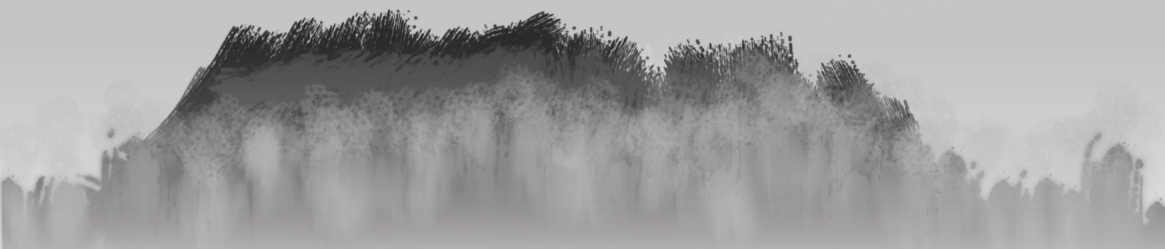


BITE the BULLET



PRINCIPLES OF PLAY

This could be the end. Death is imminent.

Faith is personal.

Telegraph danger before action.

Encourage player narrative: conflict is not just mechanics.

Create opportunities for burdens, faith, and characteristics to drive story.

The Premise.....	1
Creating a Character	2
Conflicts.....	9
Acts of Faith.....	12
Burdens & Injury	14
Rest & Recovery	15
The Bond.....	19
Enemy Ensemble.....	21

Call for Saves only when attributes are harmed, or when the PC is in possible danger. A successful Save may keep them from it.

Only roll when real consequences are on the line.

BITE the BULLET



THE PREMISE THE PREMISE

The world didn't end with a bang. It just...dried up.

Crops failed. Governments and towns crumbled. That left gun smoke, a sharp word, and faith. Now it's generations later. People live in worn-out settlements, carry old-world iron, and cling to whatever beliefs that kept them breathing. Some say miracles still happen out here in the Wastes—but they're fueled by something deeper, more internal, than bullets.

You've got grit, ghosts, and something you believe in that's worth dying for. That's enough.

Every *town* is a *candle*
AGAINST A VAST DARK

Every *ride* into the *wilderness*
IS A WAGER WITH DEATH

...
Concept and writing: Jason Hobbs

CREATING A CHARACTER

Roll 3D6 for each attribute score, in the order shown below. Ten (10) is an average score.

Vigor	Endurance, strength, reflexes, hardcore parkour
Presence	Charisma, mental tenacity, grace under pressure
Faith	Spiritual composure, manifested will, supernatural

Characters also start with 2d6 **Sand**. This represents how well they stave off death and “stick to their guns,” stay determined in the face of social adversity, or maintain their convictions. Sand acts as temporary morale, focus, and mental stamina. Sand usually fully recovers after each scene.

Roll (or choose on the tables below) your **characteristics** and detail these on your sheet. Characteristics are narrative traits that you can tap (use) during conflict. All characteristics start at Rank 1, but can be increased through play.

There are six characteristics:

- Background—What you know, skills, lifestyle, experience.
- Reputation—How others see you, earned or mistaken.
- Fortitude—What anchors or drives you: a code, principle, or guiding truth.
- Foible—Flaws, compulsions, or emotional scars that shape your actions.
- Issue—Your burden, obsession, or flaw that causes tension.
- The Bond—What ties your band together (this is described in a later section).

...
Layout and design: Brian Takle

BACKGROUND *and* REPUTATION

d10	Background	Reputation
1	Mine-born. You grew up underground. Tough as bedrock and wary of collapse.	Shot Wyatt at sundown. True or not, folks believe it.
2	Drifter. Always on the move. You read people and places before they read you.	Hex-touched. People whisper you got bad blood or stranger gifts.
3	Ex-preacher. You speak in parables, your eyes heavy with judgment.	Burned a town down. Everyone's got an opinion on what really happened.
4	Scout. You know where to walk, what to track, and when to vanish.	Old hand. Seen as seasoned, maybe too seasoned.
5	Homesteader. You know how to fix things yourself. Stubborn, frugal, and proud.	Cold-eyed killer. Your stare alone chills most men.
6	Sharpshooter. Trained to breathe steadily and end things at a distance.	Broken man. They say you've lost everything, and it shows.
7	Dustmarshal's whelp. Raised among the law, but the law don't raise saints.	Witch's favor. Rumor has it that something inhuman watches over you.
8	Salt flat smuggler. You've run contraband past bandits and a whole lot worse.	Last of the line. Your name still carries weight...or warning.
9	Gun pit fighter. You know exactly what a man looks like right before he breaks.	Silver-tongued devil. You can talk most into deals they'll regret.
10	Rustwalker. You scavenge ruins without flinching at the bones.	Died once. They say you were buried. You say nothing.

