

SIX-SHOOTER

WORLD-BUILDING AND CHARACTER
CREATION GUIDELINES FOR
A WILD WEST -THEMED 5TH EDITION
D&D CAMPAIGN

(PART THREE)



SIX-SHOOTER

RULES & GUIDELINES FOR A WILD WEST INSPIRED CAMPAIGN IN 5TH EDITION D&D

Introduction: Six-Shooter is primarily a system for adding a variety of Wild West -era firearms to a 5th edition D&D campaign. Alongside the guns, there are several additional rules to add even more gunslingin' flavor to the game.

The system is split into four parts according to the type of content within. Part One contains all the rules for using firearms and a way of generating weapons with random variables. Part Two offers more advanced rules for using cover and a few new game mechanics. Part Three focuses on the Wild Western Fantasy world and character creation, and Part Four is meant for DMs running a game using Six-Shooter.

Six-Shooter is designed with modularity in mind, so you can pick up a single rules mechanic to use or a whole bunch of them. For instance, Part Two contains rules for adding Luck as a seventh ability score, and in Part Three there is an alternative to D&D's traditional Alignment system.

Designed for characters of any class, 1st level and up

BY OOZNYNKOO



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, PLAYER'S HANDBOOK, MONSTER MANUAL, DUNGEON MASTER'S GUIDE, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

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PART THREE: THE WORLD & THE PEOPLE

CONTENTS

» THE (DEFAULT) WORLD OF SIX-SHOOTER.	5
STUFF IS MOSTLY POWERED BY COAL	5
RELIGION AND OTHER ARCHAIC NONSENSE	5
DO YOU BELIEVE IN MAGIC?	5
YOUR PLACE IN THE WORLD	6
» CHARACTER CREATION OPTIONS	7
BORN UNDER A BAD SIGN	7
water	7
shadow.	7
bound.	7
earth	7
spirit	7
wild	8
fire.	8
sun	8
air	8
THE USUAL SUSPECTS	8
FOOD FOR THOUGHT.	9
» WHAT IS THERE TO DO?	9
DOWNTIME ACTIONS	9
Acquire training	9
Provide various services.	9
Seriously relax	9
Fiddle around with new things.	10
Hit the stacks.	10
Go smoke a pipe	10
Go dig a foxhole	10
Play some poker	10
Order a new piece.	10
Fix my gun.	10
Ride like the wind	10
Revisit an old case.	10
WHAT IF I HAVE SOMEWHERE I NEED TO BE?	11
» CHARACTER ADVANCEMENT.	11
XP by Difficulty at Different Character Levels.	12

COAL CHUTES AND STEAM ENGINES

The purpose of this part is to help you adapt an existing setting to better fit a Wild West inspired, somewhat less magical campaign. Six-Shooter isn't meant to be a fully fledged campaign setting, but rather a set of guidelines and ideas to draw from when you want to plan and design a campaign for 5th Edition D&D with a gunslingin', train-robbin', whiskey-drinkin' Wild West style narrative.

So far we've discussed some general rules, mostly campaign-nonspecific stuff. I'll try to keep things setting-neutral, as I intend Six-Shooter to be adaptable to any campaign world, whether it's officially supported by Wizards of the Coast or something homebrewed, but I'll give some more specific examples of what I've used it for (and where/how). You could think of it more like a mod you install on top of an existing game (world).

As stated in previous parts, the world has developed a bit further than a standard fantasy setting. I'll briefly go over the type of technology you'd expect to find in a city, how people get around and what everyday life might look like. You shouldn't think of it as non-fantasy, but rather a mix of traditional fantasy with a strong Wild Western theme. That said, there are some assumptions that might need to shift a little, depending on what you're used to in a game of D&D.

So let's start by describing the world, or maybe just the part of the world where the campaign is set... what the general mindset of people is like concerning religion and magic and dragons and stuff. And we'll go from there.

When describing the world or the cultures present in it, I'm really just trying to set the tone and address expectations. My emphasis is on how the world is different from a traditional fantasy setting. But again, the game could actually be set anywhere – maybe it's an alternate reality version of the world... seems reasonable to me.

For GMs: *In general, you should feel free to pick and choose which parts of this document to use in your campaign – they're mostly there to inspire you, not to restrict your creativity.*

**THANK YOU FOR YOUR INTEREST. I HOPE YOU FIND WHAT I'VE
CREATED HELPFUL AND INTERESTING, AND I APPRECIATE
ANY AND ALL FEEDBACK I RECEIVE.**



THE (DEFAULT) WORLD OF SIX-SHOOTER

In this chapter, we'll go over some stuff regarding the world in general. What kind of technology you can expect to be available, what the environment is like (in general) and what life is like for you and how you're different from everyone else – what makes you so special.

STUFF IS MOSTLY POWERED BY COAL

In urban areas, you are likely to see streets lit with gas-burning lights at night. The big steam engine of a train can be heard as it chugs its way into town. Coal is shoveled down chutes into basements, where it's used to fuel a boiler which warms up the house. Most industries are still at an early stage, but some rudimentary factories have been set up with steam-powered machinery to do the heavy lifting.

Trains connect small remote towns to the more central cities, and one can expect to find a railway station about every 100 miles or so, which will serve a handful of nearby towns. Many still prefer to carry their goods using wagons and horses, as ticket prices are quite high, especially for additional cargo. Road maintenance duties fall to each territory to handle themselves and roads overall are in poor condition, resulting in frequent breakdowns of wagon-wheels.

We can follow lines of cables hung from tall wooden poles running from station to station. These allow for quick communication via telegraph. Messages can either be received at telegraph stations or delivered by courier from there. Postal services are cheaper than using the telegraph, but also take a whole lot longer to reach their destination.

The environment outside towns and cities is mostly barren. Life flourishes on riverbanks and in the forested areas around the foothills of snowcapped mountains, but between each of these, are long stretches of open desert, badlands or rough tundra.

Thankfully the weather stays quite mild and you won't have to worry about freezing to death at night, even sleeping under the stars. On the other hand, the noon sun is merciless when the skies are clear, which is often. There are spots in the desert where it hasn't rained in years.

In rural communities, you can expect a town to have some basic amenities including a general store, a

blacksmith, a saloon/brothel, a livery stable and possibly a sheriff's office and jailhouse. You won't find gunsmiths in every town and other less prevalent stores include butchers', bakers' and (candlestick makers) clockmakers', all of which can be easily found in bigger cities. Also, everyone thinks they're professional carpenters.

Most towns will have a water tower, however small. Some need to be filled using a system of pulleys and buckets, some have a windmill providing the lift, but others have a pump that's either manually powered or has a simple steam engine to power it. Most towns aren't dependent on a single well either; usually, there are two or three in the nearby area, one of which is likely near the saloon.

Coal mines are a thing and coal miners are well respected for their endurance and tenacity. They keep the pumps pumping, the boilers boiling and the trains chugging along.

RELIGION AND OTHER ARCHAIC NONSENSE

Religion isn't a big thing in the world or at least the prevailing culture, outside of which, little is known. The one form of worship that still seems to have some sort of foothold is that of ancestors and ancient spirits, and a wide variety of superstitious nonsense. Some say this includes spirits of nature – elemental forces – or even emphasize their value and importance over all others.

Temples really aren't a thing. Should people congregate they usually do so at a spot which holds some significance to them as a group. To most, though, religion seems like an archaic concept – clearly nothing is listening to people's prayers, so why bother. As there is no clear institutional construct for people's religious needs, the few truly faithful individuals are scattered around, living mostly as hermits or in rural communities, and most religious ceremonies have clearly shamanistic tendencies.

Clerics and druids both exist and might resemble each other on the outside, but a cleric seeks to serve the people and possibly their ancestors, whereas druids are more concerned to the environment and strive to maintain some sort of balance. Sweat-lodges apply to both, as does smoking a pipe while monotonously chanting for hours on end.

DO YOU BELIEVE IN MAGIC?

Magic has no place in modern society. Science and the progress thereof are much more important for everyone's continued well-being. Society can't rely on a handful of individuals with arcane knowledge to help them out in a pinch; much better for everyone to concentrate their

efforts on coming up with a solution using the gifts the earth has given them, not some strange mystical nonsense.

Magic is often considered even more a thing of the past than religion is. Yet magicians still remain, several kinds of them even, but they are probably all up to no good. Either they're outright criminals on the run from somewhere or people who have yet to get caught messing. While the use of magic may not be officially illegal, it'll surely catch the attention of the law as well as sending people running and screaming. So it should go without saying: there are no schools of magic, no libraries filled with ancient arcane tomes, and hopefully no-one to teach eager young apprentices their occult secrets.

No, wait! Don't go yet, just keep reading! Really, you can play any flavor of wizard you like, don't worry. Just don't go around advertising your wizardness, maybe?

YOUR PLACE IN THE WORLD

You, the players, will play the part of Agents on the lookout for criminal and/or otherwise malevolent activity. You work for something called the Agency, which is where you get your missions. You are on permanent retainer for a fixed weekly pay and are sent out on missions from a central location to nearby towns or other points of interest. Your job is to investigate, apprehend and bring back those responsible for any misdeeds.

