Stunned 1. Duration: Until saved. Save: END ends effect.
Mind Worm	The affected creature must pay 1 additional AP to attempt to save against all other effects. This does not affect any automatic saves the target is entitled to. Duration: Until saved. Save: WIL ends effect.
Rockfoot	Each time the affected creature spends AP to move, they gain Fatigue 1. Duration: Until saved. Save: STR ends effect, critical success removes Fatigue equal to margin of success.
Terror Spikes	Each time the affected creature takes damage from an attack, they gain Shaken 1 (-2d on attacks, -1 to save difficulty of outgoing effects for 1 turn). Duration: Until saved. Save: WIL ends effect.
Traitor's Hand	The next time the affected creature would recover Toughness, they gain Poisoned 3 instead. Duration: Until saved. Save: END ends effect.
Witchbane	Each time the target uses a supernatural ability, they gain Bleeding (magnitude is equal to the number of AP used for the triggering ability). Duration: Until saved. Save: WIL ends effect.

Shaman spells

Air

Arcing Weapon (III)

Min. Cost: 3 Air

Range: 5 metres

Duration: 1 turn per Air power used

The targeted metallic weapon deals additional electric damage equal to half the Air power used to cast this spell. Additionally, each time the weapon deals damage with an attack, arcs of electricity pulse from the target, dealing this spell's damage to all targets (except for the weapon's wielder) within 5 metres. Creatures affected by this secondary pulse may attempt an AGI save to avoid the damage. Targets who are wet or standing in water may only avoid half the damage.

Augments:

Fire: The arc creates a tremendous amount of heat. If the triggering attack was a critical hit, targets who take damage from this spell begin Burning (magnitude equal to the number of Fire cards used).

Water: The pulses created by this spell are amplified. If the triggering attack was a critical hit, targets who take damage from this spell are Stunned (magnitude equal to the number of Water cards used).

Asphyxiate (II)

Min. Cost: 4 Air

Range: 25 metres

Duration: 1 turn per Air power used

You force all the air from a creature's lungs and prevent further air from entering, giving the target the Suffocating (1) condition for the duration of this spell. The target may attempt an END save to avoid this effect, and may attempt a new saving throw at the end of each of their turns. This spell has no effect on targets that do not need to breathe air.

Augments:

Fire: You leave a fire spirit as a trap. When the Suffocating condition ends on the target, they immediately burst into flame, gaining the Burning condition (magnitude equal to the number of Fire cards used) unless they pass a separate END save.

Water: The terrifying sensation of drowning now accompanies this spell's effects. The target gains Frightened (magnitude equal to the number of Water cards used) each turn that the Suffocating condition is in effect.

Cloud Stride (III)

Min. Cost: 5 Air

Range: 25 metres

Duration: 1 turn per Air card used

The target is carried aloft by air spirits, allowing them to hover and fly through the air with a speed equal to the amount of Air power used to cast this spell. You may want to warn the subject before they take flight - when the duration ends, the effect ends immediately.

Augments:

Fire: The target is wreathed in glowing cinders that make them difficult to hit. As long as they move during their turn, they gain advantage on defence rolls equal to the number of Fire cards used, until the beginning of their next turn.

Water: A thick fog billows around the target, granting them advantage on defence rolls equal to the number of Water cards used, until the beginning of their next turn, as long as they did not move during their turn.

Corposant (II)

Min. Cost: 1 Air

Range: Self

Duration: 1 turn per Air power used

You glow with a hissing purple energy that lashes out at metallic objects near you. Each turn, all creatures within 15 metres bearing any exposed metal are struck by an arc of lightning which deals electric damage equal to the amount of Air power used to cast this spell. Targets may attempt an AGI save to avoid this damage. Targets who are wet or standing in water may only avoid half the damage.

Augments:

Fire: The lightning creates a tremendous amount of heat, causing targets who take damage from this spell to have disadvantage on attacks (if the affected target's weapon is metallic) and defence (if the affected target's armour is metallic) equal to the number of Fire cards used, until the beginning of your next turn.

Water: Water spirits improve the target's conductivity, causing targets who fail their save to be Stunned (magnitude equal to the number of Water cards used).

Gust (II)

Min. Cost: 1 Air

Range: 25 metres

Duration: Instantaneous

A sudden, violent gust of wind erupts from your hand in a direction you specify, affecting all creatures and unsecured objects in a 10 metre cube around the target area. Affected targets are forcefully moved in the specified direction by a number of metres equal to the Air power used. If

a target collides with a substantial obstacle such as a wall, they stop moving and take falling damage as if they had fallen the distance moved up to the point of impact. If a target stops movement on difficult terrain, they fall prone. Targets may attempt a STR save to avoid being moved.

Augments:

Fire: The gust becomes a scorching blast of air, dealing damage equal to the Fire power used. This damage is not reduced on a successful save.

Water: The gust carries a burst of stinging rain, causing targets to become Disoriented (magnitude equal to the number of Water cards used).

Lightning Strike (I)			
Min. cost	3 Air	Duration	Instantaneous
Range	50 metres	Target/Area	One creature or object
Description	A bolt of lightning crashes down from the sky and strikes the target.		
Effect	Deals electric damage equal to Air power used.		
Saving throw	AGI to avoid damage. <ul style="list-style-type: none"> • Creatures who are wet or standing in water can only avoid half damage. • Creatures who are outdoors have -1d on save. 		
Augments			
+ Fire	On a failed save, the target gains Burning. Magnitude equal to double the number of Fire cards used.		
+ Water	If the target takes damage, they are Stunned. Magnitude equal to number of Water cards used.		

Obscuring Fog (II)

Min. Cost: 1 Air

Range: Self

Duration: Concentration

You conjure a sphere of dense fog around yourself, with a radius of 1 metre per Air power used to cast this spell. Creatures within this fog are difficult to see and gain +2d on Defence rolls.

Augments:

Fire: The fog becomes a flurry of glowing cinders. Creatures that begin their turn in the fog begin Burning (magnitude equal to the number of Fire cards used) unless they pass an AGI save.

Water: The fog's density increases, increasing the advantage on Defence rolls by 1 per Water card used.

Ride the Lightning (III)

Min. Cost: 2 Air

Range: 25 metres per Air card used

Duration: Instantaneous

You disappear and become a bolt of lightning, striking a single creature and dealing electric damage equal to half the amount of Air power used to cast this spell. You reappear in an open space within 1 metre of the target. The target may attempt an AGI save to avoid this damage. Targets who are wet or standing in water may only avoid half the damage.

Augments:

Fire: Your arrival is accompanied by a blinding flash of light. If the target fails their save, they are also Blinded (magnitude equal to the number of Fire cards used).

Water: Your arrival is preceded by rapid condensation around the target that helps conduct electricity. If the target takes damage from this spell, they are also Stunned (magnitude equal to the number of Water cards used). This effect is halved if the target successfully saves.

Scour Sorcery (II)

Min. Cost: 3 Air

Range: 25 metres

Duration: Instantaneous

You encourage Air spirits' natural desire for impermanence and apply this to an existing, ongoing magical effect. If the SMR of the effect's originator is lower than the amount of Air power used to cast this spell, the effect ends immediately if it has a duration. If it is a permanent effect, the Air power used must equal or exceed one and a half times the SMR of the effect's originator, instead. This spell cannot remove effects created by Earth magic.

Augments:

Fire: Fire spirits gleefully consume the unbound magic. If you successfully remove a magical effect, one target within range takes fire damage equal to the Fire power used. The target may attempt an AGI save to reduce this damage by half.

Water: Water spirits transform the unbound magic into raw life-force, which you can use to restore Toughness for one creature within range equal to the amount of Water power used, if you successfully remove a magical effect.

Seafarer's Prayer (I)

Min. Cost: 1 Air

Range: Self

Duration: Concentration

You take control of atmospheric forces in an area one kilometre in diameter, centred on yourself. As long as you maintain this spell, the wind in this area blows in the direction of your choice, and increases or decreases in speed by 1 knot per Air card used to cast this spell.

Augments:

Fire: Manipulating the air temperature allows you to extend this spell's diameter by 1 kilometre per Fire card used.

Water: Manipulating humidity allows you to further alter wind speed by 1 knot per Water card used.

Sphere of Clear Air (II)

Min. Cost: 1 Air

Range: Self

Duration: Concentration

You create a sphere of positive pressure around yourself, with a radius of 1 metre per Air power used to cast this spell. Gas effects and fog are expelled from, and cannot enter the sphere, but creatures within the sphere can breathe normally. The sphere does not prevent the entry of heavier substances, but does allow submersion in liquids to a depth of 1 metre per Air power used.

Augments:

Fire: The gas at the edge of the sphere ignites, dealing fire damage equal to the number of Fire cards used to anything moving into or out of the sphere.

Water: The sphere of air now prevents the ingress of liquids more efficiently, increasing the possible submersion depth by 1 metre per Water power used.

Storm Lash (II)

Min. Cost: 2 Air

Range: 25 metres

Duration: Instantaneous

An arc of lightning from your hand strikes a single target creature, dealing electric damage equal to the amount of Air power used to cast this spell. The target may attempt an AGI save to avoid this damage. Targets who are wet or standing in water may only avoid half the damage.

Augments:

Fire: If the target fails their save, they begin Burning (magnitude equal to the number of Fire cards used).

Water: After striking the original target, the arc of lightning continues to a new target, dealing half the original damage but otherwise behaving as normal. The arc may continue to new targets in this manner until it has struck a number of targets equal to the number of Water cards used. Each new target must be within 10 metres of the one before. The same target cannot be affected more than once per casting.

Tailwind (I)			
Min. cost	1 Air	Duration	Variable (Air cards)
Range	25 metres	Target/Area	One creature
Description	A wind spirit takes an interest in the target, playfully speeding their steps.		
Effect	Target's movement speed is increased by 5m per Air card used.		
Saving throw	None.		
Augments			
+ Fire	Creatures within 1m of the target as it moves take fire damage equal to the number of Fire cards used. Save: AGI avoids damage.		
+ Water	If the target moves at least 1m during their turn, they gain Advantage on Defence rolls equal to the number of Water cards used.		

Thunderball (III)

Min. Cost: 2 Air

Range: 25 metres

Duration: 1 turn per Air card used

You create a ball of crackling electricity that hovers in the air at the target location. A creature that begins its turn within 10 metres of the ball takes electric damage equal to the amount of Air power used to cast this spell. Targets may attempt an AGI save to avoid this damage. Targets who are wet or standing in water may only avoid half the damage.

Augments:

Fire: The lightning creates a tremendous amount of heat, causing targets who take damage from this spell to have disadvantage on attacks (if the affected target's weapon is metallic) and defence (if the affected target's armour is metallic) equal to the number of Fire cards used, until the beginning of their next turn.

Water: Water spirits improve the target's conductivity, causing targets who take damage from this spell to be Stunned (magnitude equal to the number of Water cards used).

Tornado (III)

Min. Cost: 5 Air

Range: 100 metres

Duration: Concentration

You create a violently swirling mass of air that sucks up creatures and loose objects. The tornado has a diameter of 10 metres at its base, and is a number of metres tall equal to half the amount of Air power used to cast this spell. Each turn that you maintain this spell, you may move the tornado up to 15 metres, as long as it remains within range. Creatures caught in the tornado are battered with flying debris, taking physical damage equal to the amount of Air power used. Additionally, creatures and objects are carried to the top of the column before being ejected. Creatures and objects ejected in this way fall prone 1 metre away from the base of the tornado and take falling damage, unless they can fly or prevent the fall in some other way. Affected creatures may attempt a STR save to avoid being drawn up into the tornado.

Augments:

Fire: The tornado is on fire. Affected targets take additional damage equal to the Fire power used, and begin Burning (magnitude equal to the number of Fire cards used) if they fail their save.

Water: Increased water vapour allows the tornado to sustain itself. After you cease concentrating, the tornado persists for a number of turns equal to the number of Water cards used. It will move 2d6 metres in a random direction per turn. Roll a die and follow the result:

- 1: the tornado moves towards the nearest ally
- 2-3: the tornado moves in a disagreeable way
- 4-5: the tornado moves in a generally helpful direction
- 6: the tornado moves towards the nearest foe

Vacuum Blade (I)

Min. Cost: 1 Air

Range: 25 metres

Duration: Instantaneous

You project a thin area of negative pressure towards a target. Make an Attack, rolling as many dice as your AGI. The vacuum collapses on impact, dealing physical damage equal to the amount of Air power used to cast this spell. A glancing hit deals half damage.

Augments:

Fire: The collapse of the vacuum creates immense heat, dealing additional fire damage equal to the amount of Fire power used.

Water: The collapse of the vacuum creates a shockwave through the fluids in the target's body, Stunning them (magnitude equal to the number of Water cards used) if they take damage from the spell.

Vacuum Wave (III)

Min. Cost: 3 Air

Range: 25 metres

Duration: Instantaneous

You create a vacuum at the target point, which instantly collapses, pulling creatures and loose objects within a number of metres equal to the Air power used towards the centre of the area,

so long as there is no obstacle in the way that air cannot pass through: for example, this spell will not pull in creatures or objects on the other side of a stone wall, but someone in a cage would be affected. If anything affected by this spell cannot complete the movement because of a substantial obstacle in the way (including, for example, a creature), they stop at the closest possible point to the centre, and both they and whatever they impacted take falling damage as if they had fallen the distance moved. Creatures that collide with something or end their movement on difficult terrain fall prone. Small objects caught by this spell act as shrapnel, and collectively deal damage equal to half the Air power used to all creatures in the area. Affected creatures may attempt a STR save to avoid being moved.

Augments:

Fire: The collapsing vacuum generates tremendous heat, and an instant after targets are sucked in, the air briefly catches fire, dealing fire damage equal to the amount of Fire power used.

Water: The spell pulls strangely on fluids in creatures' bodies, leaving them Disoriented (magnitude equal to the number of Water cards used).

Whispering Wind (I)

Min. Cost: 1 Air

Range: 100 metres per Air power used

Duration: Concentration

While you maintain this spell, you can speak with another creature within range as if you were beside them, so long as air can pass between you and the target: for example, speaking to someone behind a fine mesh is possible, but speaking to someone in an airtight box or underwater is not. This spell does not assist in communication in any other way - you and the target must still be able to understand each other's language, for example.

Augments:

Fire: You and the target can see whatever the other can see, up to a metre away per Fire card used, as a ghostly image superimposed on their own surroundings.

Water: Using water vapour as a transmission medium allows you to increase the spell's range by 100 metres per Water card used, and the spell can now penetrate up to one metre of total obstacles per Water card used.

Earth

Bones of the Mountain (III)

Min. Cost: 5 Earth

Range: 10 metres

Duration: Concentration

You drag a slab of native stone from the ground, and hold it in place for as long as you maintain this spell. The slab is half a metre thick, and covers an area of 5 square metres for every Earth power used to cast this spell. You may form the slab into any shape and in any orientation, so

long as it is in sections of one metre square, and at least one edge of the slab must be connected to solid ground. The slab crumbles into dust when this spell ends.

Augments:

Fire: The stone bubbles and sputters due to the immense heat trapped inside. Creatures in contact with the slab at the start of their turn take fire damage equal to the amount of Fire power used.

Water: The slab is slick with moisture. Creatures that move across horizontal sections of the slab move an extra 1 metre for every Water card used, but upon stopping their movement or getting off the surface, they must make an AGI save or fall prone. If the surface is vertical, the difficulty to traverse it increases by 1 per Water card used.

Boulder Toss (I)

Min. Cost: 1 Earth

Range: 10 metres

Duration: Instantaneous

You carve out a hunk of rock and hurl it at the target. Make an Attack, rolling as many dice as your STR. This attack deals physical damage equal to the amount of Earth power used and knocks the target prone. If there is no rock within range of this spell, you instead hurl a clump of soil or dirt and the damage is halved. On a glancing hit, the target takes half damage and is not knocked prone. This spell cannot be used if there is no natural rock or dirt within reach.

Augments:

Fire: The projectile explodes on impact, dealing additional damage equal to half the amount of Fire power used. Additionally, the total damage of the spell is applied to all targets within 5 metres of the original target. Affected creatures (other than the original target) may attempt an AGI save to avoid this damage.

Water: Creatures that take damage from this spell are splattered with mud, preventing them from moving for a number of turns equal to the number of Water cards used, unless they spend 2 AP to remove the obstruction.

Earthbind (II)

Min. Cost: 3 Earth

Range: 10 metres

Duration: 1 turn per Earth card used

You cause a significant distortion in gravity with a radius of 5 metres at the targeted location. Loose objects and any creatures that begin their turn in the area or move through the area, who are not in contact with the ground, up to a distance in metres equal to the amount of Earth power used, immediately fall to the ground, suffering falling damage. Affected creatures cannot leave the ground while they remain in the area. Affected creatures may attempt a STR save to only fall half the distance.

Augments:

Fire: Jets of fire erupt from the ground, causing grounded creatures in the area to begin Burning (magnitude equal to the number of Fire cards used).

Water: The ground in the area becomes muddy, causing creatures to become stuck. Creatures on the ground in the affected area cannot move unless they pass a separate STR save or pay AP equal to the number of Water cards used.

Earthen Aegis (III)

Min. Cost: 5 Earth

Range: 10 metres

Duration: 1 turn per Earth power used

You summon a shield of stone that protects the target. The shield has a number of charges equal to the number of Earth cards used to cast this spell. Whenever the target uses the defence action, and after they roll, they may spend any number of the shield's charges to turn an equal number of dice into successes.

Augments:

Fire: Each time a charge is used, fragments of the shield explode outward, dealing physical damage equal to the amount of Fire power used to all targets within 1 metre. Affected creatures may attempt an AGI save to halve this damage.

Water: Each time a charge is used, water spirits convert its power into life energy, causing the target to recover toughness equal to the amount of Water power used.

Earthen Hauberk (I)

Min. Cost: 1 Earth

Range: 10 metres

Duration: 1 minute per Earth card used

You create armour from shards of stone that float around the target, granting Deflection equal to the amount of Earth power used to cast this spell. This stacks with any armour the target is already wearing. When the target uses the defence action, reduce the Deflection provided by this spell by the number of successes rolled.

Augments:

Fire: The shards explode when struck. For each success the target rolls when defending, all creatures within 1 metre take physical damage equal to the amount of Fire power used. Affected creatures may attempt an AGI save to halve this damage.

Water: Roots link the armour to the target's body. For each success the target rolls when defending, the target recovers Toughness equal to the number of Water cards used.

Earthen Rampart (II)

Min. Cost: 1 Earth

Range: 10 metres

Duration: 1 minute per Earth power used

Your stomp shakes the ground, and a wall of compacted earth emerges before you. The wall is one metre thick at the base, tapering to half a metre at the top, three metres high, and as many metres long as the amount of Earth power used to cast this spell. The centre of the wall must be within range and on solid ground, and the wall itself must be oriented in a single direction.

Augments:

Fire: The wall is baked solid, increasing the duration by 1 minute per Fire card used.

Water: Brambles sprout from the wall. Creatures that move within 1 metre of the wall begin Bleeding (Magnitude equal to the number of Water cards used) unless they pass an AGI save.

Earthquake (III)

Min. Cost: 4 Earth

Range: Self

Duration: Concentration, up to 1 turn per Earth card used

You summon tremors in the earth which become more violent the longer you maintain this spell, creating the following effects:

- Immediately after you cast this spell, creatures within 10 metres of you and in contact with the ground take physical damage equal to the amount of Earth power used to cast this spell, and are knocked prone unless they pass a STR save.
- In the second turn, all terrain within 20 metres of you becomes difficult terrain, and the previous effect of this spell is replicated within this area. The quake is now powerful enough to damage wooden structures, light supports, and the like.
- In the third turn, all terrain within 40 metres of you becomes difficult terrain, replicating all previous effects within this area. Additionally, creatures that fall prone in the area must spend 1 AP to get up, in addition to the normal movement cost. The quake is now powerful enough to damage unreinforced stone structures.
- In the fourth and subsequent turns, all terrain within 80 metres of you becomes difficult terrain, replicating all previous effects within this area. Additionally, creatures in the area that take damage from this spell are Stunned (2). The quake is now powerful enough to damage reinforced concrete and structures made of similar materials.

