



TRAITS: Draw 12 cards for your Traits. Discard 2 cards except deuces & jokers.

<input type="checkbox"/> 2♣ 1d4	<input type="checkbox"/> 2♦ 2d4	<input type="checkbox"/> 2♥ 3d4	<input type="checkbox"/> 2♠ 4d4
<input type="checkbox"/> 3♣ 1d6	<input type="checkbox"/> 3♦ 2d6	<input type="checkbox"/> 3♥ 3d6	<input type="checkbox"/> 3♠ 4d6
<input type="checkbox"/> 4♣ 1d6	<input type="checkbox"/> 4♦ 2d6	<input type="checkbox"/> 4♥ 3d6	<input type="checkbox"/> 4♠ 4d6
<input type="checkbox"/> 5♣ 1d6	<input type="checkbox"/> 5♦ 2d6	<input type="checkbox"/> 5♥ 3d6	<input type="checkbox"/> 5♠ 4d6
<input type="checkbox"/> 6♣ 1d6	<input type="checkbox"/> 6♦ 2d6	<input type="checkbox"/> 6♥ 3d6	<input type="checkbox"/> 6♠ 4d6
<input type="checkbox"/> 7♣ 1d6	<input type="checkbox"/> 7♦ 2d6	<input type="checkbox"/> 7♥ 3d6	<input type="checkbox"/> 7♠ 4d6
<input type="checkbox"/> 8♣ 1d6	<input type="checkbox"/> 8♦ 2d6	<input type="checkbox"/> 8♥ 3d6	<input type="checkbox"/> 8♠ 4d6
<input type="checkbox"/> 9♣ 1d8	<input type="checkbox"/> 9♦ 2d8	<input type="checkbox"/> 9♥ 3d8	<input type="checkbox"/> 9♠ 4d8
<input type="checkbox"/> 10♣ 1d8	<input type="checkbox"/> 10♦ 2d8	<input type="checkbox"/> 10♥ 3d8	<input type="checkbox"/> 10♠ 4d8
<input type="checkbox"/> J♣ 1d8	<input type="checkbox"/> J♦ 2d8	<input type="checkbox"/> J♥ 3d8	<input type="checkbox"/> J♠ 4d8
<input type="checkbox"/> Q♣ 1d10	<input type="checkbox"/> Q♦ 2d10	<input type="checkbox"/> Q♥ 3d10	<input type="checkbox"/> Q♠ 4d10
<input type="checkbox"/> K♣ 1d10	<input type="checkbox"/> K♦ 2d10	<input type="checkbox"/> K♥ 3d10	<input type="checkbox"/> K♠ 4d10
<input type="checkbox"/> A♣ 1d12	<input type="checkbox"/> A♦ 2d12	<input type="checkbox"/> A♥ 3d12	<input type="checkbox"/> A♠ 4d12
<input type="checkbox"/> JOKER	<input type="checkbox"/> ♣1	<input type="checkbox"/> ♦2	<input type="checkbox"/> ♥3
<input type="checkbox"/> JOKER	<input type="checkbox"/> ♣1	<input type="checkbox"/> ♦2	<input type="checkbox"/> ♥3
		<input type="checkbox"/> ♠4	d12
		<input type="checkbox"/> ♠4	d12

'Past' Card
(reshuffle)

Corporeal Traits

Deftness: Hand-eye coordination and manual dexterity. Great for shootin' holes in things.

Nimbleness: Covers agility and overall physical prowess. Associated with climbin' and fightin'.

Quickness: How fast you are - can affect who goes first and how much you can do in a round.

Strength: To lift heavy stuff or hurt someone.

Vigor: Endurance, constitution, and fortitude.

Mental Traits

Cognitions: How perceptive and alert you are. Knowledge: Book smarts and experience.

Mien: Charisma, Presence, Influence, etc.. Helps ability to impress or intimidate.

Smarts: Wits and deduction. Ability to think on your feet.

Spirit: Willpower and your connection to the otherworldly.

Trait-Derived Stats

Pace = Nimbleness die type

Wind = Vigor die type + Spirit die type

Aptitudes (skill points) = Knowledge + Smarts + Cognition die types (max 5 each skill)



You start with \$250 in any combination of Union and Confederate money.

For God's sake, cover yourself!

<input type="checkbox"/>	<input type="checkbox"/>	Long Underwear	\$2
<input type="checkbox"/>	<input type="checkbox"/>	Work Shirt & Trousers	\$3
<input type="checkbox"/>	<input type="checkbox"/>	Dress Shirt & Pants	\$5
<input type="checkbox"/>	<input type="checkbox"/>	Suit or Fancy Dress	\$5

You ain't no Hobbit.

<input type="checkbox"/>	<input type="checkbox"/>	Shoes	\$2
<input type="checkbox"/>	<input type="checkbox"/>	Boots	\$8
<input type="checkbox"/>		Gun Belt	\$2
<input type="checkbox"/>	<input type="checkbox"/>	Holster	\$3
<input type="checkbox"/>	<input type="checkbox"/>	Fast Draw Holster	\$11
<input type="checkbox"/>		Rifle Scabbard	\$3
<input type="checkbox"/>		Shotgun Thong	25¢

How about a hat?

<input type="checkbox"/>	Derby	\$1.50
<input type="checkbox"/>	Fedora	\$3
<input type="checkbox"/>	Stetson	\$5
<input type="checkbox"/>	Sombrero	\$3.50

A little protection?

<input type="checkbox"/>	Chaps (light armor -2)	\$4
<input type="checkbox"/>	Duster	\$10
<input type="checkbox"/>	Mule	\$50
<input type="checkbox"/>	Horse	\$150
<input type="checkbox"/>	Saddle	\$25
<input type="checkbox"/>	Saddle Bags	\$5
<input type="checkbox"/>	Wagon	\$200

	Weapon	Price	Damage	RoF	Ammo
☐☐	Derringer	\$68	3d6	2	2
☐☐	Pistol	\$15	3d6	1	6
☐	Rifle	\$25	4d8	1	15
☐	Shotgun, LA	\$35	4d6	1	4
☐	Shotgun, DB	\$35	4d6	2	2
☐	Bow	\$3	STR+1d6	1	0
☐☐	Knife	\$2	STR+1d4		DB+1
☐☐	Tomahawk	\$3	STR+2d6		No DB
☐☐	Bowie Knife	\$4	STR+1d6		DB+1
☐	Saber	\$15	STR+2d8		DB+2
☐	Bayonet	\$	STR+2d6		DB+3

☐☐☐☐☐ Pistol Rounds (50) \$3

☐☐☐☐☐ Rifle Rounds (50) \$4

☐☐☐☐☐ Shotgun Rounds (20) \$2

☐☐☐☐☐ Arrows (20) \$2



Broke yet?

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Bacon, per lb.	15¢
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Coffee, per lb.	25¢
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Trail Rations, day	50¢
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Cigar	5¢
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Tobacco, chew	50¢
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Tobacco, smoke	50¢
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Lantern Oil, gallon	10¢
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rolling Papers	5¢
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Apple	1¢
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speed Load Cylinder	\$3

Quick Starter Pack

Work Clothes, belt, hat, and boots. Horse, Saddle, Saddle bags. Fast Draw Holster w/ Loaded Peacemaker pistol. Box of Pistol Ammo. Canteen, bedroll, matches, and 5 days rations. \$35 in Union bills and \$30 in Confederate Bills.

<input type="checkbox"/> <input type="checkbox"/> Cheap Whiskey, bottle	\$2	<input type="checkbox"/> <input type="checkbox"/> Canteen	\$1
<input type="checkbox"/> <input type="checkbox"/> Good Whiskey, bottle	\$5	<input type="checkbox"/> <input type="checkbox"/> Matches, box of 50	50¢