You are likely to encounter bandit-groups, strange cults, roaming monsters and may find yourself in pursuit of

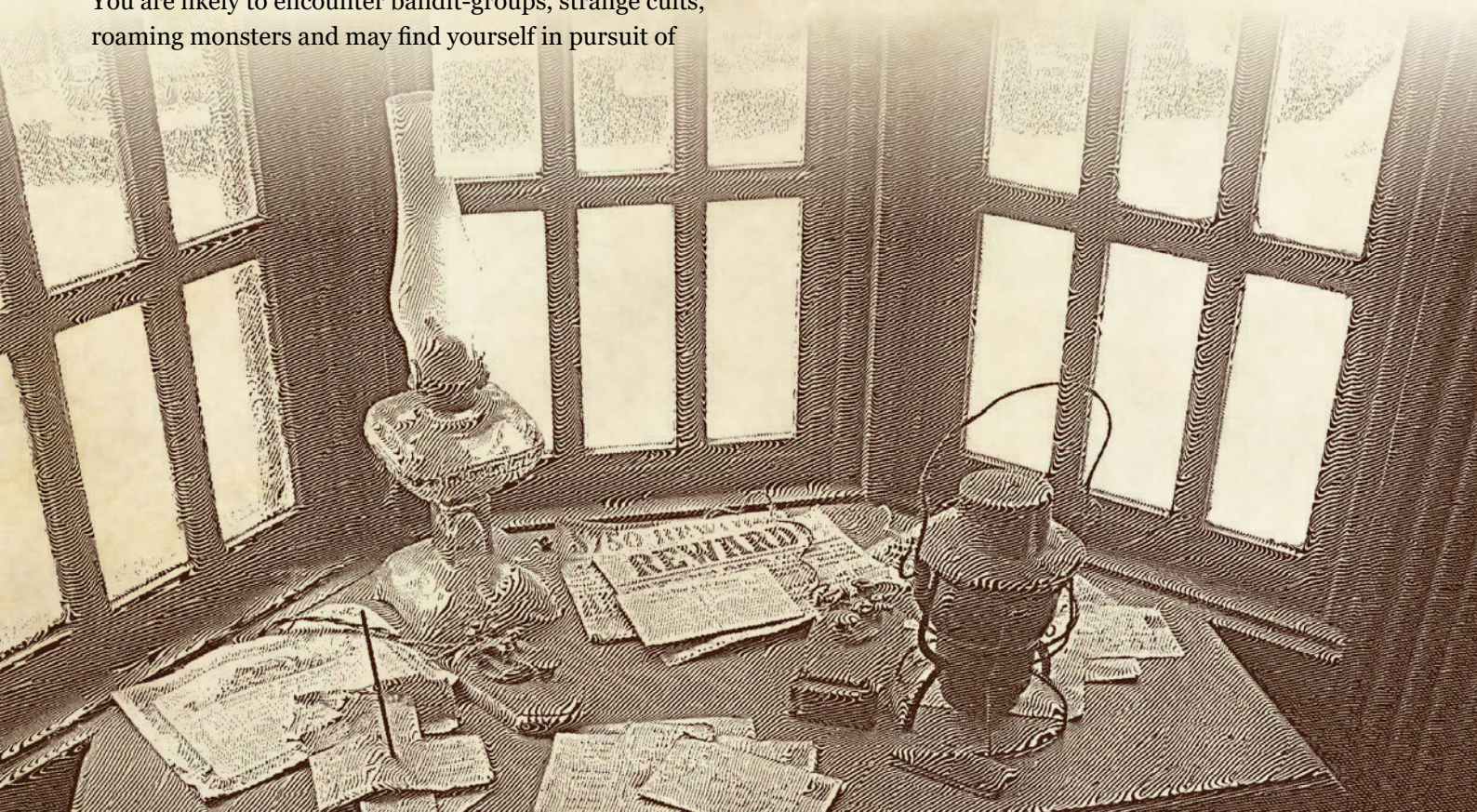
your assigned prey for long stretches before finally catching up to them in a final, dramatic confrontation.

Most Agents have a background in military service (possibly the Soldier background), which can be among several different outfits (scout, medic, infantry, artillery, cavalry, heavy...), including a kind of special forces, who train magic-users to combat other magic-users, in addition to providing an edge to their team of agents out in the field. Just remember to keep it on the down low, as the local populace will probably want to burn you as a witch or for colluding with dark spirits, regardless of who you work for. Oh yeah, superstition is doing just fine in this unreligious, nearly magicless world.

SO HOW ABOUT THOSE DUNGEONS AND/OR DRAGONS?

Dungeons? Sure! Dragons... well let's just say they haven't been seen in centuries. Most people think they're the stuff of legends. Some people claim they exist but they've gone into hiding and continue to live out their long lives on some secluded island unreachable to others. So... who knows.

But yeah, dungeons could definitely be a thing, all kinds of bandits camp up inside their long-abandoned depths thinking the Law won't get to them. It's unlikely to find whoever built the dungeon still inhabiting it, or anyone who even remembers who that was in the first place, but they're still there... it's just that they were emptied of anything valuable quite a while ago. Well, at least most of them were.



CHARACTER CREATION OPTIONS

There are a few points I want to bring up regarding character creation for the game and its setting. We're deviating from the standard fantasy setting in a few ways, the biggest of which is likely the inclusion of firearms, and how technology, on the whole, is somewhat more advanced.

Let's talk about **Alignments**. A lot of people are used to seeing the same system of nine different alignments depicting a character's moral and ethical views along two axes. I feel that some of these nine alignments can be quite black and/or white, and in a Wild West-style campaign, I believe shades of gray should be more prevalent. So while you could ban certain alignments, that'd be adding more restrictions, where I actually think there should be fewer. So instead of alignment, I'm presenting starsigns as a substitute. Where it says "Alignment" on the character sheet, you can write one of nine starsigns.

BORN UNDER A BAD SIGN

Astrologers look to the skies in an attempt to predict what the future holds, and their predictions, horoscopes for people born on certain days, also offer descriptions of those individuals' (stereo-)typical personalities.

The nine starsigns (described below) appear in a complicated pattern spanning several years, and there are some days when none are more prevalent than others. Pick the starsign that best describes your character's personality. If none seem to fit – even remotely – your starsign is unknown.

Each starsign also has some associated skills or saving throws. Once per game session, you can declare you're tapping into your inner self or your subconscious mind or basically just doing what you do best, to gain advantage on one of the rolls listed for your chosen starsign.

Furthermore, all but one of the signs have an opponent, another sign that is somehow opposite and antagonistic in nature. When you meet someone whose sign is antagonistic to yours, you likely feel some tension, anxiety, or maybe you just immediately dislike the person for some reason. You know that to get along with this individual will require extra work, but it can be done if both parties make an effort. You might develop a kind of hierarchy with this antagonist or perhaps you see them as a rival and try to display your superiority whenever the opportunity arises.

Starsigns, or horoscopes, are basically broad

archetypes, so it's unlikely anyone will fit snugly into any single one, or that all aspects of their personality fit into one predefined shape. You could consider these loose personality guidelines as to what is important to your character or how they tend to act and react, or they could be patterns of behavior your character is striving to divert from.

WATER

Water signs move with the flow of things. They tend not to attack or act aggressively, though they will counter any aggression towards them. Your emotions may swell but do so slowly and steadily. You might seem unsympathetic or to be lacking empathy, but it could be you're just taking your time to respond.

Antagonistic sign: FIRE

Advantageous rolls: ACROBATICS, CONSTITUTION SAVE

SHADOW

The limelight isn't suited for everyone. Shadow signs feel at home alone and in the dark; the less attention they receive, the more comfortable they are. You are well suited for stealthy reconnaissance work and have a strong sense of independence.

Antagonistic sign: SUN

Advantageous rolls: STEALTH, SURVIVAL

BOUND

You feel strongly your bonds to others (or things, places – even abstract concepts like law and order) and these ties provide a base for your own motivations. You may look to others to make decisions or at least take everyone's points of view into account before deliberating, or perhaps you feel you know what's best for everyone anyway.

Antagonistic sign: WILD

Advantageous rolls: MEDICINE, PERCEPTION

EARTH

A typical earth sign is stubborn, slow to change or adapt, but also stalwart and trustworthy. You are a like charging rhino on the battlefield, forthright and determined, hell-bent on proceeding to your goal. On the other hand, you will wait and listen patiently, when someone tries to tell you how stubborn you're being.

Antagonistic sign: AIR

Advantageous rolls: ATHLETICS, STRENGTH SAVE

SPIRIT

A spirit sign is attuned to themselves and those around them. You have an innate sense of what connects people, things, and places, though this understanding may remain subconscious. You can usually understand and

accept people for who they are and typically don't judge them for it. That being said, you might not always be able to find balance or be at one with yourself or your surroundings.

Antagonistic sign: –

Advantageous rolls: INSIGHT, WISDOM SAVE

WILD

The wild sign is unpredictable, spontaneous and fickle. You have few if any bonds with anyone or anything and you treasure your personal freedom. On the other hand, reconnecting with old acquaintances probably comes easily to you. Seeing others' rights and freedoms taken away may also strike a chord with you.