...
Artwork: James Richards and Brian Takle

FORTITUDE *and* FOIBLE

d10	Fortitude	Foible
1	Justice above all. Fair or foul, you won't let wrong stand.	Short fuse. You burn hot, fast, and loud.
2	The old ways. You heed traditions carved in stone or bone.	Drinks to forget. You self-medicate with every bottle, every night.
3	Blood oath. Loyalty to kin, clan, or cause overrides fear.	Can't let go. You obsess over the thing you lost...or caused.
4	Grace under fire. Calm ain't a tactic—it's your only way through.	Bleeds for strangers. You help even when it hurts.
5	Work is worth. You believe effort should earn its due.	Never backs down. Pride is your shield, even when it cracks.
6	Don't look back. The past is dead. Forward's all that matters.	Haunted by dreams. You've seen things you wish you hadn't.
7	Protect the weak. You can't abide cruelty, even when it's easy.	Reckless hope. You expect good in places it don't belong.
8	Owe a debt. Something big keeps your hand steady and your head low.	Always watching. You trust no one, not even yourself.
9	Survive, always. Survival isn't luck, it's will sharpened by fire.	Compulsive fixer. You can't leave broken things alone.
10	Faith in something. Maybe God, maybe it's just the Sun. But it keeps you walking.	Vow of silence. You don't speak unless it's carved in fire.

Using Characteristics

You can use (“tap”) any of your characteristics to mitigate damage, to increase damage in conflict, or as a bonus for a Save. When you tap a characteristic, add its rank to your roll (or subtract it for a Save).

d10	Issue
1	Craves meaning. You can't stand the thought that it's all for nothing.
2	Seeks the one who left. Someone walked out. You're still chasing.
3	Faith in fire. You believe only destruction cleanses.
4	Tainted by the past. Something you did or were part of won't stay buried.
5	The thing beneath. You dream of tunnels. You wake cold.
6	Marked by prophecy. You've read your fate. You're making it real.
7	Addicted to risk. The edge calls louder than any reward.
8	Owes a devil's favor. You took help you shouldn't have. It's still watching.
9	Seeks an end. Some part of you walks toward death, always.
10	Afraid to love again. You keep everyone at the far end of your reach.

You can't tap the same characteristic until you've used at least two others.

After ten uses, roll d6. If the result is higher than the current rank, increase that characteristic's rank. If it is equal to or less than, you must use it ten more times. To go from Rank 2 to Rank 3 takes 20 uses before the roll is made, and then 20 more before the rank advancement can be attempted again. It takes 30 uses to advance from Rank 3 to Rank 4, etc.

A WAGER WITH DEATH

Equipment

Roll once for your armor and weapon. Roll three times for your gear or pick which three suit you.

Your Inventory is equal to your Vigor (or 10 if that’s higher). The total Slot value of your items and status effects is your Load. Subtract Load from Inventory to find your Reserve. Reserve is used for advanced conflict options, Faith-based actions, and character status effects.

ARMOR

Armor mitigates damage. If it applies, subtract the armor value from the damage caused.

d5	Result	Armor	Slots	Description
1	Duster coat	1	1	Worn leather, oil-waxed for trail grit. Light but better than nothing.
2	Rancher’s vest	2	1	Thick quilted leather layered with scraps of metal or bone. Uncomfortable but sturdy.
3	Railhand plate	2	2	Salvaged breastplate from a collapsed ironclad engine. Heavy and clumsy, but solid.
4	Scavver leathers	1	1	Patchwork hides, reinforced with wire mesh and thick canvas. Worn by dust-pickers.
5	Bone-ward fetish	0	0	No protection to speak of, but hung with charms, bones, or glyphs. May ward off fear or stranger things. Could be armor for Faith-based conflict.