Augments:

Fire: Magma wells up through cracks in the ground. Affected creatures suffer additional fire damage equal to the amount of Fire power used.

Water: The ground crumbles randomly as underground water drains away, creating voids. Creatures that begin their turn in the area must attempt an AGI save or become stuck and unable to move unless they pay 1 AP per Water card used.

Excavate (I)

Min. Cost: 1 Earth

Range: 10 metres

Duration: Concentration

Each turn that you maintain this spell, you move one cubic metre of earth per Earth power used to cast this spell from one point within range to another empty space, in contact with the ground, within range. Halve this volume if you are moving stone. Halve this volume again if the material you are moving is not naturally occurring, e.g. bricks or concrete. You cannot move material from below a living creature. The material behaves naturally after being moved.

Augments:

Fire: Fire spirits help carve out material, increasing the base volume you can move per turn by one cubic metre per Fire card used.

Water: Water spirits help convey material, increasing the range by one metre per Water power used.

Fangs of the Great Worm (I)

Min. Cost: 1 Earth

Range: 10 metres

Duration: Instantaneous

Jagged stalagmites erupt from the ground beneath the target, impaling them. The target suffers physical damage equal to the amount of Earth power used to cast this spell, and begins Bleeding (magnitude equal to the number of Earth cards used). The target may attempt an AGI save to halve the damage and avoid the Bleeding effect. The stalagmites cannot reach targets more than 1 metre away from solid ground.

Augments:

Fire: Heat causes the stalagmites to fragment and explode, causing the damage to now be dealt to all targets within 1 metre of the original target per Fire power used. Affected creatures may attempt saves as normal.

Water: Brambles rapidly grow around the stalagmites, entangling creatures that fail their save. Affected creatures take damage equal to the number of Water power used for each AP they use to move, until the end of their turn.

Fist of Stone (I)

Min. Cost: 1 Earth

Range: Melee

Duration: Instantaneous

Earth and stone form a gauntlet around your fist, allowing you to make a single, mighty strike. Make a single melee attack, rolling as many dice as your STR. The target may Defend as normal. This attack deals damage equal to the amount of Earth power used, and the target is flung backwards a number of metres equal to the number of Earth cards used. On a glancing hit, the target still takes half the damage and is moved half the distance. If the target collides with a substantial obstacle, both they and whatever they impacted take falling damage as if they fell the total distance, even if the obstacle stops the target's movement.

Augments:

Fire: The gauntlet becomes a fist of molten lava instead. Rather than knocking the target back, the target instead gains Burning equal to the number of Fire cards used.

Water: Your strike coats the target in swiftly hardening mud. Rather than knocking the target back, the target instead cannot move for a number of turns equal to the number of Water cards used, unless they spend 2 AP breaking off the mud.

Quicksand (III)

Min. Cost: 3 Earth

Range: 10 metres

Duration: 1 turn per Earth power used

You transmute the ground in a 5 metre radius around the target point into quicksand. Creatures entering or beginning their turn in the quicksand cannot move unless they pass a STR save or pay AP equal to the number of Earth cards used. Creatures that do not touch the ground are unaffected.

Augments:

Fire: The quicksand is blisteringly hot, dealing fire damage equal to the Fire power used each turn that creatures remain in the quicksand.

Water: The quicksand's density decreases, causing stuck creatures to begin to sink. Increase the save difficulty and AP cost by 1 per Water card used, and creatures that remain in the quicksand for 3 turns slip under the surface and gain Suffocating 1.

Sandstorm (II)

Min. Cost: 2 Earth

Range: Self

Duration: Concentration

You summon a local sandstorm, scouring an area around yourself with a radius of 1 metre per Earth power used to cast this spell with coarse grit. Each turn, creatures in the area take physical damage equal to the amount of Earth power used, are Blinded, and Disoriented (magnitude of these conditions is equal to the number of Earth cards used). Affected creatures may attempt an END save to halve the damage and avoid the condition effects.

Augments:

Fire: The sandstorm is carried by searing winds, dealing additional fire damage equal to the amount of Fire power used.

Water: The grit cakes and hardens into mud. Creatures that begin their turn in the sandstorm have their movement speed reduced by 1 metre per Water card used.

Servant of Stone (III)

Min. Cost: 6 Earth

Range: 50 metres

Duration: Concentration

You call forth an Earth Elemental (refer to the GM's guide), binding it to any nearby type of earth or stone (natural or otherwise), so long as there is enough material to make a roughly man-sized figure. The elemental remains in existence for as long as you maintain this spell, and as long as it remains within range. This elemental differs from others of its kind as follows:

- Its Toughness is equal to the amount of Earth power used to cast this spell, multiplied by the total number of cards used.
- Its STR is equal to the amount of Earth power used. This means that its slam deals damage equal to $2 + \frac{1}{2}$ the Earth power used.
- It only acts when you command it to.
- If created from worked stone or similar material, it cannot pass through natural earth and stone.

You may issue commands to the elemental when you spend AP to maintain this spell. The elemental immediately crumbles into dust when the spell ends.

Augments:

Fire: The elemental's fists are wreathed in flame. Whenever it deals damage with its slam attack, the target begins Burning (magnitude equal to the number of Fire cards used).

Water: The elemental lashes out with thorny vines, increasing the range of its slam attack by 1 metre per Water card used.

Tangling Vines (II)

Min. Cost: 1 Earth, 1 Water

Range: 10 metres

Duration: 1 turn per Earth power used

You cause a mass of thorny vines to sprout from the ground at the target location, blanketing an area with a radius equal to 1 metre per Water power used to cast this spell. The area becomes difficult terrain. Creatures in contact with the ground in this area at the beginning of their turn take physical damage equal to the amount of Water power used, and begin Bleeding (magnitude equal to the number of Earth cards used). Affected creatures may attempt an AGI save to halve the damage and magnitude of the Bleeding effect.

Augments:

Air: The vines reach into the air, increasing the area of effect to include creatures up to a number of metres above the ground equal to the amount of Air power used.

Fire: The vines catch fire. Instead of Bleeding, affected creatures gain Burning instead (magnitude equal to the number of Fire cards used). This magnitude is halved on a successful save.

Tremorsight (II)

Min. Cost: 4 Earth

Range: Self

Duration: 1 turn per Earth power used

You can feel the smallest movements in the earth, allowing you to visualise creatures and objects in contact with the ground within a number of metres of you equal to the amount of Earth power used to cast this spell, multiplied by the number of Earth cards used. You can target these creatures or objects with attacks or other spells, even if you cannot see them, though they still benefit from cover.

Augments:

Fire: You cause one creature or object per Fire card used to be outlined in bright light. This light does not harm the target directly.

Water: Water spirits aid your expanded senses, allowing you to 'see' creatures and objects floating in water within the spell's normal radius, so long as they are within 1 metre of the ground per Water power used.

Fire

Backdraft (I)

Min. Cost: 1 Fire

Range: 15 metres

Duration: Instantaneous

You channel flames within 5 metres of the target into it. You cause one burning creature or object in the area per Fire card used to cast this spell to be extinguished, and for every torch-sized or larger flame consumed in this way, the target takes fire damage equal to the amount of Fire power used. The target may attempt an AGI save to halve the total damage.

Augments:

Air: A vortex of air draws flames in from further afield. Consume one extra flame per Air card used, and increase the radius by 1 metre per Air power used.

Earth: Geothermal heat is drawn from the ground within the area. If there are fewer burning objects than the spell can extinguish, you can treat each Earth card used as an additional object, up to the number of targets the spell could otherwise consume.

Boneyard Noon (II)

Min. Cost: 3 Fire

Range: 50 metres

Duration: Concentration

Scorching heat blankets an area 10 metres in diameter. All targets in this area take fire damage each turn equal to the amount of Fire power used to cast this spell. Targets who remain in the area for two turns in a row gain Burning equal to the number of Fire cards used. Targets may attempt an END save for half damage each turn.

Augments:

Air: The area becomes a swirling mass of hot air. You may move the area a number of metres per turn equal to the amount of Air power used.

Earth: The ground touched by the Boneyard Noon becomes cracked and jagged. Creatures moving through the area take damage equal to the number of Earth cards used for every metre they move.

Burning Breath (I)

Min. Cost: 1 Fire

Range: 5 metres

Duration: Instantaneous

You spew forth a torrent of flames, scorching a cone-shaped area 5 metres across at its widest point. Affected targets take fire damage equal to the Fire power used to cast this spell, and gain Burning (magnitude equal to the number of Fire cards used). Targets may attempt an AGI save to take half damage and avoid being set on fire.

Augments:

Air: An inrush of oxygen intensifies the flames you expel, increasing the damage by the amount of Air power used.

Earth: The fire carries ash and grit. Instead of Burning, targets that fail the save are Blinded (magnitude equal to the number of Earth cards used).

Cauterise (I)

Min. Cost: 1 Fire

Range: Melee

Duration: Instantaneous

Your burning touch seals open wounds. Reduce the magnitude of the Bleeding condition on the target by the amount of Fire power used to cast this spell.

Augments:

Air: Air spirits carry your magic further afield. Increase the range of this spell by a number of metres equal to the Air power used.

Earth: Earth spirits form a barrier against further harm. Increase the duration of this spell by a number of turns equal to the Earth power used.

Comfort (I)

Min. Cost: 1 Fire

Range: Self

Duration: 1 hour per Fire power used

You radiate an aura of controlled temperature, insulating an area around yourself with a radius of 1 metre per Fire power used to cast this spell. The temperature within the area is comfortable for each creature within the area at the time of casting. Although this effect can prevent hypothermia or heatstroke, it does not block out other elements of inclement weather - you will still be rained on, winds may still buffet you, and so on.

Augments:

Air: Sympathetic air spirits increase the radius of this area by a number of metres equal to the Air power used.

Earth: Earth spirits help maintain the conditions you create, allowing the spell's effects to last in an area for one hour per Earth card used, after the spell ends or you move away from that location.

Control Flame (I)

Min. Cost: 1 Fire

Range: 10 metres

Duration: Instantaneous

You take control of an existing flame, up to the size of a campfire, and move it anywhere within the spell's range. The amount of Fire power used to cast this spell determines how much of the flame's strength is lost during this movement - the less power used, the weaker the fire becomes. If you move the flame onto a creature, it immediately deals damage equal to half the Fire power used to cast this spell, and the target begins Burning (magnitude equal to the number of Fire cards used). Affected creatures may attempt an AGI save to halve the damage and avoid Burning.

Augments:

Air: Air spirits help maintain the flame's intensity, increasing the range of this spell by one metre per Air power used, and increasing the damage by half of the Air power used. This damage is halved on a successful save.

Earth: Instead of moving the fire, you encase it in a thin shell of molten rock, which is flung at the target location and fragments upon impact. Increase the spell's damage by the amount of Earth power used, and the damage is now applied to an area around the target with a radius of one metre per Earth card used. This damage is negated on a successful save.

Corona (II)

Min. Cost: 3 Fire

Range: 15 metres

Duration: 1 turn per Fire card used

The target becomes a shadowy shape, surrounded by an aura of light as bright as the sun. Creatures that look at the subject, for example to target them with attacks or spells, are Blinded (magnitude equal to the number of Fire cards used). Anyone striking the target in melee, even with a glancing hit, takes fire damage equal to the Fire power used to cast this spell. An AGI save may be attempted to halve the damage and avoid the blindness.

Augments:

Air: The air around the subject sizzles. Damage is now dealt to everything within a number of metres of the subject equal to the Air power used, each time the subject is struck by any attack.

Earth: Ash and dust erupt from the subject each time they are struck, causing the spell's Blindness effect to apply to all creatures within a number of metres of the subject equal to the Earth power used.

Dessicate (III)

Min. Cost: 5 Fire

Range: 15 metres

Duration: Concentration

For as long as you concentrate on this spell, you evaporate a volume of water within range equal to one cubic metre per Fire card used to cast this spell. Alternatively, each turn, you may target a creature, and if the target is partially composed of water, it takes damage equal to the amount of Fire power used, and gains Fatigue equal to the number of Fire cards used. Affected creatures may attempt an END save to halve the damage and avoid the Fatigue effect.

Augments:

Air: The air becomes bone-dry, increasing the evaporation per turn by one cubic metre per Air card used, and increasing the damage by the amount of Air power used.

Earth: The earth bakes, causing the evaporation effect (but not the damage effect) to continue in the area for a number of turns equal to the number of Earth cards used.

Firewall (II)

Min. Cost: 3 Fire

Range: 10 metres

Duration: Concentration

You create a wall of flames 5 metres across and 2 metres high. Creatures and objects crossing the wall take damage equal to the amount of Fire power used to cast this spell, and begin Burning (magnitude equal to the number of Fire cards used). Affected creatures may attempt an AGI save to half the damage and ignore the Burning effect.

Augments:

Air: Winds intensify the flames, increasing the damage of this spell by the amount of Air power used.

Earth: The earth welcomes the flames, causing the wall to persist for a number of turns after you stop concentrating equal to the number of Earth cards used.

Flashpoint (III)

Min. Cost: 3 Fire

Range: 15 metres

Duration: Instantaneous

You cause the target to begin Burning (magnitude equal to the Fire power used to cast this spell). If the target is already Burning, add this magnitude instead of replacing the original. The

target may attempt an AGI save to halve the magnitude gained from this spell. Immediately after this, one other target per Fire card used within 15 metres of the target gains the same amount of Burning as the original target. Secondary targets may attempt an AGI save to halve the magnitude of Burning gained.

Augments:

Air: The flames' intensity is briefly increased by an inrush of air. Affected targets take fire Damage equal to the amount of Air power used.

Earth: The ground around each affected target, with a radius of one metre per Earth card used, catches fire for one turn. Targets that begin their turn on the burning ground gain the same Burning condition as the nearest original or secondary target.

Focus on the Flame (II)

Min. Cost: 5 Fire

Range: Self

Duration: Concentration

While you maintain this spell, a flickering tongue of flame appears in the mind's eye of allies within 5 metres. Each turn, reduce the magnitude of any Disoriented, Frightened, or Shaken conditions on affected targets by the number of Fire cards used to cast this spell. Allies with 0 WIL add this amount to the result of their die roll to determine how they can act each turn.

Augments:

Air: The magic is carried further, increasing the radius of this spell by a number of metres equal to the amount of Air power used.

Earth: As long as you maintain the spell and for a number of turns afterward, equal to the number of Earth cards used, affected creatures are immune to the Disoriented, Frightened, and Shaken conditions.

Gate of Flames (III)

Min. Cost: 1 Fire

Range: 1 kilometre per Fire power used

Duration: Instantaneous

You can use any fire that is large enough to cover you as a portal that allows you to immediately move to another appropriately-sized fire within range. Entering and exiting a fire in this manner does not harm you; however this spell does not protect you from fire in general: for example, transporting yourself into the middle of a forest fire without adequate protection may not be desirable.

Augments:

Air: Feeding air to the fire causes it to expand in size, allowing both the entry and exit portals to increase in size by one square metre per Air power used.

Earth: Earth spirits keep your portal open for a number of turns equal to the number of Earth cards used. Other creatures may use this portal.

Geyser (II)

Min. Cost: 1 Fire, 1 Water

Range: 15 metres

Duration: Instantaneous

The earth cracks under the target and erupts with a burst of superheated steam, scorching everything in a column 10 metres above the ground. The burst is powerful enough to penetrate thin barriers, such as a building's ceiling. Targets in the area take damage equal to half the total amount of Fire and Water power used to cast this spell. If more Fire power was used, targets are Blinded (magnitude equal to number of Fire cards used); if more Water power was used, targets are Disoriented (magnitude equal to number of Water cards used). Apply both conditions if Fire and Water power used are equal.

Augments:

Air: The column is carried higher, increasing the height of the column a number of metres equal to the Air power used.

Earth: The geyser carries shards of shattered rock, increasing the damage by the amount of Earth power used.

Glowing Brand (I)			
Min. cost	2 Fire	Duration	Variable (Fire cards)
Range	Melee	Target/Area	One weapon
Description	The touched melee weapon glows white-hot, but does not harm the wielder or itself.		
Effect	The weapon deals fire damage instead of physical, and deals additional damage equal to half the Fire power used to cast this spell. Targets that take damage from the weapon gain Burning (magnitude equal to the number of Fire cards used).		
Saving throw	None.		
Augments			
+ Air	Increase the range of this spell by a number of metres equal to the Air power used.		
+ Earth	Apply the effect to an additional weapon for each Earth card used. These weapons must be within 5 metres of each other at the time of casting.		

Guiding Star (I)

Min. Cost: 1 Fire

Range: 15 metres

Duration: 1 hour per Fire power used

An orb of light, as bright as a torch and the size of a fist, appears where you point. You can move this light freely, as long as it remains within the spell's range. The orb emits the same amount of heat as a human body.

Augments:

Air: Air spirits carry the light further, increasing the range by a number of metres equal to the Air power used.

Earth: Earth spirits respond to the light, allowing it to clearly outline footprints and other tracks in the ground, as long as the tracks are no older than one hour per Earth power used.

Second Sun (III)

Min. Cost: 10 Fire

Range: 100 metres

Duration: Instantaneous

For a brief instant, you tear open a portal to a plane of elemental fire. All creatures within 50 metres of the portal take fire damage equal to the Fire power used to cast this spell and are Blinded (magnitude equal to half Fire power). All creatures within 25 metres of the portal take double this damage and gain Burning (magnitude equal to Fire power) in addition to being Blinded. Flammable materials are ignited; small or fragile objects are reduced to ash. Targets may attempt an AGI save for half damage and half the condition magnitude.

Augments:

Air: Spirits of the wind carry the power of this spell further. Increase the range by 100 metres for each Air card used.

Earth: Shards of shattered and molten stone are expelled from the portal. Increase the base damage by an amount equal to the Earth power used.

Spear of Dawn (II)

Min. Cost: 4 Fire

Range: 15 metres

Duration: Instantaneous

A lance of white light forms in the air in front of you and streaks towards the target. Make an Attack, rolling as many dice as the amount of Fire power used. This attack deals fire damage equal to the amount of Fire power used, and the target gains Burning (magnitude equal to half the Fire power used). Daemons and spectres take double damage and have -2d on their Defence action.

Augments:

Air: Air spirits carry the lance further, increasing the range of this spell by a number of metres equal to the Air power used.

Earth: The lance takes solid form as earth spirits form its core. The lance deals additional damage equal to the amount of Earth power used, and may be wielded as a melee weapon for a number of turns equal to the Earth power used. It counts as a spear if wielded in this way, but

uses the spell's range instead of the wielder's STR if thrown. If the weapon is thrown at a target, it ceases to exist after the attack is resolved.

Sunburst (III)

Min. Cost: 1 Fire

Range: Self

Duration: Instantaneous

You unleash a sudden burst of flames around you, dealing fire damage to everything within 5 metres of you equal to the amount of Fire power used to cast this spell. Creatures and objects begin Burning (magnitude equal to the number of Fire cards used). Affected creatures may attempt an AGI save to halve the damage and Burning magnitude.

Augments:

Air: An inrush of air feeds the flames, increasing damage by the amount of Air power used.

Earth: The earth softens and then sets rapidly in random formations, creating difficult terrain in the area of the spell for a number of turns equal to the number of Earth cards used.

Sun Pierces Clouds (II)

Min. Cost: 3 Fire

Range: Self

Duration: Concentration

As long as you concentrate on this spell, your eyes glow white, and you see through illusions and obscuring effects such as fog, smoke, and the like, as if they weren't there.

Augments:

Air: Your sight is carried up by wind spirits. For each Air card used, you may shift your point of view up by 10 metres.