Antagonistic sign: BOUND

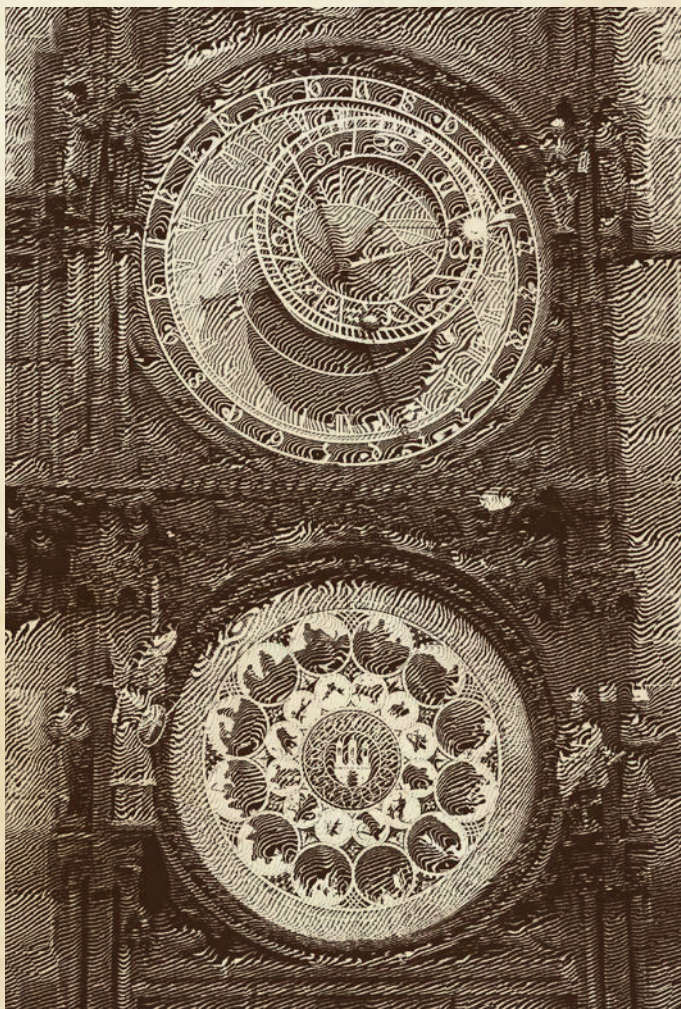
Advantageous rolls: ANIMAL HANDLING, CHARISMA SAVE

FIRE

Fire signs are driven by passion. Logic takes a backseat, decision making is mostly based on emotion and instinct. You are quick to anger, but also quick to forgive as the embers die down. You may even be so tied to the present, that others need to remind you what you're fighting for when that foe isn't immediately present.

Antagonistic sign: WATER

Advantageous rolls: INTIMIDATE, MEDICINE



SUN

The sun brings warmth and joy with its mere presence. You are the sun; you have the need to be out and about and present for all to see. You thrive on attention and impressing others with your photogenic presence. You can't fulfill your purpose when diminished and overcast.

Antagonistic sign: SHADOW

Advantageous rolls: PERFORM, PERSUASION

AIR

Air as an element can be seen as cold and cruel. Air signs tend to put themselves first. You understand the need to work with others, but can seem distant and unreceptive. You don't see a need to spare the feelings of others and don't worry about them taking a few for the team if it gets you closer to your goals.

Antagonistic sign: EARTH

Advantageous rolls: INVESTIGATION, DECEPTION

THE USUAL SUSPECTS

So you'll pick a class, race, and background as usual. In addition, you'll have the background feature from the Soldier background, that of having a military rank, but none of the proficiencies and stuff. Try to figure out how you wound up in the armed forces, which will likely have been your latest occupation prior to getting recruited by the Agency.

For figuring out and describing your character's personality, you have two options.

Option A: Proceed as usual. When trying to figure out your character's personality, keep in mind your chosen starsign. Maybe you can reinforce your sign with how you describe your personality, or maybe you can find some things that make for an interesting contrast with a typical whatever-your-starsign-is.

Option B (suggested): Instead of/in addition to choosing or coming up with personality traits, ideals, bonds, and flaws, you can come up with a driving force behind your character's actions. Your **Drive** could be something like: "Slavery should be abolished!" or "I will keep my comrades safe." or basically whatever you like. Aim for a nice and concise, fairly straightforward, single sentence. Your **Drive** should provide an answer to "What is it my character wants?" or "What is the reasoning behind my character's actions?"

If you're having trouble coming up with anything, just leave it empty. You shouldn't feel like your character has to be fully fleshed out, in the beginning. You can definitely leave some room to figure things out during play. Just be sure to make a note of it to your GM when you do come up with something.

WHAT IS THERE TO DO?

Anyway, there are no restrictions regarding races or classes. Whatever class and race you choose, try to figure out how they fit into a non-standard fantasy setting. For instance a paladin won't have a temple to serve, so it's likely they're more independent, which could also be more of a burden to bear... and they probably won't ride into town on a warhorse clad in full plate armor, though it's still possible, just a little weird(er).

You get the normal starting equipment for your class, except swap one of your weapons for a randomly generated firearm (there's a random firearm generator at the end of Part One). You are always proficient with your randomly generated weapon.

You can roll for a trinket if you like, but it'll be up to you to describe where from and how you got it and why you still have it.

DISCLAIMER: This bit is definitely quite pick-n-choosey. It is meant more as an example of how you can make characters fit the premise of this gunslinging adventure where they're basically bounty hunters or mercenaries with government contracts. If you don't like the military aspect, just chuck it and proceed with character creation using the normal rules.

FOOD FOR THOUGHT

Below are a couple of questions you might have a ponder about as they relate to your character and their backstory. These could also be presented in exposition scenes during the game (more info in Part Two), to explore something about your character the others might not know about yet.

First, **WHAT IS THE WORST THING YOUR CHARACTER HAS DONE?** Keep this a secret (you can tell the GM). At the start of the game, you'll need to figure out who if any of the other PC's knows about it.

Second, **WHAT IS THE WEIRDEST THING YOUR CHARACTER HAS SEEN OR EXPERIENCED?**

Also, here's a bonus question: **WHAT DO YOU THINK HAPPENED TO THE DRAGONS, IF THEY EVER REALLY EXISTED IN THE FIRST PLACE?**

GMs... feel free to replace these questions with ones that better fit your campaign or add others to the list.

In this chapter, we'll go over some stuff regarding the flow of the game. What can you do in your downtime between missions? What can you do to earn experience points? Super fun stuff like that!

Between missions, you need some time to slow down, relax and try to forget about all the horrible shit that went down during the last mission. Some go-getters prefer to spend this time earning more money, others might seek to spend theirs, and some just want to improve themselves by training or reading or whatever.

Players choose a single downtime action for each break between missions, as long as it lasts for at least one night (of free time). Downtime actions can lead to interesting stuff happening and may be played out over one or more scenes, or they can simply amount to a short exchange between the players and GM.

If you have something in mind that you wish to achieve during your character's downtime, but it doesn't fit any of the options listed below, ask the GM if you can do it for free or if it requires a downtime action. This list is meant to supplant the different downtime actions presented in the PHB or DMG.

DOWNTIME ACTIONS

ACQUIRE TRAINING

You spend some time training in a new skill. Choose a skill you aren't proficient with. Each time you spend your downtime action improving this skill, you get a quarter of the way to being proficient. You become fully proficient in this new skill after four downtime actions spent training. You can train multiple skill proficiencies, but they all require separate downtime actions to start and complete the training. Once you're halfway through training a new skill, you can add half your proficiency bonus to any relevant checks (rounded down).

PROVIDE VARIOUS SERVICES

You look for work, mostly errands and odd jobs in and around the town. You're likely to get at least a couple gold pieces for your efforts and might get a lot more if you find the right kind of work. Roll 1D100 and ask the GM how you did (they'll have a table to consult with your result).

SERIOUSLY RELAX

You invest in yourself and take the time to shrug off the stress and fatigue of your work. You gain 2D4 temporary

hit points at the beginning of the next mission, which last for up to three days thereafter (starting when you step off the train at your destination).

FIDDLE AROUND WITH NEW THINGS

Similar to when you Acquire training for a new skill proficiency, you pick a tool proficiency and spend two downtime actions to become proficient with it (the first downtime action gets you halfway there). Different types of firearms count as tools for this purpose.

HIT THE STACKS

You find a source of information, perhaps an archive of newspaper articles, the well-maintained library of some local individual, or maybe you just hear a lot of stuff from the other attendees of whatever pub you frequent. You get a wildcard which will let you know a thing or two about something you come across, that you wouldn't otherwise have known. You must use the wildcard during the next mission or you lose it.

GO SMOKE A PIPE

You seek out a religious practitioner and participate in some religious nonsense. You're awarded a weird potion or some kind of blessing if you believe in that kind of stuff. Ask your GM what you can expect to benefit from this downtime action, though they might choose to keep it a bit of a surprise each time.

GO DIG A FOXHOLE

You do some army reserve stuff and gain a contact higher up in whatever military faction you belong to. If you haven't done so before, you need to decide which faction this is. Here are some examples to choose from: infantry, cavalry, scout, medic, artillery, heavy or special forces. You also need to come up with a name for your contact, which can be a call sign.

PLAY SOME POKER

When you gamble you can lose it all or hit the jackpot or something in between. Roll a luck check (**Pushing Your Luck** on this roll may have unexpected consequences) and then roll 1D100 and consult your GM as to what happens.

ORDER A NEW PIECE

You design and place an order for a new gun. You visit and consult with several gunsmiths, learn about new innovations and negotiate prices to make sure you'll get what you want out of a sidearm. The process of designing a firearm is similar to generating one randomly, except you don't roll any dice and pick the properties you want instead before calculating the price. At the end of the

action, you'll need to make a downpayment equal to 10% of the final price. You can claim the weapon after your next mission at the earliest, provided you can pay for it at that time.

FIX MY GUN

After being damaged, a gun needs proper care to ensure it can serve you for a long time. You take your gun apart and go over everything piece by piece, making sure you don't skip anything, before putting it back together. If it's really broken – which is likely since you're choosing this downtime action in the first place – you need to take it to a gunsmith and pay 5d4 gp for their service to get rid of any extra flaws it might have collected over time.

RIDE LIKE THE WIND

You acquire a horse or other appropriate animal as a mount. It quickly becomes a loyal friend & servant. With further training, it may develop a specialized set of skills – your horse ain't no ordinary horse and others just can't compare. You have to name your mount in order for it to gain any special properties. Your mount gains further benefits if you use this downtime action more than once as indicated below:

1st use: Your mount will always be available on missions, regardless of how you get there or whether others have theirs at the ready. Basically, it's always there when you need it.

2nd use: Your horse can – on occasion – act as though it were significantly more intelligent than its regular counterparts, though it won't do so very often (once or twice per session). It can almost seem like it understands everything you say! Also, it knows where to stand in order to not be in the line of fire, though this doesn't apply to you or anyone else riding it. It just doesn't seem to get shot at as often as you'd expect.

3rd use: Your mount, whatever it looks like, has the game statistics of a sturdy warhorse (unless it was already stronger/sturdier – your choice which statistics to apply). You no longer need to worry about it getting hurt – unless someone really goes out of their way to do it harm; it is considered to have the **Evasion** and **Uncanny Dodge** abilities of the Rogue class.

REVISIT AN OLD CASE

You travel back to the site of one of the previous missions and talk to people there or take another look at some old reports etc. You could even go and interrogate some of the prisoners yourself. You get to ask one question for free (regarding the case in question) and the GM has to answer truthfully – if not completely. In addition, discussing matters with NPCs may show some things in a new light. Depending on the situation and possible

CHARACTER ADVANCEMENT

ability checks the GM may allow you to ask one or more follow-up questions as well.

WHAT IF I HAVE SOMEWHERE I NEED TO BE?

Not everyone will be able to show up for every session. This is normal, and it's fine – we have a system for handling stuff like this: I feel when a player is absent, their character should also be absent, otherwise things get weird and more pressure is put on the GM. So here's how it could work and still feel relatively plausible.

Of course, we'll need an in-game reason and mechanic for people to sometimes just off and leave in the middle of a mission – that's (one of the reasons) why we have the mysterious Agency. Sometimes they call people in for whatever extracurricular duties they need to have performed, and usually, it's a No-Questions-Asked kind of a thing, both before and after.

The Agency has ways of contacting their operatives when they need to and may even be able to disappear them from wherever they are, though, usually that person will just have to grab the next train out. I think it's completely fine to abstract what actually happens and how, as long as everyone understands that this is how the game works.

In some situations, for example, when the issue at hand is finding a way out of somewhere, it can make more sense for the missing players' characters to just watch the others' backs, instead of miraculously solving the puzzle for themselves.

This means players don't have to commit to being present for every session, (though backing out at the last minute is not cool and the GM is within their rights to take some XP away from you). I suggest setting the minimum number of players to three, any lower than that and combat in D&D gets overly lethal (potentially).

As the game is still basically Dungeons & Dragons, characters are awarded experience points (XP) for doing certain tasks, which then allows their characters to advance in level. Let's aim for a bit of transparency in what kinds of things players can do to earn XP.

One of the main sources of XP is monsters/non-player-characters (NPCs) and dealing with the threats they pose. You may not need to kill the monster to get the XP, but you will have to handle the situation in a way that the creature is no longer (nor will it become) a threat in your district. The amount of XP you get is simply dependent on the type of creature(s) involved and is divided equally among all participants.

When you complete a mission and successfully return to town to “collect” – so to speak – everyone who took part in the mission (not just everyone in the current party) gets XP according to the difficulty of the mission and the current average level of all agents. Mission XP already includes any you would receive for defeating creatures inherently tied to the mission's success; if you're tasked with apprehending someone, the XP for defeating them is included in the Mission XP, though defeating their cronies may still be awarded separately.

So XP varies depending on level, and Mission XP, in particular, is calculated based on the average level of all player characters in the game. Most missions will provide a nice chunk of XP for meeting the overall goal of the mission (“Apprehend the target” or “clear the road of bandits” or similar), as well as slightly smaller chunks for completing optional objectives (“Find out where the bandits came from” or “Find out who helped the fugitives escape”).

So let's say there are five characters in the game. One of them is in play for the first time and is 1st level, three are 2nd level and the last is 3rd level. The average level of all characters is thus 2nd (round up if .5 or above). A hard mission is completed and all five characters are awarded 150 XP for it regardless of which players are present. Optional objectives are usually considered easy or medium challenges.

If you earn enough XP to level up, you can do so during a rest (long or short) or during the next break between missions.

You can also come up with your personal objectives or even some which the whole party can share, but these need to be declared beforehand (written down somewhere) if you want any XP for their completion. The GM should award XP comparable to an optional mission objective for completion of a personal goal, but only to the character(s) whose goal it was.

XP BY DIFFICULTY AT DIFFERENT CHARACTER LEVELS

CHARACTER LEVEL	EASY	MEDIUM	HARD	DEADLY
1st	25	50	75	100
2nd	50	100	150	200
3rd	75	150	225	400
4th	125	250	375	500
5th	250	500	750	1'100
6th	300	600	900	1'400
7th	350	700	1'100	1'700
8th	450	900	1'400	2'100
9th	550	1'100	1'600	2'400
10th	600	1'200	1'900	2'800
11th	800	1'600	2'400	3'600
12th	1'000	2'000	3'000	4'500
13th	1'100	2'200	3'400	5'100
14th	1'250	2'500	3'800	5'700
15th	1'400	2'800	4'300	6'400
16th	1'600	3'200	4'800	7'200
17th	2'000	3'900	5'900	8'800
18th	2'100	4'200	6'300	9'500
19th	2'400	4'900	7'300	10'900
20th	2'800	5'700	8'500	12'700

your character's physical attributes, how they tend to dress, and what their overall attitude is. You can present this declaration to the GM at the end of the first session (at the earliest), for an **easy** XP.

Should a major change occur, you can update the description for a bit more XP; a major change would be Gandalf switching from his gray robes to pure white ones, so you can't just get a new hat and expect some XP for it every time.

The main benefit of these written descriptions is to remind other players (and the GM) what your character looks like so they don't have to ask all the time. Also, immersion.

IN BRIEF, YOU ARE AWARDED XP FOR:

- » DEFEATING/DEALING WITH MONSTERS
- » FINISHING MISSIONS
- » COMPLETING SIDE OBJECTIVES OR YOUR OWN PERSONAL OBJECTIVES/GOALS (WHICH YOU'VE INFORMED THE GM OF BEFOREHAND)
- » NAMING THE "EPISODE" AS A GROUP
- » PRESENTING PAST EVENTS AT THE BEGINNING OF A SESSION
- » WRITING A DESCRIPTION OF YOUR CHARACTER AND SHARING IT WITH EVERYONE AT THE TABLE

ANYTHIN' ELSE I CAN DO FOR SOME JUICY XP?

We're going for an action-oriented, episodic feel to this game, so naming each session when it ends grants XP to everyone present during the session. If the GM likes the name, they might award everyone with XP equal to a **medium** challenge at their level, otherwise, everyone gets an **easy** challenge's worth of XP. You, as a group, have to decide on the name before the GM tells you if they like it though. No backsies! Though, if the GM doesn't like it, they have to be able to offer a better option.

At the start of each session, someone can present the group with a "Previously on..." segment, reminding everyone of the major events so far and where we last left off. Players should decide beforehand whose task it is to prepare for this. Presenting this segment is worthy of **medium** XP (at the presenting player's current character level), as long as it's done well and gets the ball rolling; everyone eager and ready for whatever happens next.

Write down an accurate but concise description of your character and present it to the GM for them and possibly other players to reference in the future. Note

AND YOU'RE DONE... UNLESS YOU'RE THE GM, THAT IS

So far we've covered pretty much everything a player needs to know in order to create a character and start playing (and then some). The next (and last) part discusses all the stuff GMs may need to consider and plenty of tips and guidelines for running the game. We'll go over luck checks in more detail, some downtime actions need a bit more explanation, and generally, there's more stuff that'll help make sense of the world and perhaps explain how an existing campaign setting can be adapted for Six-Shooter. So... To Be Continued!