<input type="checkbox"/> Pipe	\$2	<input type="checkbox"/> Backpack	\$2	<input type="checkbox"/> Bedroll	\$4
<input type="checkbox"/> Harmonica	50¢	<input type="checkbox"/> Mess kit	\$2	<input type="checkbox"/> Lantern	\$2.50
<input type="checkbox"/> Shovel	\$1.50	<input type="checkbox"/> Straw hat	25¢	<input type="checkbox"/> Watch	\$2.50
<input type="checkbox"/> Gold Watch	\$10	<input type="checkbox"/> Playing Cards	25¢	<input type="checkbox"/> Pick	\$2
<input type="checkbox"/> Handkerchief	5-25¢	<input type="checkbox"/> Winter Coat	\$15	<input type="checkbox"/> Skillet	50¢
<input type="checkbox"/> Suspenders	25¢	<input type="checkbox"/> Wallet	\$1	<input type="checkbox"/> Candle	2¢
<input type="checkbox"/> Shaving Kit	\$2	<input type="checkbox"/> Small mirror	30¢	<input type="checkbox"/> Tooth	2¢
<input type="checkbox"/> Toothbrush	25¢	<input type="checkbox"/> Cow	\$8-\$30	<input type="checkbox"/> Chicken	\$2
<input type="checkbox"/> Bugle	\$3.25	<input type="checkbox"/> Moccasins	\$2	<input type="checkbox"/> Fiddle	\$3.25
<input type="checkbox"/> Mining Pan	\$2.50	<input type="checkbox"/> Root Beer	10¢	<input type="checkbox"/> 50' rope	\$5
<input type="checkbox"/> Bicycle	\$25	<input type="checkbox"/> Gun Oil	10¢	<input type="checkbox"/> Razor	\$1

Ammo x50 ☐☐
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Ammo x50 ☐☐
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CONFEDERATE \$:

UNION \$:



BASIC MECHANICS

Traits and Aptitudes are rolled against a Target Number (TN) which you must match or beat. Every 5 points over the TN is a "raise". The more raises the better you succeed.

THE BAD NEWS

If you ever roll more 1s than anything else on your dice you "go bust" - this is equivalent to a **critical failure**. Fate Chips cannot be spent.

THE GOOD NEWS

If you ever roll the highest number on the die you can roll it again and add the new total to the old total. This continues if the second roll was also the highest result (aka "ace").

INITIATIVE

Each player rolls Quickness (TN 5) and gets 1 card for free, 1 card for a success, and 1 card for each raise.

The max draw is 5 w/out special help.

The turn starts with the highest card going first. You can either use it or "put it up your sleeve." A card up your sleeve can be used anytime, but if you want to interrupt an action you must beat them in an opposed Quickness roll. Only one may be held.

If you draw a **red joker**, draw a chip and go anytime. If you draw a black joker the marshal draws a chip, plus you lose your highest card along with the joker.

d20	HIT LOCATION	called shot penalty
1-4	Legs	-4
5-9	Lower Guts	-2
10	Gizzards (+1 damage die)	-4
11-14	Arms (odd = off hand)	-4
15-19	Upper Guts	-2
20	Noggin (+2 damage dice)	-6

Vamoose actions: When someone attacks you, you can attempt to "vamoose".

This is the act of spending your highest action card to dodge (if shot at) or defend yourself with fightin' (if in a brawl). Your result must beat the aptitude roll made to hit you.



FATE CHIPS can be spent to improve a trait or aptitude roll (not damage) or to cancel a wound **when** it is received or to regain Wind

1. WHITE CHIP

You may roll 1 additional die.

Or

Cancel 1 Wound level or 1d6 Wind.

2. RED CHIP

You may roll an additional die and add that to your highest roll (as an ace).
Marshal draws Chip.

Or

Cancel 2 Wound levels or 2d6 wind

3. BLUE CHIP

As Red but Marshal gets no chip.

Or

Cancel 3 Wound levels or 3d6 wind.

At the end of session unused Fate Chips can be saved or converted to Bounty points to improve your character. Up to a maximum of 10 chips may be held.

Improv'in'

Chips may be redeemed for Experience Points (White = 1, Red = 2, and Blue = 3). New skills, edges, spells, removed hindrances... may require in-game actions as well.

Rasing Traits	Die Type	Triple the new Die Type
	Amt of Dice	Double the new Trait Level
Raising Aptitudes	Amt of Dice	Equal to the new Level
	Adding Specialty	3 Points
Gaining Edges		Triple the original cost
Removing Hindrances		Double the original cost
Gaining Hindrances		Free. No points earned
New Miracle, Favor, Hex		5 points
New Huckster Tricks		2 points