ONE PAGE CHEAT SHEET

Trigger Types

SA (Single Action): You need to use a bonus action to cock the hammer before you can fire. The benefit of an **SA** gun is that you can take a special action called **Fan the Hammer**.

DA (Double Action): Just pull the trigger and it shoots. The weapon can be fired multiple times in a round.

WEAPON PROPERTIES...

Slow Loading: You can take an action to reload a single round into the weapon's cylinder or magazine.

Standard: You can use an action to reload the weapon, but while doing so you can only move at half speed.

Fast Reload: Using a spare cylinder or a moon-clip, reloading only takes a bonus action.

... FLAWS ...

Jam-prone: Any time you roll a natural 1 with a Jam-prone weapon, it will jam. You'll need to take an action and make a successful check to unjam it before it can be fired again.

Overheating: An overheated weapon gets disadvantage on attack rolls and it becomes **Jam-prone** temporarily. For revolvers, this happens after the first cylinder has been emptied completely, shotguns can be reloaded once. Weapons *without this flaw* can handle being discharged twice as many times before they heat up too much, and they don't become **Jam-prone** while hot.

Inaccurate: The normal range is reduced by 10 feet.

Loud: If fired in a small enclosed space, everyone inside must make a DC 12 Constitution save or be deafened temporarily.

... AND TRAITS

Accurate: Increase the close range of the weapon by 10 feet. This trait is incompatible with the **Inaccurate** flaw.

Automatic: Automatically ejects shells either as they are fired or when the cylinder is released for reloading etc.

High Caliber: Upgrade damage dice by one step. High caliber rounds cost twice as much as normal.

Silenced: The DC is 15 to perceive and recognize the gun being fired for what it is. Incompatible with the **Loud**-flaw.

Seven Shooter: Fit seven instead of 6 rounds into the gun's cylinder or magazine!

Solid Construction: The opposite of the **Overheating** flaw (and also incompatible with it): never worry about the gun overheating.

Recoil: Shots fired after the first have disadvantage. Adding this trait also adds the **Loud** flaw and it supersedes the **High Caliber** trait. Damage is increased.

Firing a Shotgun

Normal roll: Normal damage on a hit, minimum damage (no bonus) on a miss.

Roll with Advantage: Normal damage on a hit, minimum damage (+Dexterity bonus) on a miss.

Roll with Disadvantage: Half damage on a hit.

Weapon Type Abbreviations

Handguns
- **FL** (Front loading)
- **CR-Cap** (Cylinder Release, Cap & Ball)
- **TB** (Top-Break)
- **SOC** (Swing-out cylinder)
- **CR-B** (Cylinder Release, Bullets)
- **MF** (Magazine-Fed)

Shotguns
- **SS** (Single Shot)
- **DB-SS** (Double-barrelled, Single Trigger)
- **DB-DT** (Double-barrelled, Dual Trigger)
- **LA** (Lever Action)
- **PAP** (Pump Action Prototype)
- **Soff** (Sawed-off Double Barrel)

Special Actions

Fan the Hammer: All creatures in a 5' by 10' area make a Dexterity save (minimum DC is 12) or take damage. You need to have an **SA** weapon and start with a fully loaded cylinder. Double damage if there is only one creature in the area and it is Large or larger.

Aim: Carefully line up your shot instead of moving. Doubled close range until the start of your next turn. If you **Aim** and **Fan the Hammer**, no range increase but the DC is 3 higher.

Unjam a Gun: Roll an Intelligence check against DC 12. A success unjams the gun. Alternatively, you can try to force the gun to work: roll a Strength check against DC 14.

Jamming Spell: Use a special ability or spell to jam the target's weapon instead of applying one of the following conditions: **incapacitated**, **paralyzed**, **restrained** or **stunned**.

Dynamite!

A single stick does 3D6 bludgeoning damage in a 10 ft. radius sphere. A successful DC 12 Dexterity saving throw halves the damage. Additional sticks add +1D6 damage, +5 ft. radius.
- Normally dynamite explodes on the round after you ignite it, just before your next turn.
- Spend your move to shorten the fuse and wait a moment before throwing: the explosion then occurs at the end of your current turn.
- Lighting dynamite is a bonus action. Roll a ranged attack (range(30/60), thrown). If the attack hits AC 10 or higher the dynamite lands where you want. A miss means the explosive lands halfway or 10 feet further (GM's choice).
- On a natural 1, the lit explosive lands at your feet.
- Several sticks of dynamite can be tied together before throwing them, but each additional stick applies a -1 penalty on the attack roll and decreases the maximum range by 10 feet.
- Alternatively, dynamite can be hidden or placed stealthily.

Downtime Actions

- Acquire training
- Provide various services
- Seriously relax
- Fiddle around with new things
- Hit the stacks
- Go smoke a pipe
- Go dig a foxhole
- Play some poker
- Order a new piece
- Fix my gun
- Ride like the wind
- Revisit an old case