Earth: Your gaze pierces the domains of earth spirits, allowing you to see through up to 1 metre of earth or stone for each Earth card used. This can be disorienting as the ground you are standing on may become invisible.

Water

Cold Snap (II)

Min. Cost: 1 Water

Range: Self

Duration: Instantaneous

You cause a rapid drop in temperature around yourself, affecting all other creatures within 5 metres. Affected creatures take cold damage equal to the amount of Water power used to cast this spell. Targets may attempt an END save to take half damage. Targets who are submerged

or otherwise covered in water have -2d on this save, and are also Stunned (magnitude equal to the number of Water cards used) on a failed save.

Augments:

Air: The area of cold expands, increasing the radius by one metre per Air card used.

Earth: Ground touched by the cold snap freezes, becoming difficult terrain for a number of turns equal to the amount of Earth power used.

Control Liquids (I)

Min. Cost: 1 Water

Range: 10 metres

Duration: Concentration

You move a volume of exposed liquid equal to 1 cubic metre per Water power used to cast this spell, per minute, to any empty space within range. Once moved, the liquid behaves normally.

Augments:

Air: The liquid you can move with this spell is carried further, increasing the range by a number of metres equal to the Air power used.

Earth: The liquid moved by this spell does not return to normal behaviour after being moved for a number of minutes equal to the Earth power used.

Curtain of Water (I)

Min. Cost: 3 Water

Range: 5 metres

Duration: Concentration

You create a wall of water 10 metres wide and 2 metres high, in any shape, so long as any part of the wall is within the spell's range. Fire effects that pass through the wall have their damage reduced by the amount of Water power used to cast this spell. If this would reduce their damage to zero, the effect is prevented from passing through entirely.

Augments:

Air: The wall is expanded, increasing the area by one square metre per Water power used.

Earth: The magic of this spell is bound more strongly, allowing it to last for a number of turns equal to the Earth power used after you cease concentrating.

Downpour (II)

Min. Cost: 5 Water

Range: Self

Duration: Concentration, up to a number of turns equal to the number of Water cards used

You call on water spirits to gather around you, unleashing a violent rainstorm even in the driest conditions. The rainstorm blankets a radius around you equal to 50 metres per Water power used to cast this spell. Within this storm, creatures are Disoriented (magnitude equal to the

number of Water cards used), lose the Burning condition, and cannot be set on fire. Creatures may attempt an END save to avoid the condition effect.

Augments:

Air: The rainstorm is whipped around by intermittent gusts of wind, making it difficult to aim weapons. Ranged attacks from within the area suffer disadvantage equal to the number of Air cards used.

Earth: Sucking mud covers the area under the rainstorm, creating difficult terrain. Creatures are immobilised for a number of turns equal to the number of Earth cards used unless they pass a STR save.

Dowsing (I)

Min. Cost: 1 Water

Range: 100 metres per Water power used

Duration: Concentration

Water spirits guide you to the nearest source of liquid water within the spell's range, telling you both the direction and distance to the water. This spell can locate underground sources of water to a depth of 10 metres.

Augments:

Air: Wind spirits bring you tidings of water from further afield, increasing the spell's range by 50 metres per Air power used.

Earth: Earth spirits aid you in locating water trapped underground, increasing the ground penetration of this spell by 10 metres per Earth power used.

Extinguish (I)

Min. Cost: 1 Water

Range: 10 metres

Duration: Instantaneous

You cause a brief but significant increase in the density of water vapour around the target, reducing the magnitude of the Burning condition on the target by the amount of Water power used to cast this spell. This spell can also be used to put out small fires that could otherwise also be put out by water.

Augments:

Air: Air spirits carry your magic further afield. Increase the range of this spell by a number of metres equal to the Air power used.

Earth: Earth spirits form a barrier against further harm. Increase the duration of this spell by a number of turns equal to the Earth power used.

Liquid Form (III)

Min. Cost: 3 Water

Range: Self

Duration: 1 minute per Water card used

You and all your carried equipment change into a watery form. You are invisible when within a body of water, can move through them as if through air, and can breathe freely within them. You can also squeeze through cracks in solid objects, but if the duration ends while you are in such a state, you will immediately be violently expelled from the nearest opening, suffering damage equal to your END for every metre so moved. While in this watery form, you cannot use firearms and do not benefit from the armour or physical resistance values of your worn equipment, but you gain an innate physical resistance of 5.

Augments:

Air: The wind carries this magic further afield. The spell now affects all creatures within a number of metres of you equal to the number of Air cards used, at the time of casting.

Earth: Earth spirits form a shell of mud around your liquid form. You are no longer invisible while in water, but gain Deflection equal to the number of Earth cards used.

Nourish (I)

Min. Cost: 1 Water

Range: 5 metres

Duration: Instantaneous

Life-giving water flows into the target, allowing them to immediately use a Grit point to recover Toughness.

Augments:

Air: Your magic is carried on the wind, increasing the range of this spell by a number of metres equal to the Air power used.

Earth: The earth beneath the target responds to the influx of life energy, causing the effect of this spell to apply to all creatures within a number of metres of the target equal to the Earth power used.

Pelagic Blessing (II)

Min. Cost: 3 Water

Range: 10 metres

Duration: Concentration

A sheath of water condenses around the target's breathing organs and remains there for as long as you maintain this spell, and for a number of minutes afterward equal to the Water power used to cast this spell. This allows aquatic creatures to breathe normally outside of their natural environment, but air-breathing creatures must hold their breath as if they were underwater. Affected creatures may attempt a STR save to avoid the effect initially.

Augments:

Air: The sheath expands into a large bubble with a radius equal to the number of Air cards used, aided by air spirits which help maintain its structure. The area is centred on the target and moves with it. Creatures within this bubble move as if they were underwater.

Earth: The sheath carries silt and rough grit. Aquatic creatures affected by the spell take damage equal to the amount of Earth power used each turn. An END save may be attempted to avoid damage each turn.

Piercing Cold (II)

Min. Cost: 2 Water

Range: 15 metres

Duration: Instantaneous

You create a spear of ice that streaks toward the target, dealing damage equal to the amount of Water power used. This damage is half physical, half cold. The target is Stunned (magnitude equal to the number of Water cards used). The target may attempt an AGI save to avoid this spell's effects.

Augments:

Air: Air spirits carry the spear further, increasing the range of this spell by a number of metres equal to the Air power used.

Earth: The spear takes a more lasting form as earth spirits form its core. The spear deals additional damage equal to the amount of Earth power used, and may be wielded as a melee weapon for a number of turns equal to the Earth power used. It counts as a spear if wielded, and may be thrown. If the weapon is thrown at a target, it ceases to exist after the attack is resolved.

Purge Toxins (I)

Min. Cost: 1 Water

Range: 10 metres

Duration: Instantaneous

You draw out harmful toxins from the target's body, reducing the magnitude of the Intoxicated and Poisoned conditions on the target by the amount of Water power used to cast this spell.

Augments:

Air: The substances drawn from the target's body are instantly aerosolised. Creatures within a number of metres of the target equal to the amount of Air power used gain half of the purged conditions' magnitude. The original target is not included in this effect. Affected creatures may attempt an END save to avoid this effect.

Earth: Earth spirits form a barrier against further harm. Increase the duration of this spell by a number of turns equal to the Earth power used.

Rip Current (II)

Min. Cost: 3 Water

Range: 15 metres

Duration: 1 turn per Water power used

You create a cylinder of water with a radius and height of five metres which flows in a single direction. Creatures that enter or begin their turn within the area are pushed out of the area in the direction of the current. If an affected creature collides with a substantial obstacle, they and the obstacle take falling damage as if they had fallen the distance moved. Affected creatures may attempt a STR save to avoid being moved. If this spell is cast in a large enough body of water to accommodate it, the area affected can be increased to double the original size, and creatures suffer -2d on their save.

Augments:

Air: Bubbles permeate the column of water, making it difficult to make sense of one's orientation. Creatures pushed through the column are Disoriented (magnitude equal to the number of Air cards used).

Earth: The column is saturated with silt and fine grit, Blinding creatures pushed through the column (magnitude equal to the number of Earth cards used).

Storm From The Hordelands (III)

Min. Cost: 5 Water

Range: 50 metres

Duration: Concentration

You trigger rapid, localised condensation and cooling above the target, creating a storm of razor-sharp icicles that impacts an area 10 metres in diameter. Targets in the area suffer physical damage equal to the Water power used to cast this spell, and are Stunned (magnitude equal to the number of Water cards used). Affected creatures may attempt an AGI save to halve the damage and avoid the stunning effect.

Augments:

Air: The storm expands in size, increasing the radius by 1 metre per Air power used.

Earth: The ground beneath the storm freezes and forms crystalline structures, becoming difficult terrain for the duration of the spell. Creatures take damage equal to the number of Earth cards used for each metre they move within the area.

Teeth of Black Ice (III)

Min. Cost: 1 Water

Range: 15 metres

Duration: 1 turn per Water card used

You create an area of jagged ice with a radius of 5 metres on the ground. Creatures moving on this ice must make an AGI save or fall prone. Creatures that fall prone within this area take physical damage equal to the amount of Water power used to cast this spell. If this spell is cast on water or wet ground, creatures have -2d on the save.

Augments:

Air: The air carries the freezing power further, increasing the range of this spell by 1 metre per Air power used, and increasing the radius by 1 metre per Air card used.

Earth: The ice is supported by earth spirits in the area, increasing the duration by a number of turns equal to the Earth power used.

Tidal Bore (III)

Min. Cost: 3 Water

Range: 15 metres

Duration: Instantaneous

You conjure a wall of water 10 metres wide and 2 metres high, which rushes forward violently up to the maximum range of this spell. Creatures struck by the tidal bore take physical damage equal to the amount of Water power used to cast this spell, are knocked prone, and are pushed up to the maximum range. Affected creatures that end their movement on the ground, or have their movement stopped by an obstacle such as a wall, suffer falling damage as if they had fallen the distance moved. A STR save may be attempted to avoid the knockdown and push effects.

Augments:

Air: A sudden gust of wind whips the water forward with greater violence, increasing the range by a number of metres equal to the amount of Air power used.

