

Gumslingers

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Resolution System

The system uses a 2-die roll-over mechanic based on Abilities. Each character has 6 abilities (see below).

Main roll

The base roll is simple:

- Roll two dice of the indicated size
- Compare them with the DC:
 - If both succeed, it's a full success: you get what you want and nothing bad happens
 - If both fail, it's a full failure: get ready for consequences (most commonly in combat, the enemy gets to do something)
 - If one succeeds, it's a mixed success: you get what you want, but you suffer some consequence (meaning that both the success and failure effects take place)
- If the two dice have *the same value* , then it's a *strong* result: whichever effect occurs, it's going to be amplified

Risk roll

Sometimes a PC might want to not care about contingencies and go straight for the metaphorical kill, even at their own risk. This is the *risk roll*. Roll 1 die (subject to advantage), and treat it as if it were a pair of dice for the purposes of the main roll's degrees of success: any result is automatically a *strong* result, and there's no mixed success.

Ability dice

Ability scores are tracked by increasing die size. The starting point for all abilities is d6.

Assigning Abilities

Based on character creation choices, base ability scores can change. For example, an excellent marksman might start with a d8 or d10 in Aim instead of the

usual d6. Conversely, a simple farmhand might start with a d4 in Gift of the Gab.

d4 ← d6 → d8 → d10 → d12

Gunslinger Points and Pushes

Each character has a pool of Gunslinger Points. These can be used to *push* rolls, increasing the die size by one step following the usual progression:

d4 → d6 → d8 → d10 → d12

Beyond d12, each Gunslinger Point becomes a +1. Starting from a d12 (even if pushed), 4 points can be spent to roll a d20 with no modifiers. Beyond those 4 points, you add a +1 modifier to the d20 for each additional Gunslinger Point spent.

You can double the effect of a push (with GM consent) by introducing a complication. Instead of a complication, the World can tally a due.

The World (personified in the GM) can keep a tally of the PC's dues. A sort of symbol of the unfair luck they might have had, or of the favours fate handed them. Fate, however, doesn't do gifts, and luck turns around.

Dues

Dues—accumulated within Bargains with Fate—are tokens the GM gets to spend to insert world or NPC moves while outside of the timing defined by the normal resolution system. For example, the GM might spend a token to:

- add a complication to a scene
- have an NPC interrupt a player turn / sequence of player turns

"Run, cowboy, try your best. I'll be on the other side. This check has your signature on it, and I fully intend to cash it."

Generally, Difficulty Classes are:

Difficulty	DC	When to Use
Easy	3+	Simple tasks

Simple	5+	Routine challenges for competent folk
Moderate	7+	Significant obstacles
Hard	9+	Expert-level tasks
Legendary	11+	Heroic feats

Favorable circumstances may grant **advantages** or **disadvantages**.

Advantages and Disadvantages

Advantage: Add a die of identical size to the one being rolled—after any pushes. Take the two highest results.

An advantage can be converted to +1 up to d8, +2 up to d12, and +4 for d20

Disadvantage: Add a die of identical size to the one being rolled—after any pushes. Take the two lowest results.

As with the main touchstone of this system—Gumshoe—characters are presumed to be *competent*. No rolls are needed for activities that any denizen of the Old West would be able to do. Additionally, as ability levels increase, this minimum baseline for success also rises.

Failures and Reactions

When you (partially or fully) fail a roll, the GM presents consequences that you can react to in turn. The choice of which ability to use in your reaction depends on the situation. It's common for reaction rolls to be *risk* rolls (though not required).

Example

Bob has a d8 in Aim and tries to hit NPC Alice. Alice is a bandit wanted in 20 towns, so she has a legendary DC of 11. Knowing this, Bob spends two Gunslinger Points to push his roll to a d12. Unfortunately, he rolls a 6 and a 10, thus taking a full failure. Alice now gets to shoot back at him. Bob rolls Awareness to try to find cover to mitigate the damage. He acts quickly, having no real alternatives, calling for a

risk roll. He rolls his d6 against a simple DC of 5 because they're in a saloon full of barrels: it's a 6, so he manages to dive, taking no damage. He emerges unscathed from the situation, but is now cornered by Alice. How will he proceed?

Bob could instead choose to react with Grit. He heroically takes the bullet in the shoulder, *risk* rolling his d10 in Grit against a legendary DC of 11. He uses a Gunslinger Point and manages to succeed by rolling an 11. Eventually he'll have to stop (he does have lead in his shoulder), but for now he doesn't give ground.

It's reasonable for the GM to impose disadvantage on reaction rolls using the same ability that just failed (barring special circumstances).

