

Gumslingers

System

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 CD:
 - 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.

"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:

- **Easy:** 3+
- **Simple:** 5+
- **Moderate:** 7+
- **Hard:** 9+
- **Legendary:** 11+



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

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. Most reaction rolls are *make or break* rolls

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. Alice now gets to shoot back at him. Bob rolls Awareness to try to find cover to mitigate the damage. He rolls his d6 against a simple DC because they're in a saloon full of barrels: it's a 6, so he manages to moderate his 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, 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). The man now runs toward the sheriff. Alice reacts using her Gift of the Gab again, but 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.

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

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:

- 1 point d6 → d8
- 2 points d8 → d10
- 3 points d10 → d12

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** : shooty thingies
- **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: