

QUICKDRAW

A roleplaying game by Joe Richardson

WHAT DO YOU NEED?

All you need to play Quickdraw is at least one deck of standard playing cards and some scratch paper to keep track of stats and health! Each player can use their own deck, or everyone can draw from one deck, or anything inbetween. As long as you're using playing cards, you're golden.

THE WORLD

Quickdraw takes place in the Frontier - a dusty, barren world full of outlaws, gold, and steam-powered machinery. Think of every Wild West trope you can imagine and you'll find it here - with a few surprises added in. Orcs and Elves mingle in the saloon with Humans and Dwarves. Halfling servers scuttle around with drinks. Primeval monsters stalk the arid wastes, the new settlers butt heads with native tribes, and dwarven steam-machines mine away at the rich resources scattered throughout the barren land. It's a wild world, and it's up to you to decide what kind of impact your characters will make on it.

ACTIONS AND OUTCOMES

In Quickdraw, to decide outcomes you play a quick round of cards, called a "quickdraw." Your Gamemaster will tell you what stat the action relates to, and gives you a target number. Then, you take "hits" from the deck, flipping over cards and counting the face value (face cards are always 10, aces can be 1 or 11 - your choice) while trying to meet the target number, but not going above your stat. If the face value of the cards is greater than your stat, you "bust" and the action fails. If you get face value equal or above the target number, but equal to or below your stat, the task succeeds. If you get your stat exactly, it is a Critical Success. If the target

number is above your stat, the task is impossible, and you cannot succeed even with a Critical Success.

Target numbers can range from 11 to 21, 11 being the easiest task to perform, and 21 being almost impossible.

Optional Rule: If the deck(s) of cards you're using have jokers included, you can add them to the deck. If you ever hit and get a joker, the action is a Complication - you succeed in whatever you are doing, but in the process something else goes awry. For example, if you're trying to climb a mountain and draw a joker on your Brawn test, you would succeed on the draw, but you might set off a landslide that the party members below you now have to deal with.

CHARACTER STATISTICS

Characters have 4 stats that define them:

Brawn is a character's physical power and strength.

Smarts is a character's mental prowess and intelligence.

Agility is a character's physical quickness and precision.

Toughness is how much damage a character can take.

In addition, characters get skills. If your character has a skill that relates to a check they are making, you may discard one card from the draw at any time before the action resolves (including after you would bust). This can only be done once per draw.

The maximum for any stat is 21. The base for any stat is 11.

CHARACTER CREATION

Character creation is simple. Figure out your character concept and pick a race. Then, determine your stats: all stats start at 11 (plus whatever bonus your race may give), and you get another 6 points to distribute among them. Then, finally, pick three

things your character is good at as your skills (plus whatever skill your race gives you!). Finally, pick a Talent, name your character, and you're done!

CHARACTER ADVANCEMENT

After the end of a session, your GM will award experience points. These points can be spent to improve your character's stats or learn new skills. To improve a stat, you have to spend exp equal to the stat's current value. To learn a new skill, you have to spend experience equal to four times the number of skills you have.

RACES

Human: +1 to any stat, and one skill of your choice.

The humans were the first ones to push to explore the Frontier, and many of the shantytowns and waypoints that sprung up were started by human pioneers. The humans out in the wastelands are more or less evenly split between good and bad, but by and large like to mind their own business and are wary of strangers (especially other humans).

Orc: +2 Brawn. Bonus skill: Intimidation.

Orcs always go where there's fighting, and ever since the Frontier towns started popping up, there's been fighting a-plenty. Orcs flooded en-masse to the wastes, looking to ply their traditional trade (bruising) in a plethora of legal and not-so-legal manners. Orcs are a grumpy and stubborn lot, but they have a sort of honor, and most of them would rather die than go back on their word.

Elf: +2 Smarts. Bonus skill: Lying.

With the advent of the industrial revolution, the elves' forest homes were not long for the world. Now many of their kind look toward the Frontier with an almost religious zeal, looking ever west for a new place to call their own. Elves in the wastes are a skittish lot, rarely staying in one place at once. Most

of the other races don't trust them too much these days, but that's by and large a misconception: once you're in good with an elf you'd have to try hard to fight a more solid companion.

Dwarf: +2 Toughness. Bonus skill: Endurance.

The Dwarves were the first ones to harness steam power, and their engines of industry changed the entire world in a night. Now they head west, greed in their eyes, salivating over tales of iron, gems, and gold in the hills of the wastes. Frontier dwarves are hardier even than their mountain kin, and they have a reputation as shrewd businessmen and inventors. Most of the steam contraptions you run into out in the Frontier are dwarf-made. Many dwarves are loyal only to the coin, but there's always the proud few who hold up the honor of the west.

Halfling: +2 Agility. Bonus skill: Sneaking.

The diminutive halflings were the first to discover the wastes of the Frontier. Constantly restless, halflings are always on the move; wanderers and explorers in their heart of hearts. They brought back tales of the endless scrub and treasures hidden beneath, and they rode back with the humans and dwarves, always looking for a new horizon to explore. Halflings are almost all good-natured, and it's rare to find a surly one.

TALENTS

A talent is something that defines your character and how they interact with the world. Mechanically, it gives you options on how to do quickdraws.

Bruisers are the muscle of the frontier, from thugs, to highwaymen, to bodyguards. Bruisers know how to deal damage, and 5 times a day, they can add an extra damage to a successful attack for each Club card in the draw.

Gunslingers are the sharpshooters

and wanderers of the wildwastes. Known for their legendary precision, Gunslingers can discard all non-diamond cards from an attack draw 3 times a day.

Gamblers are known for always having an ace up their sleeve. At the start of each day, draw 5 cards. You may play one of these cards during a quickdraw instead of taking a hit. When you draw your new cards for the day, discard any unused cards from the previous day.

Leaders can inspire others around them to do greatness. 3 times a day, a leader may let a nearby ally (including themselves) redo a failed draw before the action is resolved.

HEALTH AND HEALING

A character's Toughness represents their resilience and ability to avoid damage. Your Maximum Toughness is the value of your Toughness stat and doesn't change unless it is raised through experience or you are wearing armor. Your Current Toughness (CT) fluctuates depending on how much damage you have taken, but can never go above your Max Toughness. If your character's CT hits 0 or below, they die. Most Toughness related rolls will be made at your current toughness. If you are wearing armor or heavy clothing, your Toughness is increased by 2 (as long as you are wearing it).

A character heals half of their CT, rounded down (minimum 1) with a good night's rest. Additionally another character may attempt to patch your character up, as long as you aren't in a dangerous situation. This is a Smarts draw vs your current toughness. Successes heal you for the total value of any Hearts that were in the successful draw. A character may only receive one of these rolls a day.

COMBAT

Combat is handled with a simple quickdraw. To attack someone, you make a draw versus their Current Toughness. If you succeed, you do

damage equal the excess face value above the target number of your draw. (For example, if you were attacking unarmed against a toughness of 14, and you got a 16 on your draw, you would do 2 damage for your total face value above 14). Damage is subtracted from the target's Current Toughness.

Equipment is largely arbitrary in Quickdraw. For combat purposes, if you are attacking with a weapon you gain an additional +2 damage. If you're wearing some sort of armor or heavy clothes, your Toughness is improved by 2.

FOR GAMEMASTERS

The best way of running Quickdraw is fast and loose. Keep an eye on your players' stats and keep things in the range of what they're capable of. Hard tasks should be a couple numbers below their stat cap, and only really exceptional tasks should be any higher. Use your best judgement!

Stories, plots, and foes can be drawn from whatever you want. The Frontier is a dangerous place, and there are limitless riches and dangers to find. Abandoned mines, raiding bandits, cattle-eating dinosaurs - just a few examples of the kinds of adventures that are out there.

As far as combat, use the same rules you would for choosing target numbers to pick a foe's Toughness, and treat them mostly the same as players (including taking weapons and armor into consideration). Be careful, though, about giving your enemies Talents. Generally it's a good idea to only give Talents to important foes who you want to be a significant challenge; they're a special thing, not something that everyone would have.

Be generous with your experience rewards. 15-20 is a good number for an average session.

BRAWN _____
AGILITY _____
SMARTS _____
TOUGHNESS _____

MAX TOUGHNESS _____

BASE _____ + ARMOR _____

CURRENT TOUGHNESS

BACKGROUND

NAME

RACE

TALENT _____

USES

INVENTORY

