WAY OF THE GUN



Roll 'The Way of the Gun' when you use violence to get what you want.

Current Value:

Scars:

Die Size:

Endgame value for this trait:

Endgame: Gunned down like a dog

WAY OF THE BASTARD

Roll 'The Way of the Bastard' when you use deception and villainy to get what you want.

Current Value:

Scars:

Die Size:

Endgame value for this trait:

Endgame: Become so corrupt you become a demon

I AM:

My Past

My Demon's Name and Description:

Demonic Miracles It Grants Me:

The Price it Asks in Return:

Why do I need the help of the shady feller on my right?

Rolling The Dice

To know how well you perform an action, roll one or more of your four dice. If any die is lower than its current rating, lower that rating by one. Your lowest die shows how well you do. Higher is bad, lower is better. On a 6 or higher, you barely succeed. On a 1, you do brilliantly.

Rerolling

If you are unhappy with your roll's result, you may reroll your dice as many times as you like

Co-Operating

To work together: everyone who is cooperating rolls their dice. The lowest die, rolled by anyone, determines the outcome.

Competing

If you are opposed by an outside force (like a thunderstorm or a crooked sheriff), then you might fail in your goal. Everyone who is competing rolls their dice. The lowest die, rolled by anyone, determines the outcome. The winner of a conflict may apply a Scar to one of the people involved in the conflict. If it's a tie, it may be that you get what you want with a cost, complication or compromise. Or it may be that no one gets what they want.

WAY OF THE DRIFTER

Roll 'The Way of the Drifter' when you use physical motion to get what you want or when you act alone.

Current Value:

Scars:

Die Size:

Endgame value for this trait:

Endgame: You ride off into the desert wastes, never to be seen again.

WAY OF THE SOU



Roll 'The Way of the Soul' when you use honesty and integrity to get what you want.

Current Value:

Scars:

Die Size:

Endgame value for this trait:

Endgame: You sacrifice your life to save another