Earth: The tidal bore carries silt and mud which rapidly sets. Creatures who are knocked down cannot move for a number of turns equal to the number of Earth cards used, unless they spend 2 AP breaking off the mud.

Water Hammer (II)

Min. Cost: 1 Water

Range: 15 metres

Duration: Instantaneous

You produce a high-pressure blast of water which targets a single creature or object. The target takes physical damage equal to the amount of Water power used to cast this spell, and is pushed directly away from you a number of metres equal to the amount of Water power used. If the target ends this movement on difficult terrain, they are knocked prone. If the movement is interrupted by a substantial obstacle, the target takes falling damage as if they had fallen the distance moved. The target may attempt a STR save to avoid being pushed.

Augments:

Air: The water jet's range is increased by a number of metres equal to the Air power used.

Earth: Grit and rocks are carried in the water jet, increasing its damage by the amount of Earth power used.

Universal

Elemental strike (II)

Min. Cost: 1 of any element

Range: Melee

Duration: Instantaneous

You release an unfocused burst of raw power, dealing damage to a target within melee range equal to the total Power used to cast this spell. The target may attempt an AGI save to only take damage equal to the single highest Power card used to cast this spell.

Spirit Shield (I)

Min. Cost: 3 of any element

Range: 25 metres

Duration: 1 turn per power used

A shimmering bubble of force appears around the target, granting the following benefits depending on the power used to cast this spell:

- **Air:** The shield crackles with static, granting resistance to electric damage equal to the Air power used.
- **Earth:** Shards of stone float across the shield, granting physical resistance equal to the Earth power used.
- **Fire:** The shield shimmers with heat, granting resistance to cold damage equal to the Fire power used.
- **Water:** The shield emits a cool mist, granting resistance to fire damage equal to the Water power used.

Changelog

BETA 31/03/2022

- **Brave**
 - **Attacks of Opportunity** (Passive ability): Removed requirement to be in an Engagement with the target..
 -

BETA 26/03/2022

- **Scoundrel**
 - **Preparation points**: Abilities that used preparation points now use Grit, instead. Costs have been adjusted.
 - **Preparation** (Encamp action): Added. Preparation allows the Scoundrel to gain additional Grit.
- **Exploration**
 - **Secure the area**
 - Successes now grant +1S to a party member on any encounter or hazard tests for the next day.
- **Equipment**
 - **Cavalry carbine**: Added **Suppressing fire** special rule.
- **Injuries**
 - **Blow to the head**: Now reduces Grit recovery instead of encounter rolls.
- **Conditions**
 - **Frightened**: Now takes away Grit and only inflicts WIL damage on 0 Grit.

BETA 24/03/2022

- **Doctor**
 - General duration adjustments for concoctions.
 - **Overdose**: Now only stuns if the overdosed effect is beneficial.
 - **Healing Tonic**: Now consumes a Grit point to heal 2x END.
 - **Yellow Venom**: Removed.
 - **Rockfoot**: Added fatigue removal on critical success.
- **Shaman**
 - **Lightning Strike**: Reduced outdoor save penalty to -1d.
 - **Tailwind**: Movement speed increase is now 5m/card.
 - **Vacuum Blade**: Now rolls dice equal to AGI instead of equal to power used.
 - **Boulder Toss**: Now rolls dice equal to STR instead of equal to power used.
 - **Fist of Stone**: Now rolls dice equal to STR instead of equal to power used.
 - **Nourish**: Now consumes a Grit point to heal.
 - Removed special critical hit rule for spells that prompt attack rolls.

- **Soldier**
 - General overhaul of class features.
 - **Gear Check** (Encamp action): Added.
 - **Tough as Nails** (Passive Ability): Replaced with **Physical Training**.
 - **Drills**: Added.
- **Terminology**
 - **Advantage/disadvantage**: Now referred to by +d/-d instead of A+ and A- (this makes it a bit more readable).
 - **Difficulty**: Now expressed as T(x).
 - **Assurance**: Added. Assurance is for effects that add successes to other rolls.
 - **AD**: Removed from terminology section (now exists in Fightin').
- **Getting hurt**
 - **Grit**: Added. Grit can be used to self-heal, reduce injury severity, and is consumed by healing effects. Grit is recovered on rest.
- **Fightin'**
 - **AD**: Now referred to as AP (this eases confusion about how AD/advantage/etc worked)
 - AP recovery is now $3 + \frac{1}{2}$ AGI instead of =AGI.
 - **Glancing hit** rules added.
 - **Saving throws**: Clarified when you can manually attempt a saving throw.
- **Equipment**
 - General damage adjustments for all weapons.
 - Added glancing hit damage to all weapons.
 - **Bone Rattle**: Reduced effect to Variable (2).
 - **Rift Shard**: Reduced effect to Variable (2).
- **Conditions**
 - **Poisoned** has been merged into the **Intoxicated** condition. Now stacks, and may be reduced with manual END saves.

BETA 24/02/2022

- **Exploration**
 - **Scout**: Now always tests as if on full Stamina.
 - **Recuperate**: Now requires 1 Food, provides benefit separately from Rest.

BETA 17/02/2022

- **Exploration:**
 - **Movement**
 - You may now **move hastily** to decrease the Stamina cost of moving to the next hex in exchange for higher danger.
 - **Resting**
 - You now only consume Food if you want to recover Toughness/WIL/fatigue.

- You do not have to be Encamped to rest.
 - **Encamp**
 - You no longer need to Encamp to prevent fatigue.
 - **Recuperate**
 - Now adds fatigue or injury recovery when resting, instead of additional toughness recovery.
 - **Scrounge**
 - Assisting characters now add A+1 instead of A+2.
 - **Investigate**
 - Now rolled by only one character, with A+1 per assisting character.
 - **Secure the area**
 - Now rolled by only one character, with A+1 per assisting character.
 - Each success now modifies the next encounter/hazard table roll.
 - **Danger counter**
 - The GM now prepares an encounter table and a hazard table, and they choose which table to roll on when the Danger counter exceeds the hex's Safety rating.
- **Equipment**
 - **Civilised Goods and Services:** Added **lodging, hobo, per day.**
- **Framing and structure**
 - Added GM guidelines for imposing fatigue and causing injuries.

BETA 13/02/2022

- **Brave**
 - **Tracker** (Passive ability): Now an Encamp action.
- **Doctor**
 - **Medical Assistance** (Passive ability): Now an Encamp action.
 - **First Responder** (Rank 3): Now passive ability.
- **Getting around the Territory**
 - General rework of travel and tracking rules.
 - Now supports map travel and improved clarity of Encamp actions.
 - Class-specific encamp actions now exist.
 - **Attribute tests**
 - **Advantage from background** is now just flat A+2.
- **Equipment**
 - Added **Maximum Advantage** value to weapons.

BETA 08/02/2022

- **Blackjack**
 - **Lore of Radiance**
 - **Flash:** Radius is now ½ SMR instead of SMR.
- **Doctor**
 - **Red Mist:** Clarified attack requirement.
- **Engagement**
 - Removed AD cost for breaking out of an Engagement; this is now a movement cost, instead.
 - Reworked rules for shooting into an Engagement.

BETA 07/02/2022

- **Doctor**
 - General rework of class features.
 - **Save difficulty:** Attempting to save against Concoctions now requires AD.
 - **Experimental effects:** Replaces Boost mechanic. Now follows a list of learned effects for cards.
 - **Concoctions:** Replace Potions and Toxins. Now only two lists (one basic, one advanced).
- **Fightin'**
 - **Ongoing effects:** Duration scales have been updated. Most durations are now variable. Spells are being updated progressively.
- **Equipment**
 - Added **Bone rattle** and **Rift shard**.

BETA 28/01/2022

- **Fightin'**
 - **Critical hits:** Clarified requirement to draw injuries when reaching 0 Toughness or when at 0 Toughness. Also clarified whether the target still counts as taking damage from a critical hit (for the purposes of ability triggers).

BETA 04/01/2022

- **Encumbrance**
 - Clarified terminology of equipped (readied) weapons vs weapons stowed away.
 - Maximum number of readied weapons no longer depends on STR - now flat capacity of 4 (two-handed weapons count as 2).
- **Engagement**
 - Added requirements for breaking out of an Engagement.
- **Equipment**
 - Bandolier now increases readied weapon limit by 1.

BETA 27/10/2021

- **Getting around the Territory**
 - **Encumbrance:** Added guidance for specific (i.e. not Food or Stuff) equipment.
- **Fightin'**
 - **Critical hits:** The recipient of a critical hit may now choose to either take bonus damage from the critical hit, or take an injury (instead of both).
- **Equipment**
 - Added guidance for selling looted weapons and armour.

BETA 04/10/2021

- **Brave**
 - **Attacks of Opportunity** (Passive ability): Now targets any foe in the same Engagement.
 - **Your Opponent is Me!** (Rank 3): Now triggers when an opponent in the same Engagement attacks another target.
 - **Pile In** (Rank 5): Now requires the target to be Engaged by you and at least one ally.
- **Doctor**
 - **Potions:** May now be applied remotely by the Doctor for 3 AD.

BETA 19/09/2021

- **Blackjack**
 - May now learn two Lores at rank 1.
 - **Prudence** (Rank 1): Reworked
 - **Recklessness** (Rank 1): Reworked
 - **Wretched Experiment** (Rank 1): Added
 - **Card Up Your Sleeve** (Rank 3): Added
 - **Hedge Your Bets** (Rank 5): Added
 - **Spellcasting:** Removed restriction against targeting self with spells.
 - **The Breach**
 - Aces now have a value of 1 or 11, and the Blackjack can change this value at the beginning of their turn.
 - You may now discard all cards if the Breach is between 17-21 at the beginning of your turn.
 - You may now draw a card before choosing which spell to cast; however, you must choose which Lore to use before drawing.
 - Consequences in the Something Awful table have been reworked.
 - You may now save against effects from the Something Awful table, but with Disadvantage.

