

### Statuses (pg. 48)

Status	Skill	Effect
Afraid	Charm	Can't move closer to your source of fear, any actions against the source are made using half the amount of dice rounded up
Burned**	Finesse	At the end of each turn, you lose health equal to the remaining Status Severity
Dazed	Intuition	Must roll 1B to determine if you can perform an action after spending grit and before actually performing it. On a Hit/Ace, you may proceed. On a Blank/Spur, you can't and forfeit the Grit cost. Does not apply when relieving the status.
Electrocuted	Nerve	You can't Aim or Dodge, all attacks made with gold dice are made with black instead, Status Severity increase by +1 if carrying a battery
Poisoned**	Nerve	Roll two less dice for every Skill roll, including attempts to relieve other statuses
Trapped	Finesse, Nerve	Can't take move or dodge actions
Unconscious	Intuition	Can't spend Grit or take actions unless relieving the status

Both Burned and Poisoned statuses have **Lasting Effects**

**Burned:** Your Max Health is also reduced by 2 when you take this Status for the first time in combat and cannot be healed above this temporary Max Health until you receive professional care or are healed by an appropriate Item.

**Poisoned:** After this Status is relieved or after combat ends, roll 1 less dice for every Skill roll until you receive professional care or are healed by an appropriate Item.

## Bullet Dice Symbols (pg. 2)



**HIT**

Each Hit represents some success. In combat, Hits do 1 damage if they aren't Dodged or otherwise blocked.



**ACE**

Equal to 2 Hits. In combat, Aces do 2 damage if they aren't Dodged or otherwise blocked. If an Ace is rolled during combat, mark one Ace underneath your Ace-in-the-Hole ability on your character sheet until the meter has been filled up and is ready for use!



**SPUR**

The player may reroll Spurs if their character has unlocked the Talent for the category of roll being made. If you roll a Spur, roll it again until it turns into a different result.



**BLANK**

1 Failure.  
Sorry partner, tough luck.

When playing with official bullet dice, there's a small chance one could land standing straight up on its end, resulting in a "no symbol" outcome. This is referred to as a "Misfire".

## D6 to Official Dice Conversion (pg. 3)

D6	Black	Gold
1	Blank	Blank
2	Blank	Spur
3	Spur	Hit
4	Hit	Hit
5	Hit	Hit
6	Ace	Ace

## Range (pg. 40)

Range	In-Game Distance	Physical Distance	Movement Cost
Arms Reach	Within arm's reach	Within 1 inch	1 Grit
Short	30 yards or less	6 inches or less	1 Grit
Long	30-90 yards	6-18 inches	2-3 Grit
Distant	90+ yards	18+ inches	6 Grit

1 Grit per 30 yds?

## Grit (pg. 40)

Each player has 6 action points available during each round of combat called Grit. Grit represents the amount of fortitude, speed, and stamina a character has to take action in a turn. Grit is spent on Actions, like attacking, using items, and repositioning in a battle.

Grit is reloaded at the start of each turn. It is not necessary to track Grit outside of combat

There is also **Fools Grit**. Once per turn, a player can increase the amount of Grit available to them by 1 in exchange for 1 Health

## Repeating Failed Skill Rolls (pg. 13)

If a player fails a skill roll they can choose to try again and reroll. In return, the Warden may determine a negative consequence for doing so.

For example, if successful on a second Charm attempt to convince an outlaw to free you from the county jail, they might let you go, but not without a hefty payment first.

Personal Note: Works almost like COC roll pushing but instead there's a consequence either way.

## Helping Rolls (pg. 13, 42)

Players may decide to help each other in accomplishing tasks if the Warden agrees that another player could reasonably assist. The Helping player may roll half of their Skill dice (rounded up) and add the result to the attempting player's Skill result. If multiple players are Helping, then they all roll half of their dice for the Skill and only the most successful roll is added to the attempting player's roll,

During Combat, all Helping characters spend the same amount of Grit as the player they are Helping. The Helping character(s) subtracts the Grit cost from their next turn.



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### Attack (pg. 41)

*Spend a Weapon's Grit cost to roll the attack according to the Range.*

Use the Attack Action to deal damage to a target. Spend the weapon's Grit cost then roll the amount and color of dice listed at the appropriate Range. The target takes damage equal to the number of Hits you roll minus any Defense the target has.

### Aim (pg. 41)

*Spend 1 Grit to reroll 1 die in your next Attack. Once per turn.*

Before taking the Attack Action, you can spend 1 Grit to reroll one of the dice rolled in your next Attack, giving you a better chance to deal more damage. You must announce and spend the Grit to Aim before you make your Attack roll. You must take whatever the final result of the dice is. This Action can only be used once per turn

### Dodge (pg. 42)

*Roll 1B for every Grit spent to try avoiding damage.*

Use the Dodge Action to attempt to avoid damage. For every Grit that you spend to Dodge, roll an equal amount of Black dice. On the next attack against you, subtract the amount of damage taken by how many Hits you rolled. Any unused amount is forfeited upon the start of your next turn.

### Improvise (pg. 43)

*Spend at least 1 Grit and roll any applicable Skill to attempt a task*

Decided by the Warden, improvising any other Action requires at least 1 or more Grit and possibly a Skill roll to accomplish. If the requested Skill roll fails, the Grit must still be spent for the attempt.

A character may light a torch from your Supplies (no Skill required), or distract a monster (roll with Charm).

If a player uses an Ability that does not have an associated Grit cost, the Warden may decide the Grit cost.

### Move (pg. 41)

*Move up to 1 Short Range distance for every Grit spent.*

Any movement to another location requires a Move Action. Spend 1 Grit for each movement up to Short Range in a turn.

Moving to Long Range requires at least two Grit. Moving to Distant Range requires at least two turns and a total of 6 Grit.

Lying down and getting up requires a Move Action, whether you are switching positions by choice or getting up from being knocked down.

The Warden may ask a player to roll with a Skill if the movement is difficult. If the Skill roll is failed, the player still spends the Grit for attempting the Action

If the Warden determines that someone or something is moving through Rough Terrain, the cost to move during combat is doubled

### Prepare (pg. 42)

*Plan an Action to be taken outside of your turn. Once per turn*

When you take the Prepare Action, you are delaying another Action until certain conditions outside of your turn are met. You must name those conditions or whatever will trigger the Action. The Grit is spent on your turn, and the Action is lost if not triggered before your next turn. This Action can only be used once per turn

### Helping during Combat

You can also use the Prepare Action for Helping (pg. 13). All Helping characters spend the same amount of Grit as the player they are Helping. The Helping character(s) subtracts the Grit cost from their next turn.

### Use Item (pg. 42)

*Spend the item's Grit cost and roll with any applicable dice or Skills.*

Similar to weapons, each item has its own Grit cost and associated dice. To use an item, spend the item's Grit cost and roll its dice.