- *Characteristics can be used to further reduce damage.*

WEAPONS

d8	Result	Damage	Slots	Range	Traits
1	Revolver	d6	1	Close	6 shots
2	Lever-action rifle	d6	2	Medium	5 shots
3	Coach gun	d6	2	Close	AoE, 2 shots, hits all in zone (allies too)
4	Knife/long knife	d4/d6	1	Personal	Concealable, melee only
5	Saber	d6	1	Personal	May be used for social conflict
6	Tomahawk	d6	1	Personal	Melee, throwable (Close)
7	Bullwhip	d4	1	Close	No melee, may impair target on hit
8	Bow & arrows	d6	2	Close	Silent, 6 shots

- *Disadvantage can reduce damage.*
- *Advantage can increase it.*
- *Characteristics can be used to further modify damage—dealt or received.*
- *Area of effect (AoE) hits everyone in the range band.*
- *Guns bypass most armor; most melee weapons do not.*
- *Attacks from multiple opponents all roll damage and use the highest result rolled.*



Range bands

Personal = Smell their breath.

Melee weapons.

Close = See the color of their eyes. Revolvers and thrown weapons.

Medium = Make out their silhouette. Rifles.

Long = Barely see movement.

Sharps or scoped.

Money and Lead

If you rolled a firearm or bow, take 1d4+1 Lead as backup (all your Lead takes up 1 slot). Using one Lead refills your weapon but doesn't reduce Inventory slots until it's used up.

In addition, take 1d6 in coin and foldable bills (no slots). If you acquire enough loot, it might require a slot or two.

GEAR

d20 Gear

- | | |
|----|---|
| 1 | Tinderbox – Flint, steel, and dry scrap tucked in a tin. 1 slot. |
| 2 | Canteen – Half-full. The water's clean. For now. 1 slot. |
| 3 | Bundle of jerky – String-tied meat: probably goat, possibly not. 1 slot. |
| 4 | Whetstone – Keeps blades sharp and minds steady. |
| 5 | Traveler's Bible – Pages marked in charcoal and blood. Can be used to assist with Social or faith-based conflict. 1 slot. |
| 6 | Coil of wire – Thin but strong. 10 feet, barbed in spots. 1 slot. |
| 7 | Harmonica – Dented, off-tune, but it carries memory. Can be used to assist with Social or faith-based conflict. |
| 8 | Wooden idol – Small and worn smooth. You don't remember who carved it. Can be used to assist with Social or faith-based conflict. |
| 9 | Notebook & charcoal stub – Half-filled with symbols, maps, names. Some aren't yours. 1 slot. |
| 10 | Spool of thread & needle – For stitching gear or yourself. It may hold more than it should. 1 slot. |
| 11 | Bottle of whiskey – Three good swigs left. Used for courage or cleaning wounds. 1 slot. |
| 12 | Bear trap – Folded and rusted. Still snaps like judgment. Bulky, 2 slots (d12 ambush damage; Vigor Save for d6). |
| 13 | Hand mirror – Cracked across the middle. Sometimes shows things behind you. 1 slot. |
| 14 | Tin cup – Dented and burned. Always warm when you wake. |
| 15 | Lockbox (empty) – Heavy, padlocked, and no key in sight. Why'd you keep it? 2 slots. |
| 16 | Rope (20 ft.) – Rough, stiff hemp. Smells of boats or gallows. 1 slot. |
| 17 | Signal whistle – Loud, shrill, from another time. Draws dogs and worse. |
| 18 | Fashionable top hat – Doesn't fit quite right. 1 slot. |
| 19 | Old coin – Face is scratched off. Warm to the touch. |
| 20 | Goggles – Dust-scratched lenses and a cracked leather strap. Might keep the wind out. Might not. 1 slot. |

CONFLICTS

There are three types of conflict: Physical, Social, and Faith. Players act first in each round of conflict unless they are surprised. After the players act, their opponents act in turn, and then a new round begins. This continues until one side or the other is defeated, concedes, or is driven away.

Physical Conflict

1. Roll damage. If attacking with superior advantage, roll d12. If at disadvantage or unarmed, roll d4. Otherwise, roll your weapon's damage.
 - a. You can tap a characteristic to add its rank to the damage. Note its use on your character sheet.
2. Subtract physical armor from damage, if the armor applies. Guns ignore mundane armor.
3. If a characteristic applies, with or without armor, you can tap it to reduce the damage by its rank.
4. Apply the remaining damage to Sand.
 - a. If Sand is reduced below zero, apply the remaining damage to Vigor and roll a Vigor Save.
 - b. If Sand is reduced to zero, roll a Physical burden.

Saves

Roll a d20. If the result is equal to or under your attribute, you have succeeded. If it is above, you have failed and are rendered unconscious.

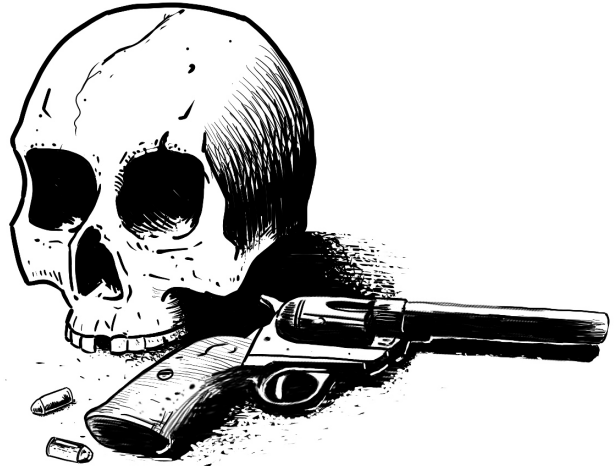
What is a physical conflict?

A physical conflict is one that involves an exchange of blows, blades, or bullets. You're beating your opponents into submission. You win when they surrender, flee, or die.

...
Inspired from: We Deal in Lead (Colin Le Sueur)

Social Conflict

1. Roll damage. A typical argument or advance is d6. One made weakly or at disadvantage is d4. A decisive ploy may be d10 or d12.
 - a. You can tap a characteristic to add its rank to the damage. Note its use on your character sheet.
2. Subtract social armor from damage. Social armor includes things like attire, emblems, connections, and status.
3. If a characteristic applies, with or without armor, you can tap it to reduce the damage by its rank.
4. Apply the remaining damage to Sand.
 - a. If Sand is reduced below zero, apply the remaining damage to Presence and roll a Presence Save.
 - b. If Sand is reduced to zero, roll a Social burden.



What is a social conflict?

A social conflict is one that involves an exchange of words or emotions. It's an argument or a test of will. You're typically seeking a concession from the other side—something they can grant you. You win when they grant it.

Faith Conflict

Faith conflicts are slightly different. Acts of Faith require the use of Reserve—the difference between your Load (used-up slots) and your Inventory. The amount in your Reserve is the level of effect you can achieve.

1. Decide upon the effect and its Reserve requirement. You can only perform an Act of Faith if you have the Reserve.
2. Save against Faith, modified by the difficulty.
 - a. If you fail the Save, you sustain d6 damage for each level of Reserve required.
 - b. If you succeed, the effect occurs. Damage-based effects incur d6 per Reserve.
3. If a characteristic applies, with or without armor, you can tap it to reduce the damage by its rank.
4. Apply the remaining damage to Sand.
 - a. If Sand is reduced below zero, apply the remaining damage to Faith and roll a Faith Save.
 - b. If Sand is reduced to zero, roll a Faith burden.

Faith damage

If you fail a Faith Save when attempting an Act of Faith, you can tap a characteristic to reduce the damage.

What is a faith conflict?

A faith conflict involves tests of will, belief, and sanctity. It may not involve damage. Sometimes you're seeking to banish or exorcise an entity. Sometimes you want to call down holy fire upon the unclean. You win when the entity you're confronting is repelled, expelled, or capitulates.

...
Inspired from: Monolith (Adam Hensley)

ACTS OF FAITH

Faith in Bite the Bullet is powerful, personal, and can create doubt. It reflects the strength of a character's conviction, their connection to old-world religion, animist spirits, or deeply felt codes of meaning.

Faith is not necessarily magic. It is will made manifest—if your spirit is strong, and your burden is light.

To attempt a Faith-based act, you must have the required Reserve. Your Reserve is not “spent” to achieve Acts of Faith. You only need to have enough Reserve to accomplish the act.

1. Narrate the intent and act (for example: a ritual, prayer, symbol, or offering).
2. Tap a Faith-linked characteristic. It's possible an item could be used to help with this, too.
3. Ensure you have enough Reserve (based on the scale of the effect).
4. Roll a Faith Save modified by the scale of effect and your characteristic rank.
 - a. On a failure, the act does not occur. You suffer d6 damage for each Reserve point required to achieve the effect. You can mitigate this damage by tapping an alternate characteristic.
 - b. Success means the Act of Faith occurs.

Faith acts should feel meaningful and shouldn't be used without understanding the risk.

...AGAINST A VAST **DARK**
against a vast dark

Scale	Reserve	Modifier	Example effects
Trivial	0	0	Light a candle, hear a whisper, feel a presence, mild omen
Minor	1	−1	Bless food, water, or people, calm fear, detect spirits, temporarily ward an area, boost SND
Moderate	2	−2	Heal attributes (d6), repel spirits, receive cryptic vision, sanctify a place, commune with dead
Major	3	−3	Banish an otherworldly creature, call down fire (d6 AoE), purge a soul, commune with power
Legendary	4+	Special	Bring back from the grave, stop time, part a storm, rare and world-changing

- *The modifier applies to the target number.*
- *Legendary miracles should be narrative turning points and may require specific locations conditions, or offerings.*
- *The GM may further modify the difficulty based on: effects like distractions, fear, desecrated or holy ground, past failures or successes.*

Consequences of Failure

Instead of suffering damage on a failed Faith Save, the GM can alternatively apply a spiritual status. These are applied to a PCs Inventory and can be as bad, or worse, than damage.

Examples:

- **Spiritual weight** (1 slot). Can't attempt Acts of Faith above Minor.
- **Doubt**. Disadvantage on next Faith Save.
- **Night terrors**. Can't recover Resolve during next rest.
- **Haunted**. Can't tap a Characteristic for 1 session.

BURDENS & INJURY

If your Sand is reduced to exactly zero, roll a burden for the type of conflict you were involved in (Physical, Social, or Faith). Burdens usually have temporary effects, but can offer character growth over the long term.

If you sustain damage greater than your Sand, apply the excess to the relevant attribute. When that happens, don't roll a burden; make a Save instead: roll a d20 under your attribute after the damage is applied.

Attributes that are reduced to zero have the following effects:

- Vigor – You're dead
- Presence – Paralyzed
- Faith – Madness

Status effects

A number of burdens cause status effects, which take up slots in your Inventory. Unless the burden description tells you how the effect can be removed, it can only be remedied through role-play at the GM's discretion.



Poisoned

A status effect that takes 1 slot. You can't recover Sand when you're poisoned and you suffer 1d4 attribute damage per day.

Deprived

A status effect that takes 1 slot due to dehydration, lack of rest, or fatigue. You can recover neither attribute damage nor Sand.

REST & RECOVERY

There are three types of rest: a short rest (breather), a long rest (a few days in town or in a hospitable location), and the campfire (special).

Short Rest

A short rest restores all of your Sand. There are some statuses that can prevent this (for example, poisoned).

Long Rest

A long rest heals 1 attribute point. You can also recover lost characteristics, reflect on your actions, and change gear.

The Campfire

After a story arc, major event, or chapter, the band can use recovery time to have a campfire. At the campfire, each member of the band can share a memory, lesson, or reflection from recent events.

If what you share at the campfire meets the group's approval, you can:

- Rename one characteristic to a new one invented by the group, and restart that characteristic at rank 1.
- Increase the rank of a characteristic by 1 while also lowering another characteristic by 1.
- Heal a status effect that's lingering in your inventory if it has no other remedy conditions.

WORTH DYING *dying* FOR

PHYSICAL BURDENS

d12 Physical burden

- 1** Bruised: Roll 2d6. If greater than max Sand, take the new result.
- 2** Winded: Lose this round, or the next if you've already acted. Roll 3d6 (drop lowest). If greater than max Sand, take the new result.
- 3** Battered: Add Deprived to your Inventory (1 slot). You can't regain Sand until it's removed. After a long rest, roll 2d6. If greater than max Vigor, take the new result.
- 4** Marked: You've taken a visible scar. Replace a characteristic with Scarred (1). If you already have that, raise its rank by 1.
- 5** Bloodied: Add Bloodied to your Inventory (1 slot). Social tests are taken at -1. After a long rest, remove Bloodied and the penalty.
- 6** Hobbled: Your footing is unsteady. Vigor tests are at disadvantage until the end of the fight. Roll 3d6 (drop highest). If greater than max Sand, take the new result.
- 7** Concussed: A hard blow rattles your brain. Lose this round, or the next if you've already acted. Add Concussed to your Inventory (1 slot). Faith tests are at disadvantage until healed by a long rest.
- 8** Broken: Take a fall and break something. Lose 1d4 Vigor. Once mended, roll 3d6 (drop lowest). If greater than max Vigor, take the new result.
- 9** Clobbered: A hard blow causes you to lose 1d4 Vigor. Once mended, roll 3d6 (drop lowest). If greater than max Vigor, take the new result.
- 10** Bleeding: Add Bleeding to your Inventory (1 slot). You can't regain Sand until healed. Lose 1d4 Vigor per day. Once healed, roll 3d6. If greater than Vigor, it is your new score.
- 11** Lamed: Add Lamed to your Inventory (2 slots). Movement is halved and this can't be removed without doctoring and extended rest. Once healed, roll 3d6. If greater than Vigor, it is your new score.
- 12** Endangered: This could be the end. If you fail your next Vigor Save, you die. If you succeed, replace a characteristic with Unkillable (2). If you already have that, raise its rank by 1.

SOCIAL BURDENS

d12 Social burden

- 1** Bruised ego: Roll 2d6. If greater than max Sand, take the new result.
- 2** Tongue-tied: Lose this round, or the next if you've already acted. Roll 3d6 (drop lowest). If greater than max Sand, take the new result.
- 3** Shamed: Add Shamed to your Inventory (1 slot). Your next Presence test is at disadvantage. After that test, remove Shamed.
- 4** Cornered: Your rhetoric has been shifted into a corner. Your next Presence attack is at disadvantage. After this conflict, roll 3d6 (drop highest). If higher than max Presence, it is your new score.
- 5** Exposed: Add Exposed to your Inventory (1 slot). Subtract 1d6 from your Presence until the end of the session. After a long rest, roll 3d6 (drop highest). If greater than max Sand, take the new result.
- 6** Rumor-stained: Lose 1d4 Presence. After a long rest, roll 3d6 (drop lowest). If greater than max Presence, take the new result.
- 7** Embarrassed: You've been disclaimed! Add that to your Inventory (1 slot). Presence tests are at disadvantage until rectified by a long rest.
- 8** Exposed: You've been exposed as speaking with a forked tongue. Lose 1d4 Presence. After a long rest, roll 3d6 (drop lowest). If greater than max Presence, take the new result.
- 9** Branded: Named as a coward. Add Branded to your Inventory (1 slot). You act last in any social conflict until fixed. After that, roll 3d6. If greater than max Presence, take the new result.
- 10** Outmaneuvered: You've lost this argument. Add Foiled to your Inventory (1 slot). Lose 1d4 Presence per day. Once healed, roll 3d6. If the result is higher than your Presence, it is your new score.
- 11** Ostracized: Add Ostracized to you Inventory (2 slots). Social Saves are at disadvantage. Once removed, roll 3d6. If the result is higher than your Presence, it is your new score.
- 12** Shunned: If you fail your next Presence Save, your status has banished you from play. If you succeed, replace a characteristic with Return of the Mack (2). If you already have that, increase its rank by 1.

FAITH BURDENS

d12 Faith burden

- 1** Bruised faith: Roll 2d6. If greater than max Sand, take the new result.
- 2** Rattled: Lose this round, or the next if you've already acted. Roll 2d6. If greater than max Sand, take the new result.
- 3** Shaken creed: Add Shaken to your Inventory (1 slot). Your next Faith test is at disadvantage. After that test, remove Shaken.
- 4** Profaned: Add Profaned to your Inventory (1 slot). You cannot regain Sand while it is there. After a long rest, roll 3d6 (drop highest) and replace your Faith with this number if it is higher.
- 5** Blasphemed: Add Blasphemed to your Inventory (2 slots). All Faith tests at disadvantage until removed. After a long rest, roll 3d6. If greater than Faith, take the new result and remove Blasphemed.
- 6** Unmoored: Lose 1d4 Faith. Quest to regain your Faith and roll 3d6 (drop lowest). If it is higher than your current Faith, replace it.
- 7** Lapsed: You are stunned for two actions as you question yourself. Vigor tests are at disadvantage until you take a long rest.
- 8** Forsaken: Replace one of your characteristics with Forsaken (1). All Faith-based acts are at disadvantage with Forsaken.
- 9** Broken vow: You have broken a vow. Lose 1d6 Presence. This cannot be healed until the vow has been reaffirmed by Faith.
- 10** Oathless: Add Oathless to your Inventory (1 slot). Until rectified, you cannot do Acts of Faith and lose 1d4 Faith per day. This can be removed by minor restitution. Once healed, roll 3d6. If the result is higher than your Faith, it is your new score.
- 11** Excommunicated: Add Excommunicated to your Inventory (2 slots). All Presence Saves are at disadvantage. This can only be removed with a major restitution. Once rectified, roll 3d6. If the result is higher than your Faith, it is your new score.
- 12** Apostate: If you fail your next Faith Save, you are self-banished and removed from play. If you succeed, replace one characteristic with Unshakeable (2). If you already have it, raise its rank by 1.