- **Lore of Plagues**
 - **Ravenous Rats**: Now applies Disoriented.
 - **Miasma**: Now has a duration equal to your Rank instead of requiring maintenance.
 - **Crimson Hunger**: Now deals damage equal to Breach value.
- **Lore of Tentacles**
 - **The Hungering Ones**: Base damage now equal to Breach value.
 - **Reaching Captor**: Now applies Shaken.
- **Lore of Time**
 - **Rubberbanding**: Now has forced movement on initial cast.
- **Lore of Warding**
 - **Ward Against Harm**: Now triggers when allies defend.
- **Combat**
 - Engagement rules added
- **Weapons**
 - Keywords have been assigned to special rules.
 - Removed free bayonet lugs from weapons.
 - **Pistols**
 - Minimum attack costs increased to 2 AD
 - Added **Fan the Hammer** special rule to revolvers
 - **Carbines**: Minimum attack costs increased to 2 AD
 - **Spear**: Added Reach keyword
- **Armour**: Armour value renamed to Deflection.

BETA 31/08/2021

- **Getting hurt**
 - **Toughness**: Now based on STR + END instead of END + WIL.

BETA 25/08/2021

- **Character creation**
 - **Goals**: Added.
- **Getting hurt**
 - **Death**: Added rules for creating new characters.
- **Shaman**
 - **Cards**: Shamans now begin play with only two suits of cards, and gain additional suits at higher Ranks.

BETA 02/06/2021

- **Blackjack**
 - **Lore of Warding**: Added.
 - **Lore of Radiance**: Added.

- **Lore of Entropy**
 - **Heat Death:** Base damage increased from 1d6 to 2d6.
 - **Breach the Defences:** Base damage increased from 1d6 to 2d6.
- **Lore of Tentacles**
 - **The Hungering Ones:** Base damage increased from 1d6 to 2d6.
- **Brave**
 - **Attacks of Opportunity** (Passive ability): Clarified when the attack occurs.
 - **Stop Hitting Yourself** (Rank 3): Renamed to **Counterattack**, now requires you to not defend against the triggering attack.
- **Doctor**
 - **Toxins:** Clarified that when applied to arrows, each dose is applied to a number of arrows equal to half the Doctor's Smarts.
- **Getting around the Territory**
 - **Attribute tests**
 - Clarified that tests may cost AD to attempt, but you do not roll AD for the test.
- **Fightin'**
 - **Movement and move-like actions**
 - Sprinting no longer doubles your speed. Instead, it is a pseudo-condition that grants Advantage on defence rolls.
 - Advantage on defence rolls when sprinting increased from A+1 to A+2.
 - **Overwatch:** Added.
- **Equipment**
 - **Pickaxe** added to the melee weapons list.
 - Magic items list added.

BETA 08/04/2021

- Major rearrangement of headings.
- Added further content in **Overview** and character creation section for new players
- **Combat**
 - **Initiative:** now rolled at the beginning of combat instead of being static based on SMR. Rules for ties cleaned up.
- Blackjack has been added to character classes.
- **Bounty Hunter**
 - Renamed to Scoundrel because it was getting confusing.
- **Doctor**
 - Moved formula lists to lists section.
- **Occultist**
 - Temporarily removed pending rework.

BETA 06/04/2021

- Bestiary
 - Added **Elevated Threat** rules (this replaces the implied ability of some monsters to act after every 2 player turns).
- Combat
 - **Initiative**: removed wording implying some monsters can act out of sequence.

BETA 16/03/2021

- Defence
 - Penalty for defending in melee removed (this should simplify headmath)

BETA 10/03/2021

- Resolve removed as it was clunky to use.
 - **Frightened** condition added to replace this.
 - Updates to Occultist, Soldier and Shaman to support this change.
- Injuries:
 - Now triggered when receiving a weapon critical hit as well.
 - We'll see how this plays out.
- Equipment:
 - **Goods and Services** replaced with **Civilised Goods and Services**.
 - Added **Hirelings**.
 - Added **Prosthetics**.
- Doctor:
 - Basic and Advanced Toxin lists expanded and updated.

BETA 02/03/2021

- Tests:
 - Added guidance for progressive vs absolute tests.
 - Separated advantage from background elements into a subheading.

BETA 19/02/2021

- Tracking and travel:
 - Major rework. Days are now divided into 4 phases, more options for proceeding/taking a break.
- Equipment:
 - Added currency section.
 - Replaced Kits section with **Food and Stuff**.
 - **Bandolier** has been moved to **Specific equipment**.
 - Updated Encumbrance rules accordingly.
 - Updated class entries to remove references to kits.

- Bounty Hunter:
 - **Very Complicated Ricochet** (Rank 5): Clarified calculation of advantage.

BETA 04/02/2021

- Basic terms and concepts
 - Clarified attribute tests
- Setting
 - Consolidated 'Place of origin' and added more content.

BETA 03/02/2021

- Injuries:
 - May now take WIL damage to treat a face card as a number card, instead.

BETA 27/01/2021

- Injuries:
 - Table split into three, value of card drawn determines which table to roll against.
 - Tables rebalanced.
 - Injury cards other than face cards are not resolved until the end of the encounter
- Resting:
 - Normal rest no longer restores all Toughness.
- Skills:
 - Renamed section to Tests.
 - Bonus now uniform and based on Background.
 - Skill increases from Rank now add 'relevant' background elements to character.
- Tracking and travel:
 - Actions when taking a break can now be chosen individually instead of collectively.
- Doctor:
 - **Medical Assistance (passive)** reworked to three possible options.
- Conditions:
 - Blinded: Now imposes A-2 on defence instead of preventing defence altogether.

BETA 17/01/2021

- Getting started:
 - Revised character creation process.

BETA 12/01/2021

- Saving throws:
 - Clarified general rules for when saving throws are made.

- The GM now has the option to apply further bonuses to saves, e.g. from a character's background or skills.
- Miscellaneous actions:
 - Clarified that drawing tiny objects such as ammunition or potion vials does not require AD.
- Doctor:
 - **Medical Assistance (Passive)** now allows injury recovery for one ally per rest.

BETA 17/12/2020

- Tracking:
 - Consolidated with travel, reworded accordingly.
- Occultist:
 - **Lore of Entropy** (Sorcery): Added.
- Shaman:
 - Clarified that the first hand in combat is drawn once initiative has been determined.

BETA 10/12/2020

- Doctor
 - **Healing Tonic (Basic potion)** - Duration wording clarified.
 - **Advanced potions (general)** - Added boost effects.
 - **Phoenix (Advanced potion)** - Reworked so that effect is triggered by unconsciousness.
 - **Reflex (Advanced potion)** - Removed.
 - **Shadow (Advanced potion)** - Clarified wording of effect and added break conditions.
 - **Wolverine (Advanced potion)** - Added.

BETA 30/11/2020

- Survival:
 - Added massive damage rule.
- Injuries:
 - Adjusted frequency of injuries between roll values 31 and 56.
- Equipment:
 - **Weapon upgrades:** added **Harpoon hooks** and **Triggered reservoir**.
 - Adjusted many weapon costs.
 - **Potion, healing tonic** now heals an amount equal to END (instead of 6) and applies Disoriented 1 (instead of Fatigue 1).
 - **Potion, antitoxin** now applies Intoxicated 1 (instead of Fatigue 3).
- Bone charms:

- **Boar** now stuns user after resolving the attack if bonus damage exceeds base maximum Toughness.
- **Cat** now gives a static +1 bonus to move speed, and reduces falling damage.
- Character classes:
 - Starting money is now multiplied by 5.
- Doctor:
 - **Acid Blood** now applies poison condition to all targets within melee range when physical damage is taken, not only when user is attacked in melee.
 - **Stimulant** duration boost now grants Fatigue immunity for hours x card value.
 - **Mind Fog** now has a saving throw for reduced effect.

BETA 18/11/2020

Tracking:

- Leader order is now rolled in the Setting Out phase.
- GM now only tells players the expected tracking time, disregarding modifiers.
- Clarified 'Showdown' phase to indicate that it does not automatically begin combat.

BETA 16/11/2020

- Survival:
 - **Healing** through rest has been consolidated with the **Resting** section.
- Resting:
 - **Short rest** is now the default normal rest.
 - A **long rest** now occurs as an option when tracking/travelling, and you no longer choose between recovering Toughness and healing injuries.
- Tracking: Major rework to add more structure, and added examples of play
- Travelling: Added
- Conditions:
 - **Fatigue** is now recovered at the rate of 1 per short rest, 2 per long rest.
- Brave:
 - **Tracker** (Passive): Added.
- Doctor:
 - **Medical assistance** (Passive): Now recovers injury on normal rest.
- Shaman:
 - **Dessicate**: Now inflicts fatigue equal to number of fire cards used. No extra fatigue for Air augment.
- Kits:
 - **Supplies** now cover food and drink for one day.

BETA 09/11/2020

- Equipment: Weapon Upgrades added, updated weapon descriptions.

BETA 22/10/2020

- Moved spell lists, injuries, and conditions tables to their own section.

BETA 20/10/2020

- Brave:
 - **The Warrior's Path** (Rank 1): Removed and replaced with The Hunter's Path
 - **Snap Shot** (Rank 5): Added.
 - **Pile In** (Rank 5): Added.
 - **Eagle Totem** (Rank 7): Added.
 - **Overpower** (Rank 7): Renamed to Bear Totem.
 - **Relentless Strikes** (Rank 7): Renamed to Serpent Totem, now adds END to damage instead of ½ END.
 - **Frothing at the Mouth** (Rank 9): Renamed to Wolverine Totem, simplified wording, moved to rank 7.
 - **Watch How It Moves** (Rank 9): Added.
 - **Forceful Blow** (Rank 9): Now requires Bear Totem.
 - **Blood Frenzy** (Rank 9): Now requires Wolverine Totem instead of WIL 6.
 - **Deep Wounds** (Rank 9): Now inflicts Fatigue (2) instead of scaling with damage dealt. Save adjusted. Now requires Serpent Totem.
- Soldier:
 - **Firing Position** (Rank 5): Added.
 - **Sniper** (Rank 9): Added.

