

THE NARRATOR

THROWING DOWN

If there's nothing at stake, you just do it.

Otherwise, if it's dangerous, difficult, or contested, make a roll.

Name the goal, name the stakes, and decide, if it's going to be hard, risky, or both given the circumstances. Make sure it's clear if anything bad will happen if you fail. You can back out and rephrase your goal if you want.

- Roll d6s equal to the quality, from 0-5. For zero dice, roll two and pick the lowest
- Invoke deals, reputations, or stuff for up to 2 bonus die or 2 minus die
- On a final result of 4+, you accomplish your goal, on a 1-3 you don't and suffer the consequences
- If its risky, also roll a d6 or flip a coin. On a tails or 1-3 it's worse than expected, on heads or 4+ it goes as expected.
- If it's hard you only succeed on a 6

CONSEQUENCES

- If it's enough to hurt, it's a condition. If it's lasting injury or harm, it's a bad condition.
- Look to deals for narrative cues
- Tick a clock
- Otherwise: Put players in a bad position, shine a spotlight on them, have their stuff break or fail, force them to make a hard choice, give them a tradeoff, cause collateral damage, ask them tough questions, or introduce a complication.

THE CARDS

At the start of any session, job, or after a breather, each player draws a card if they don't have one, and you draw cards up to the # of players.

To play the cards, a player declares so and names their goal. You name the stakes. The player must bet the stakes to play, or back down. If they play, you either call by playing your own card, or fold, let them have their goal, and play nothing.

If you call and your card is higher or the same, you win and the payer must pay the stakes, losing whatever they staked. If the player wins, they accomplish their goal.

The Ace of Spades wins any bet.

Cards are always discarded or spent face down unless someone calls a bet. Discard any cards at the end of any session.

FATE

Roll quality, or roll a straight 1d6, when something that the players couldn't affect happens, or you want to see something completely determined by fate or chance. The higher the better, 4+ is good, 1-3 is bad.

GAME FLOW

Job

Figure out the stakes/pay
Take a debt to whoever you're crossing
Who owns the job?

(Take a breather)

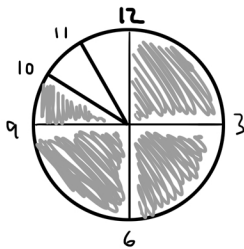
Recover from down and out
Get back 1 grit
Clear passing conditions
Smoke, drink, or apply medicine and get +1 grit, but spend 1 cash
Clear all boxes
Tick clocks

Interlude

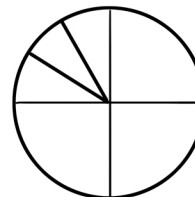
Get paid/clear conditions/get stuff back/check debts
Perform interlude actions
Clear all boxes
Tick clocks

CLOCKS

Start one if there are clear and obvious consequences from one filling up. Use to track a scene, a chase, a plan, a setback, a hunt, a battle, a hostile takeover. You get it.

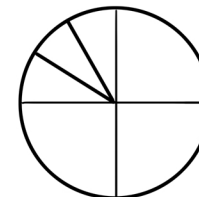


Fill in a segment when:
- Players take a breather or go into an interlude
- Immediate player actions directly contribute
- Long term consequences of player action contribute, such as jobs



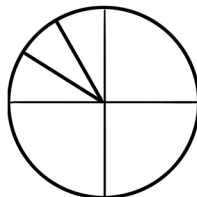
Clock name: _____

Consequences: _____



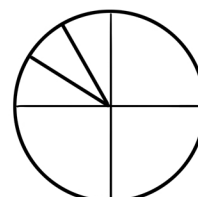
Clock name: _____

Consequences: _____



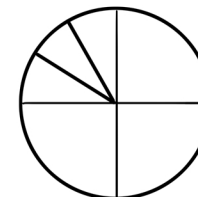
Clock name: _____

Consequences: _____



Clock name: _____

Consequences: _____



Clock name: _____

Consequences: _____

FOLK

If they're tough, they have grit. Folk can take 2 conditions, if they get a 3rd they go down and out. Can't turn a condition into a bullet. You need the following:

Name: _____

Grit (ignore consequences, 1 to 1 with quality): _____

Values (what they like/dislike): _____

Quality (in general, how competent is this person, 0-5): _____

GUN quality (how good can they shoot that pistol, 0-5): _____

Resistances (doing this against them is hard): _____

Deals/Big Deal (details, details): _____

PUT IT ON THE TERRITORY

1. Name it
2. Give it a deal. Detail it, fill it out.
3. Relate it.

LOCATION

Who owns it? If nobody owns it, what's here that folk want? You need the following:

Name: _____

Deals: _____

Who owns it/wants it? _____

Who lives here? _____

STUCK

1. Bandits attack
2. Something explodes
3. Someone is slapped in the face
4. A gunshot goes off nearby
5. The Law shows up
6. Someone's hat is shot off