THE BOND

Every band is tied together in some way: an ephemeral string of fate or need that holds them together against the odds, or striving for a unified goal. This is represented by a sixth characteristic called The Bond. The Bond can be used in special circumstances by any player in the band. The Bond can be rolled randomly on the tables below or chosen as prescribed by the GM.

The Bond, as a characteristic, can be:

- Tapped by any player.
- Only tapped again by that player after all other players have done so.

d4 Bond type	
1	The Pact. The band is bound by oath, vengeance, or common survival.
2	The Ledger. Debts and favors bind you together.
3	The Iron Brand. A shared mark, name, faith, or identity.
4	The Shared Burden. A common weight you all carry is lighter than one carried alone.

- Roll d4 for bond type, then roll d6 on the following tables for the specific bond.

PACT BONDS

d6 Pact bond	
1	Sworn to avenge a town that was burned to ashes.
2	Bound to track down the same outlaw.
3	Promised to guard a bloodline or heirloom.
4	Agreed to ride until all debts are paid.
5	Survive together or not at all.
6	Keep moving West, no matter the cost.

LEDGER BONDS

d6	Ledger bond
1	One of you saved another's life in a dust storm.
2	Owes coin from a gamble gone bad.
3	Helped bury each other's dead.
4	Covered for each other after a killing.
5	Pulled each other out of the same collapse.
6	Kept one another's secrets when it mattered.

IRON BRAND BONDS

d6	Iron brand bond
1	One of you saved another's life in a dust storm.
2	Owes coin from a gamble gone bad.
3	Helped bury each other's dead.
4	Covered for each other after a killing.
5	Pulled each other out of the same collapse.
6	Kept one another's secrets when it mattered.

SHARED BURDEN BONDS

d6	Shared burden bond
1	Hunted by the same bounty-poster.
2	Blamed for the same blood feud.
3	Carrying the same cursed item or debt.
4	Escaped together from the same camp or from the gallows.
5	Lost kin in the same raid.
6	Witnessed the same horror and can't speak of it.

ENEMY ENSEMBLE

Add characteristics to enemies to shift and tailor their strengths. These characteristics can be tapped again only with a random roll or after another characteristic is used.

Bear

Attributes: Vig 16 Pre 6 Fth 3 Snd 12
Damage: Claw d6/claw d6/bite d8

The Black Dog

Attributes: Vig 9 Pre 6 Fth 9 Snd 7
Damage: Bite d6

*An omen of death and a relentless tracker.
Who does he lead to you?*

Jackalope

Attributes: Vig 6 Pre 11 Fth 6 Snd 8
Damage: Faith attack d8

*Able to mimic human voices to lure unwary
travelers into traps.*

Outlaw

Attributes: Vig 7 Pre 8 Fth 6 Snd 6
Damage: By weapon (revolver d6)

Thug

Attributes: Vig 7 Pre 7 Fth 7 Snd 6
Damage: By weapon

Town Leader

Attributes: Vig 10 Pre 11 Fth 10 Snd 6
Damage: By weapon

*Often wields underlings and may have Social
armor, or Social characteristics. A preacher
may also have Acts of Faith and Faith
characteristics.*

Skinwalker

Attributes: Vig 7 Pre 12 Fth 12 Snd 8
Damage: By weapon or Act of Faith

*Skinwalkers often possess Faith armor fetishes
and can take the shape of a wolf or coyote,
perhaps others.*

Wendigo

Attributes: Vig 15 Pre 9 Fth 8 Snd 10
Damage: Claw d8/claw d8

*Suggests an insatiable hunger associated with
cannibalism.*

Will o' the Wisp

Attributes: Vig 6 Pre 8 Fth 6 Snd 6
Damage: Touch d6

*Impossible to harm without Faith, or perhaps
with cold iron or silver.*