BETA 19/10/2020

- Conditions:
 - **Burning** now deals immediate damage if applied to a target which is already burning.
- Bounty Hunter:
 - **Ready for Anything** (Passive): Reworked - now has advantage on tests, Initiative modification, and reloading as baseline abilities.
 - **Ready for Action** (Rank 1): Replaced with I'm Gonna Need Something Bigger.
 - **Very Complicated Ricochet** (Rank 5): Added.
 - **Get A Load Of This...** (Rank 7): Reworded from "When you reduce an attack to a glancing hit" to "When you receive a glancing hit".
- Brave:
 - **Attacks of Opportunity** (Passive): Clarified that this only triggers when the opponent spends AD on the triggering action. This prevents the infinite attack vortex.
- Occultist:

- **Sign of Banishment** (Sigil): AD cost to enter area now equal to Favour used, instead of half.
- **Sign of Entrapment** (Sigil): AD cost to leave area now equal to Favour used, instead of half.
- **Lore of Plagues** (Sorcery): Added.
- **Carapace II** (Gift): Now adds armour equal to SMR, instead of half.
- **Corrosive Spit, Maw, Tail** (Gifts): Added.
- Shaman:
 - Spell descriptions added to table.
 - Attack spells now add the single highest value card of the primary element to damage on a critical hit, instead of the number of dice rolled.
 - **Vacuum Blade**: Now an attack spell.
 - **Spear of Dawn**: Now an attack spell.
- Soldier:
 - **Tough as Nails** (Passive): Reworked. Now adds 2x END to Toughness instead of 2x END + WIL, and may spend Resolve to add Advantage to saves.
 - **Get Their Attention** (Rank 3): Changed from “they must target you with their next attack” to “must attempt to directly harm you during their next turn.”
 - **Stay Low!** (Rank 11): Changed from Advantage equal to ½ your SMR on Defence and saves to counting as being in major cover.

BETA 13/10/2020

- Attacking:
 - Added STR bonus to melee attacks.
 - Removed bonus for dual wielding. Nobody was doing it anyway and it would have been a huge pain to track.
- Injuries:
 - Broken rib (36-40) - instead of inflicting Fatigue for each metre moved, now inflicts Fatigue for each AD used to move in one turn beyond the first.
- Occultist:
 - Can now recover Favour by sacrificing Toughness.
 - Hideous Strength (Lore of Flesh) now adds advantage to melee attacks.

BETA 29/09/2020

- Injuries:
 - Harrowing experience (3) - instead of adding Resolve, now adds +2 to injuries you can receive before death (net effect +1).
- Occultist:
 - Updated class features table to include ranks where new Sigils are learned.
 - Updated Sigil table.

- Updated Gifts table.
- Consolidated Gifts to two levels.
- Sigils now take 1 minute per 5 square metres to inscribe instead of per 1 square metre.

BETA 24/09/2020

- Occultist:
 - Lore of Flesh: Gorge reworked, no longer a maintained spell.
 - Gifts:
 - Removed type limitation.
 - Gifts can overlap but attack types cannot be combined.

BETA 23/09/2020

- Occultist:
 - Counterspell now randomised based on card draw.
 - Class features list now specifies the severity of Gifts gained.
 - Severities in Gifts table updated pending further revision.

BETA 22/09/2020

- Injuries:
 - Facial scar: Changed to increase Injury capacity before unconsciousness.
 - Paranoia: Changed to only add Initiative bonus.
- Skills reworked:
 - Reduced to 3 ranks.
 - Reduced number of skills (now “Proficiencies”).
 - Removed skill bonuses and penalties from place of origin.
- Combat:
 - Major cover bonus reduced from A+3 to A+2, but now requires no minimum AD expenditure against ranged attacks.
 - Talk Them Down! removed.
- Conditions:
 - Fatigue now adds disadvantage to all rolls instead of reducing maximum toughness.
- Occultist:
 - Class features reworked.
 - Corruptions are now Sorceries and are divided into Lores.
 - Sigils now scale power according to Favour invested.
 - Gifts are now tied to gaining certain class features.

BETA 08/09/2020

- Survival:
 - Unconsciousness only occurs when Toughness is at 0, in addition to previous requirement (Injuries > END).
 - Allies may attempt a SMR check to allow a character to recover 1 toughness with a risk of further injury.

BETA 13/08/2020

- Doctor:
 - **Recycle** (Rank 9): Renamed to **Repurpose** to avoid confusion with Shaman Rank 3 ability. No longer counts as using extra doses.
 - **Improvise** (Rank 9): No longer counts as using extra doses.
 - **Timed Dose** (Rank 11): No longer counts as using extra doses.

BETA 12/08/2020

- Brave:
 - **Attacks of Opportunity**: Now no longer costs AD.
 - **Rend** (Rank 3): Bleeding magnitude reduced to number of successes rolled in the attack.
 - **Opportunist** (Rank 3): Now grants advantage on attacks of opportunity.
 - **Taunt** (Rank 3): Renamed to avoid confusion with Soldier Rank 9 ability.

BETA 11/08/2020

- Doctor:
 - **Toxins**: Updated to apply a number of times equal to half Smarts
- Shaman:
 - Added **Backdraft** to tier 1 spell list.
 - Added spell tiers to spell descriptions.

BETA 30/07/2020

- Resolve: Changed from recovering ½ WIL each turn to recovering amount equal to WIL for 2 AD.

BETA 22/07/2020

- Injuries:
 - Something's broken (26-30): Replaced with inner ear injury (initiative penalty) as 7-15 already had the same effect.
 - Eye injury (31-35): May now be applied twice. Inflicts Blinded condition on second application.
 - Broken rib (36-40): Now prevents sprinting.

- Lose an eye (53): May now be applied twice. Inflicts Blinded condition on second application.

BETA 21/07/2020

- Equipment: added antitoxin to other equipment
- Bounty Hunter:
 - **Revenant** (Rank 9): Now prevents any unconsciousness as a result of injuries.
- Doctor:
 - Updates to basic potion formula list to align with Experimentation mechanics, flavour text added.

BETA 20/07/2020

- Equipment: added armour modification mechanics, updated armour table
- Doctor:
 - **Unorthodox modifications**: Renamed to **Experimentation**, reworked suit mechanics so that boost is baseline effect for all suits.
 - **First Responder** (Rank 3): **Hearts** may now be played in lieu of the AD cost for any first aid test.
 - **Integrated Propellant** (Rank 5): Combined with **Alchemical Darts** (Rank 3). Replaced with **Preservatives** (use **spades** to cause dose to not be expended).
 - **Aerosol** (Rank 11): Now triggered by playing a black card on use.
 - **Refining** (Rank 13): Now causes black cards to have increased value when boosting.

BETA 17/07/2020

- Skills:
 - Paragon rank bonus changed - now guarantees success for lower difficulty tasks.
 - Added guidance for using kits and other equipment as part of skill tests
- Conditions: Poison now treatable in the same way as Bleeding.
- Doctor:
 - Reworked reagents/unorthodox modifications to be simpler, no longer require AD to play cards

BETA 01/07/2020

- Reworked unconsciousness so that it occurs when injuries equal END.
- Injuries: Something's broken (7-15) updated to no longer recover Toughness.
- Skills: Paragon rank bonus now only applies to allies at rank 2 or below of tested skill, and bonus is only applied once.
- Equipment: Added goggles.
- Shaman:

- Unused cards at the end of combat are now returned to the deck instead of discarded. Unused cards when casting out of combat are still discarded after one hour.
- Earthen Rampart now describes shape of wall more accurately.

BETA 30/06/2020

- Added art at top, courtesy of Big Lu

BETA 22/06/2020

- Bounty Hunter: Updated Revenant (Rank 9) to work with new injury/unconsciousness mechanics.

BETA 17/06/2020

- Injuries: updated injury table. Injuries are now applied on each instance of damage, rather than point of damage.
- Combat: Added rules for ongoing effects (concentration + effects with overlapping durations).
- Doctor: added clarification that if two of the same non-instantaneous potion are used, only the most recent takes effect.
- Doctor: added clarification that only one toxin may be applied per weapon at any time.

BETA 10/06/2020

- Updated 'damage reduction' terminology to 'physical resistance'.
- Updated Ready For Action (Bounty Hunter rank 1) to use Preparation points
- Updates to Doctor ability list:
 - Added Integrated Propellant (Rank 5)
 - Updated Recycle and Improve (Rank 9) to allow cards to be substituted for AD cost.
 - Updated Refining (Rank 13) to remove reference to side effect and work with boost mechanic.

BETA 09/06/2020

- Characters at 0 Resolve now take WIL damage each turn
- Horses can now carry 4 kits
- Alphabetised Doctor formula lists
- Moved Haste from Advanced to Basic formula list, modified effect to increase movement speed instead of immediately granting AD because this was OP as balls.
- Alphabetised Shaman spell lists

BETA 06/06/2020

- Added 'Holding your breath' to Adventuring section
- Updated Conditions table
- Modified Doctor to learn a new formula each rank
- Modified Doctor preparations/day to be rank+END instead of dependent on specialisation
- Removed Formula Research (Doctor rank 3) and replaced with First Responder
- Removed side effects from Doctor potions
- Updated Doctor formula effects to no longer scale according to Smarts
- Added Reagent mechanic to Doctor
- Modified Shaman card draw mechanic outside of combat
- Changed Shaman save difficulty to be based on Willpower
- Updated Shaman spell table and added new spell list
- Moved Eye of the Storm to rank 3, replaced with Mind Over Body
- Removed Elemental Affinity and replaced with Eye of the Storm

BETA 29/04/2020

- Capped Deadeye (Soldier rank 13) at 3x multiplier because it was OP as balls

BETA 28/02/2020

- Added Place of Origin
- Reworked XP requirements
- Updated character creation steps

BETA 12/02/2020

- Added changelog
- Added setting information
- Reordered points in basic terms and concepts
- Skill mechanics updated (changed progression and class entries also)
 - Updated in line with skill changes:
 - Talk them down
 - Class entries
 - Progression information
- Critical hits now add damage equal to total number of dice rolled
- Shotgun base damage reduced, added special rule that increases damage instead of granting A+1 when in listed range