

THE POSSE

Posse name: _____

DEBTS

get one each time your posse does a job
d6 per debt during an interlude, on at least one '1', one comes calling for everyone
turn into a reputation to clear it

① _____
② _____
③ _____

④ _____
⑤ _____
⑥ _____

REPUTATIONS

what folk think of your ragtag gang
can be invoked for +1d or -1d and +1xp when relevant

▲▲▲ _____
▲▲ _____
▲ _____

▲ _____
▲ _____
▲ _____

JOBS

Start with 1
If there isn't one after an interlude, put one on the Territory.

When you put a job on the Territory, ask the following:

- 1. Who are we crossing?** Get a debt to them.
- 2. What's the pay?** 6-8 cash normal job, 1-3 botch, 10+ haul. Could also be something more intangible, like safety, time, or rescue.
- 3. Who owns the job?** They get paid +2 more cash and take the lead. If the job is a botch, they take a **debt to the posse**. However, they have final say on decisions. You can go your own way, but take a **debt to the posse**.

Debts to the posse can be cleared in an interlude or by taking action to settle the posse's debts. If a debt to the posse comes calling, you don't get paid until it's settled.

JOB 1

Job description: _____

Who's paying us? _____

Who are we crossing? _____

What's the pay? _____

Who owns the job? _____

JOB 2

Job description: _____

Who's paying us? _____

Who are we crossing? _____

What's the pay? _____

Who owns the job? _____

JOB 3

Job description: _____

Who's paying us? _____

Who are we crossing? _____

What's the pay? _____

Who owns the job? _____

INTERLUDE

go into an interlude after each job
kick back a bit, blow off some steam
you're gonna carry that weight

When you go into an Interlude:

- 1. Get paid**
- 2. Clear passing conditions, then eat.** Eat decently - 1 cash, get back 3 grit, Eat well - 3 cash, all grit. Just eat? 1 grit.
- 3. Get your stuff back**
- 4. Hone**
- 5. Check debts** - 1d6 per debt (yours and posses). Get a 1? A debt comes calling, either now or later. Takes up your free interlude action if so.
- 6. Take one interlude action, or two and pay 1 cash**

INTERLUDE ACTIONS Take one, or two if you pay 1 cash. If a debt comes calling now, you can only take 1 and spend 1 cash.

Heal

Get some rest, partner. Get rid of a bad condition. Get rid of a second one or a bullet by spending 2 cash or getting a debt to a doctor.

Work a side hustle

Work an honest job. Get a deal of that job. It has quality 1, and can be improved by spending 2xp after taking this action. Roll your job like a quality. 1-3, take 2 cash and a debt, or nothing. 4-5 take 2 cash. 6 take 3 cash.

If it's a long term project, set a clock and tick segments on the clock instead of cash.

Barter

Buy something 1 to 1 with cash, from someone. Good rep? Lower prices by 2. Bad rep? Raise by 2. Alternately, steal it and get a debt, ask your contact to acquire it (roll their quality), or set up a job to acquire or steal it if it's worth 6 cash or more.

Sell stuff or deals for 1/2 price, rounded down.

Scout the Territory

Put a job on the territory, owned by you. Then put something new on the Territory.

Cavort

Spend up to 6 cash, roll 1d6 per cash spent, then consult

- 1 - Choose one: Take a debt, pay 4 cash, or get a bad reputation based on what went wrong - (examples: Wastrel, Drunk, Addict, Bad Gambler, Trouble Maker, Spendthrift).
- 2 - Take a debt, or lose 2 cash from bets.
- 3 - Hear an interesting rumor - put something new on the Territory.
- 4 - Get a good reputation based on what happened (examples: magnanimous, friend of the mayor, socialite, good gambler)
- 5 - Win 2 cash from bets.
- 6 - You win 4 cash from a big bet and get a debt to the poor sap you won it off, even if it was fairly won.

HONE

Spend cash or exp to improve. Each option can be done once per Interlude.

- Improve a personal quality by 1, once, for 4 xp (6 times ever)
- Improve a gun quality by 1, once, for 4 cash (4 times ever)
- Get a new personal deal (2 xp random 4 xp choose)
- Get a new gun deal (2 cash random, 4 cash choose)
- Improve a Big Deal (3 xp)
- Change Big deal (6 xp), keep improvements

Make a name for yourself

Get a new reputation. If it's hard to get, throw down and make a roll to see if you can get it now. 6 - you choose the reputation, 4-5 you choose one and group chooses one, narrator picks one, 1-3 rest of the group chooses

Clear your name

Clear a reputation. If it's infamous, take action right now to clear it, otherwise put a job on the territory to clear it.

Settle Debts

Attempt to settle a debt (your own or the posse's). If they're related, you can settle multiple at a time. Either pay what's owed, find a new way to pay, or resort to the Law of the Gun (mutually agreed upon gun duel, killing does not incur a debt).

Retire

Attempt to leave the West for good and settle down somewhere. Roll your past like a quality and choose the lowest result. If 0, roll 2 and pick the highest. If you roll over your number of debts, you can retire. Check your future to see the quality of your retirement, then detail it. Check your past to see how long it is before your past catches up to you. (4- A matter of days, 3 - Could be weeks, could be a year or two, 2 - At least a couple years, 1 - Could be a decade, 0 - Some-day long off, when the West is dead.)

After an Interlude

All your money except 4 cash runs out. That's just how it is, friend.
If there's no jobs on the territory, put one on the territory right now.

Good luck out there, cowpoke.