In a reaction, you can perform quick actions that grant advantage if they present a complication.

Example 2

Alice is fleeing from the police when she sees a man recognize her from across the street. She approaches him to convince him not to call *the law*, but her Gift of the Gab isn't working (she rolled a 3 and a 2). The man now runs toward the sheriff. Alice reacts using her Gift of the Gab again, but the GM rules that she's rolling with disadvantage. Alice could cancel her disadvantage by drawing her gun and pointing it at the man to frighten him. Naturally, she's in town and there's people around. It might just not be worth it.

After the first exchange occurs, the player might be tempted to keep the chain of events going: as their reaction triggers a reaction from the NPC, and so forth. Other players *can* and probably should intervene (unless it's fun for them to watch as their friend keeps digging their own grave with more and more complications. In that case, have fun!).

Damage

There are 5 damage levels:

- Unharmed

- Wounded
- Badly Wounded
- Dying
- Dead

When taking damage, based on the result of your response, you can move from one level to another.

Abilities

The six abilities are:

- Aim
- Ride
- Survival
- Grit (ability to “grit your teeth.” Determines resistance to pain, for example)
- Awareness (ability to observe surroundings, actively or passively. Tracking skills)
- Gift of the Gab

What can they do?

When abilities get stronger, so does the kind of thing the character can do become more and more impressive. Here below there’s a list to serve as inspiration, to understand the power scaling of characters. GMs can use this list to determine what tasks require no roll or when to award advantage / disadvantage or how to set DCs. Depending on how much rolling is desired, one might consider as “guaranteed” either the *current* level of the ability, or the one below. (ie, At d8, one can either consider all d8 and lower “abilities” to be automatic, or to consider “automatic” all d6 and lower).

At the same time, pushing rolls also increases in value. Beyond simply increasing die size, it can also be played with to achieve feats normally reserved off of higher “tiers”, or to push the boundaries of one’s competence in a creative manner. EG, a PC with d8 Aim might push their roll to also call their shot.

Ability	Level	What can you do?
Aim	d4	You couldn’t hit the broad side of a barn if you were standing inside it. Best stick to threatening folks from real close.

	d6	You can hit what you're aiming at, most of the time. Nothing fancy, but you won't embarrass yourself in a scrap.
	d8	You would do the William Tell on your own spouse, you're fast on the draw.
	d10	You can call your shots even under pressure, you could cut off the tallest leaf of a tree with a single shot bullet, or hunt birds with a revolver on horseback.
	d12	Duelling is no challenge to you. You could end the life of any man you see, should you wish it, and be confident that not one of the lawmen they'd send after you could ever be a match for your skill. Your equals don't run with Uncle Sam.
Ride	d4	Horses seem to know you're nervous, and they don't much like it. You can stay in the saddle, but barely.
	d6	You're comfortable on horseback and can handle most any gentle mount without trouble
	d8	You can steal any horse from their owner by gaining its love and trust, and ride for hours without getting tired.
	d10	You can jump any reasonable obstacle, brave any river and tame any wild horse you may find.
	d12	The absence of roads won't slow you down, nor will the brush, nor the fact that you lack a familiar animal. Is that an elephant? A mountain goat? A buffalo? Anything can be tamed.
Survival	d4	The wilderness is a cruel mistress who doesn't much care for your company. You're not confident in camping out alone
	d6	You're confident you can give yourself a fighting chance in a more challenging environment. In good conditions, you might even like staying out.
	d8	You can easily set up camp, survive alone in the wilderness for an indefinite amount of time, light a fire.
	d10	Your fires don't emit visible smoke. You can camp without being seen, and you see all who try to do the same.

	d12	You can get the lay of the land better than anyone could dream of in a lifetime, and you can do so in a matter of hours. You can follow any track, cut away from any trail without getting lost.
Grit	d4	You wilt under pressure like a flower in the desert sun. Pain, hardship, and harsh words all hit you harder than they should.
	d6	You can take a punch and keep standing. Life's knocked you around some, but you've learned to roll with it.
	d8	Starvation, torture, thirst. Words that'd make another cowpoke shiver that make you smile. Bring it on.
	d10	Pain is just a voice in your head, and it can be tuned out. That bullet lodged within your shoulder isn't going anywhere, but you've sure got places to be.
	d12	Death keeps knocking on your door, and you keep telling it to come later. You don't know what makes your bones and flows in your veins, but you know it's tough.
Awareness	d4	You couldn't spot trouble if it was wearing a bright red shirt and firing a cannon. Best keep your friends close - you'll need them to watch your back.
	d6	You notice the important things - who's armed, where the exits are, when someone's obviously lying. Nothing fancy, but enough to keep you breathing.
	d8	You notice the slightest bulge coming from a concealed weapon, you keep tabs on any cover around you should a gunfight arise.
	d10	As you observe a person, you can tell by the look on their face how much sleep they got, if they drink. You can find small clues, even when carefully hidden.
	d12	Nothing eludes your notice. Not a small change in wind that makes you easier to track, not the faint sound of padded hooves preparing an ambush. You're always ready.

