




# NAME

# LOOK

*Human:* Hugh, Rowan, Clifton, Anne, Kitty, Nancy, Marion, Rose, Vincent  
*Dwarf:* Thorek, Mordin, Alric, Kenric, Kionna, Gottra, Sifna, Bazri  
*Gnome:* Alston, Nolvri, Belton, Cogstrom, Sarabolt, Gelena, Tidget, Meriline

Blue Eyes, Cold Eyes, or Eye-patch  
 Bandanna, Black Mask, or Bad-Ass Hat  
 Long Coat, Old Military Uniform, or Foreign Clothes  
 Lean Body, Grizzled Body, or Long Shanks

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 8+ CONSTITUTION

# ALIGNMENT

## LAWFUL

Bring a criminal to justice.

## NEUTRAL

Solve someone else's problem without getting emotionally invested.

## EVIL

Make a profit off of someone else's misery.

# RACE

## HUMAN

When you **kill a monster with the Large, Huge, Intelligent, or Terrifying tags**, gain +1 Aim, but only once per kill.

## DWARF

When you **make a sacrifice or put yourself in danger to save someone else**, gain +1 Aim.

## GNOME

When you **seek out excitement despite the danger to yourself**, gain +1 Aim.

# BONDS

Fill in the names of your companions in at least one:

I once had \_\_\_\_\_ in my sights, but I let them live.

I made a promise to \_\_\_\_\_ that I haven't yet kept.

\_\_\_\_\_ doesn't have what it takes to get the job done.

\_\_\_\_\_ is my lover, or was, or would have been, or... it's complicated.

# STARTING MOVES

## THIS IS MY BOOM-STICK!

You own a unique firearm. Only you can use this gun; it will not function for anyone else. Your gun has 2 weight, and the following tags: near, ignores armor, loud and reload.

Choose two upgrades for your gun:

- Buckshot: Add messy
- Double-Barreled: Add forceful
- Incendiary: Add the fiery tag, and your shots can start fires
- Longarm: Add far range and two-handed, +1 weight
- Full Metal Jacket: +1 damage
- Compact: -1 weight, and your gun is small enough that you can conceal it on your person, though it will still be found if you are searched
- Bayonet: You can Hack and Slash with your gun at a range of close, rolling with DEX instead of STR

## GUNSLINGER'S OATH

Choose up to three tenets of your personal code of honor:

- Never leave a comrade behind.
- Always keep your sworn word.
- Always protect the weak.
- Always show courage in the face of danger.
- Always avenge a slight or dishonor.
- Always assist anyone in distress if it is within your power to do so.
- Never accept a reward for any help that you give.
- Never let a \_\_\_\_\_ live.

As long as you keep true to your oath, your gun will fire true for you. **You begin play with 1 Aim.** Your maximum Aim is equal to the number of tenets of your Gunslinger's Oath. If you **break your oath**, reduce your Aim to 0, and while you have 0 Aim, you take -1 ongoing to any rolls that involve using your gun.

## TRICK SHOT

When you **go for an improbable shot with an unusual effect**, describe what you want to happen and roll+Aim. \*On a 10+, choose one thing you have to do to pull off the shot.

\*On a 7-9, choose one, and the GM chooses one:

- Reduce your Aim by 1 (you may not choose this option if you have 0 Aim)
- Spend some time lining up the shot
- Get into a vulnerable position
- Sacrifice or endanger something important

AIM:



# THE GUNSLINGER

LEVEL

XP

## GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight), your gun (2 weight), and a bag of bullets (3 ammo, 1 weight). Choose three:

- A bag of bullets (3 ammo, 1 weight)
- Leather armor (1 armor, 1 weight)
- Bandages (3 uses, slow, 0 weight)
- Adventuring gear (5 uses, 1 weight)
- Long knife (hand, 1 weight)
- Antitoxin (0 weight)
- 6 coins

*(A bag of bullets costs 4 coins, comes with 3 ammo and has 1 weight. If a bag of bullets ever gets soaked in water, lose 1 ammo from it.)*

*Choose a look for your gun:*

- Gears, clockwork, and steam
- Eldritch machinery
- Sleek and well-made
- Old and well-worn
- Fancy and ornate

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### BIG DAMN HERO

When you **go above and beyond the call of duty to uphold your Gunslinger's Oath**, gain +1 Aim.

### GUNSMITH

Choose an additional upgrade for your gun.

### LISTEN UP, YOU PRIMITIVE SCREW-HEADS!

When you **dramatically fire your gun into the air and spend 1 ammo**, you may Parley with +Aim instead of CHA.

### MANHUNTER

Gain a non-multiclass move from the ranger playbook.

### MYSTERIOUS STRANGER

When you make the Outstanding Warrants move, you may have the results of your roll apply to one of the other players instead of yourself.

### QUICK DRAW

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead. You can draw and fire your gun in the blink of an eye.

### SCATTERSHOT

When you Volley with your gun, you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

### SILVER BULLETS

When you **have time and materials to fashion special bullets**, describe what kind of bullets you want to make and roll+INT. \*On a 10+, the GM chooses one from the following list. \*On a 7-9, the GM chooses up to three.

- You only get 1 ammo (otherwise, you get 3 ammo)
- You'll need an additional material beyond what you have now
- You need help or someone else's expertise to make it
- The best you can do is a lesser version, unreliable and limited

### STEADY HAND

When you make a Trick Shot, on a 12+ you succeed beyond all expectation. Choose nothing from the list.

### THOUSAND-YARD STARE

When you **fix someone with your cold, hard stare**, roll+CHA. \*On a 10+, you get both effects. \*On a 7-9, choose one.

- They flinch or hesitate.
- You learn something about their true nature. The GM will tell you what.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### BULLETPROOF

When you **take damage or suffer serious harm**, you may lower your Aim by 1 to prevent that damage or otherwise evade the harm. You may not use this move if you have 0 Aim.

### BULLET TIME

*Requires: Quick Draw*

When you **Defy Danger with your quick reflexes** you cannot get a 6-, treat that as a 7-9 result.

### BUSHWHACKER

Gain a non-multiclass move from the ranger playbook.

### DEAD MAN'S TRIGGER

Nothing can make you drop your gun, but it can still be forcibly taken from you. When you are reduced to zero HP, you may immediately fire your gun one final time before you take your Last Breath, even if you have no ammo.

### EAGLE EYE

When you Discern Realities, ask one additional question, even on a 6-, and add these options to the list of questions:

- What is my best escape route?
- Where is my best cover?
- Which of my allies is the most vulnerable?

### THE FACE OF MY FATHER

Your maximum Aim is increased by 1.

### LONG SHOT

Add reach and far to your gun's ranges. If your gun already has far, add *really* far instead.

### MORE DAKKA!

When you deal damage with your gun, you may deal additional damage equal to your Aim. If you do, that gunshot is very, *very* loud.

### SEMPER FIDELIS

*Requires: Big Damn Hero*

When you **Defy Danger while acting to uphold your Gunslinger's Oath**, you cannot get a 6-, treat that as a 7-9 result.

### WANDERLUST

You always know the way back to the nearest steading. When you act on this knowledge the GM will give you a choice of a long, safe path or a shorter, more dangerous path. When you arrive at your destination, if anything has changed since your last visit, you spot it right away.