Gift of the Gab	d4	Words fail you when you need them most. You stammer, you stumble, and you generally make folks wish you'd just stay quiet.
	d6	You can hold a conversation without embarrassing yourself. People listen when you talk, even if they don't always like what they hear.
	d8	Words, sophistry and a sly silver tongue are in your arsenal. You could sell a pharmacist into paying you to "sample" his products.
	d10	The gab goes beyond the voice. It's in the tone, the manners, the gestures. You know this second layer of language and its many dialects, which change through social classes and geography.
	d12	Your reputation precedes you, and it opens many, many doors. Your words carry weight, and even your enemies think themselves wise to listen to you: one such as you -they'd think- probably doesn't deal in empty threats.

Character Creation

You have 8 Gunslinger Points at your disposal. They can be kept entirely (meaning you'll have 8 Gunslinger Points available after each rest), or they can be invested in permanent improvements. Points can only be invested during character creation, or through strong narrative justification (since Gunslinger Points become a rechargeable resource once you start playing).

Investing Gunslinger Points

The cost to permanently increase an ability is:

Die Step	Cost	Descriptors
d6 → d4	-1 point*	Not great
d6 → d8	1 point	Pretty great
d8 → d10	2 points	Incredible
d10 → d12	3 points	Peak human ability

*You can lower an ability to d4 to gain one Gunslinger Point.

Remaining Points

The remaining points form the character's **Gunslinger Point limit**. There are various ways to recharge Gunslinger Points, but they can never exceed the limit (unless explicitly stated by an effect).

Recovering Gunslinger Points

Gunslinger Points fully recharge after long rests (e.g., a full night). They can also be partially recovered (1-2 points) by eating, drinking, or smoking. To recharge by eating, you must dedicate time to it. For each point recharged by smoking or drinking, make a simple ability roll. If it fails, that ability is reduced by one die size until the next rest, full meal, or for the next 24 hours (whichever comes first).

Archetypes

These are essentially classes that are nothing more than legal combinations of what's written above.

- **Marksman** : Deadeye, a cigarette and a well-kept weapon
- **Ranger** : Horses, plains
- **Smuggler** : "Officer, I swear I don't know how that got in my bag"
- **Survivor** : After navigating a difficult life, chooses to rely more on experience than on people or fate.

The sheets for these can be found at the end of the document

Character Name: _____

Archetype: _____

Gunslinger Points: /

ABILITIES

Aim:

Ride:

Survival:

Grit:

Awareness:

Gift of the Gab:

CONDITIONS

☐ Unharmed

☐ Wounded

☐ Badly Wounded

☐ Dying

☐ Dead

NOTES

EQUIPMENT

Weapons:

Other Equipment:

Character Name: _____

Archetype: Marksman

Gunslinger Points: 6 / 6

ABILITIES

Aim:

Ride:

Survival:

Grit:

Awareness:

Gift of the Gab:

CONDITIONS

☒ Unharmed

☐ Wounded

☐ Badly Wounded

☐ Dying

☐ Dead

NOTES

EQUIPMENT

Weapons:

Other Equipment:

Character Name: _____

Archetype: Ranger

Gunslinger Points: 5 / 5

ABILITIES

Aim:

Ride:

Survival:

Grit:

Awareness:

Gift of the Gab:

CONDITIONS

☒ Unharmed

☐ Wounded

☐ Badly Wounded

☐ Dying

☐ Dead

NOTES

EQUIPMENT

Weapons:

Other Equipment:

Character Name: _____

Archetype: Smuggler

Gunslinger Points: 4 / 4

ABILITIES

Aim:

Ride:

Survival:

Grit:

Awareness:

Gift of the Gab:

CONDITIONS

☒ Unharmed

☐ Wounded

☐ Badly Wounded

☐ Dying

☐ Dead

NOTES

EQUIPMENT

Weapons:

Other Equipment:

Character Name: _____

Archetype: Survivor

Gunslinger Points: 2 / 2

ABILITIES

Aim:

Ride:

Survival:

Grit:

Awareness:

Gift of the Gab:

CONDITIONS

☒ Unharmed

☐ Wounded

☐ Badly Wounded

☐ Dying

☐ Dead

NOTES

EQUIPMENT

Weapons:

Other Equipment: