



COWBOY WORLD

A pen and paper
role-playing game
powered by the apocalypse

Player Handouts

COWBOY WORLD

Name: _____ Age: _____

Look: _____ Gender: _____

High Concept	Attributes	Wounds (Lethal or Non-Lethal)	Earned
Archetype:	Body:	-1	Grit:
Twist:	Mind:	-1	Fame:
History:	Soul:	-1	Infamy:
		Permanent Debility	
Group theme:		-1	

Starting skills	Points	+ Attr	I am good (or bad) at this because..
	+2		
	+2		
	+1		
	+1		
	+1		
	-1		
	-1		

New Skills	Points	+ Attr	I am good at this because..

Beliefs, Goals and Issues

I believe that: _____

Therefore my goal is to: _____

My issue is: _____

Bonds: Name	Points	My bonds with them are:

Gear and Wealth

Gear: _____

Wealth: _____

- Player Moves**
- Use a skill:** Roll + Attribute + Skill. 10+: Success. 7-9: Add complications.
 - Influence:** Roll + Soul + Command or Intimidate or Charm. Or (For PVP) Roll + Bonds. Or (For NPC's) Roll + Fame or Infamy. 7-9: Demand payment or a promise.
 - Henchman:** Roll + Soul + Command, Intimidate or Charm. Or Roll + Fame or Infamy. If the henchman has the appropriate skill +3: take +1.
 - Read a situation:** Roll + Mind + Awareness. 10+: Ask 3 questions. 7-9: Ask 1 question.
 - Read a person:** Roll + Soul + Empathy. 10+: Ask 3 questions. 7-9: Ask 1 question.
 - Investigate:** Roll + Mind + Investigate 10+ Learn 3 facts. 7-9: Learn 1 fact.
 - Teamwork:** Everybody participating rolls + Attribute + Skill. The highest roll counts.
 - Nerve:** Roll + Soul + Nerve. 10+: Take +1 forward. 6-: Take -1 forward.
 - Brawl:** Roll + Body + Brawl or Plasma Bladesmanship. 10+: Disable. 7-9: Wound. (Take +1 on all body rolls against target.)
 - Shoot:** Roll + Body + Shoot. 10+: Disable. 7-9: Wound. (Take +1 on all body rolls against target.)
 - Covering fire:** Roll + Body + Shoot. 10+: They do not come under concentrated fire. 7-9: They do not come under concentrated fire for a short while. 6-: They are under concentrated fire now.
 - Concentrated fire:** Take -1 to -3 to all Body rolls.
 - Gang fight:** Roll + Gang Buff. 10+: Victory with few casualties. 7-9: More casualties. 6-: Defeat, major casualties.
 - Harm:** Roll + Body + Harm modifier. 10+ Lose narrative control. 7-9: Wounded (-1 to all body rolls) 6-: Disabled.
 - Heal:** Roll + Body + Mind + Medical (PC) or Roll + medical skill (NPC) 10+: Mortal wound becomes a wound. 7-9: Mortal wound becomes a debility. 6-: Patient dies.

CHARACTER CREATION CHEAT SHEET

Choose an Archetype from the list or invent your own:

The Cowboy / Cowgirl	The Rancher	The Barber	The Music Man
The Drifter	The Cattle Baron	The Blacksmith	The Indian Maiden
The Gunslinger	The Railroad Baron	The Frontier Doctor	The Magical Indian
The Outlaw	The Homesteader	The Schoolmarm	The Medicine Man
The Bandido	The Chinese railroad worker	The Southern Gentleman / Belle	The Half-Breed
The Retired Outlaw	The Medicine Showman	The Undertaker	The Savage Indian
The Bounty Hunter	The Prospector	The Preacher Man	The White Man Gone Native
The Circuit Judge	The Pony Express Rider	The Cat-house Madam	The Army Scout
The Pinkerton Detective	The Gambler	The Mountain man or woman	The Cavalry Officer
The Sheriff	The Tenderfoot	The Pioneer	The U.S. Marshall

Twist and History

Twist: What makes your character unique, interesting and awesome?

History: How did your character get here?

Attributes and Skills

Allocate the modifiers -1, 0 and 1 to the three attributes Body, Mind and Soul.

Rules for skills:

1: All the starting skill slots on the character sheet must be filled.

2: Each skill must be tied fictionally to the character's High Concept

3: Negative skills must come from different attribute groups.

4: Custom skills (that are not on the list) are encouraged.

5: Negative skills may not be custom or specialist skills.

Choose your skills from this list:

Asterisked skills are specialist skills.

Body skills:

Shoot
Brawl
Ride / Drive
Rope
Athletics / Acrobatics
Strength
Stealth
Sleight of hand

Mind skills:

Awareness
Investigate
Gambling
Mechanics
Business
Medical*
Engineering*
Tracking / Survival*

Soul skills:

Nerve
Charm
Command
Intimidate
Bluff / Deceive
Empathy
Provoke
Music*

Beliefs and Goals

Beliefs: Look at the examples and then write your own belief. It has to be anchored in the game fiction.

Your Goal is the direct consequence of your belief: "I believe X therefore I will do Y." Your goal must be concrete and attainable in the game.

Look at the examples, then write your own goal.

Belief examples:

All men are equal with inalienable rights...
We must bring the light of civilization...
Law and order is everything...
The law is for the weak...
Money rules the world...
I was destined to have this ranch...
I am the fastest gun in the West...
I deserve a better deal in life...
I will never be humiliated again...
My sister is vulnerable...

Goal examples:

therefore I will defend the downtrodden
therefore I will make peace with the _____
therefore I will bring outlaws to justice
therefore I will rob Wells & Fargo
therefore I will find gold in those hills
therefore I will defend it with my life
therefore I will challenge Black Bart to a draw
therefore I will demand my share of the claim
therefore I will kill _____
therefore I will protect her with my life

Issue

Choose your Issue from the list, or write your own:

I am addicted to _____	I made an enemy of _____	My rage is triggered by _____	I freeze when _____
I am obsessed with _____	I am haunted by _____	I am lazy when _____	I owe _____
I have a compulsion to _____	I am hunted by _____	I hate _____	I am on the run from _____
I am distracted by _____	I betrayed _____	I am a loose cannon	I envy _____
I am afraid of _____	My skeleton in the closet is _____	I am naive about _____	I was found guilty of _____
I lie about _____	I get nightmares about _____	I am intolerant of _____	I am in trouble with _____

Bonds

Distribute 4 Bond Points among one to four other Player Characters, and describe those bonds. A Bond may not have more than 3 points.

Gear and wealth

You have a horse and a saddle. You have a firearm. Choose one: Revolver, Rifle or Shotgun. If you have the Shoot skill, you have two firearms. If you have the Brawl or Tracking / Survival skill, you have a bad-ass knife. You have all the stuff that is necessary for your occupation, for example mining tools, medical kits, etc.

You are either Rich, Comfortable, Poor or Broke, according to you High Concept and history.

Rich: You can buy property and pay workers or henchmen.

Comfortable: You can buy an extra horse, a cart, or farming or mining tools.

Poor: A simple roof over your head and a decent meal a day.

Broke: You probably have to sleep under a tree, but you can still buy some beans and stale bread. For anything more than that, you'll have to beg or steal.

COWBOY WORLD PLAYER MOVES

Basic Moves

Use a skill

When you use a skill when you are in danger, under pressure or when the stakes are high, roll + Attribute Modifier + Skill Modifier

If you do not have a general skill (a skill without an asterisk) you may still use that skill with a skill modifier of +0.

If you do not have a specialist skill (a skill with an asterisk) you cannot use that skill.

On 10+ you succeed. You describe the successful outcome of your action.

On 7-9 you succeed but the GM adds one or more: Cost, danger, a worse outcome or an ugly choice.

Henchman

When you order a henchman to do something by commanding, intimidating or charming him, roll + Soul + Command, Intimidate or Charm. Fame or Infamy may be used instead of Soul + Skill if fictionally appropriate.

If the henchman has the appropriate Skill = +3, take +1.

If the henchman is commanded to Shoot or Brawl, the results of the roll is equal to that of the Shoot or Brawl move. Otherwise:

On 10+, the henchman is successful.

On 7-9 he is only partially successful, or causes you cost, danger, a worse outcome or an ugly choice.

On a fail the henchman fails, refuses or quits. The GM may make a hard move against the Player Character.

Read a person

When you read a person in a charged interaction, roll+ Soul + Empathy

On 10+, ask the GM or the PC's player three of these questions.

On 7-9, ask the GM or the PC's player one of these questions.

Take +1 forward when you act on the information.

- is your character telling the truth?
- what is your character really feeling?
- what does your character intend to do?
- what does your character wish I'd do?
- how can I get your character to ___?

Teamwork

When you work together as a team to help one another, each helping character rolls + Attribute + Skill.

The highest of all the rolls counts.

On 10+, you do it faster, more efficient and with a better outcome as a group than you would have on your own.

On 7-9, you succeed but with cost, danger, a worse outcome or an ugly choice. If anybody rolled a fail, that person causes the complication.

Combat Moves

Nerve

When you face an obviously stronger, famous or infamous enemy in conflict, roll + Soul + Nerve

On 10+, you're full of bravado. Take +1 forward to escalate the conflict.

On 7-9, you're OK.

On 6-, you flinch. The conflict escalates. If you decide to stand your ground, take -1 forward.

Shoot

When you shoot at a target when you are in danger, under pressure or when the stakes are high, roll + Body + Shoot

If the target is beyond the range of your weapon, take -1.

On 10+, you hit your target. If it is a person, you mortally wound your opponent. He is disabled and may die.

On 7-9, you hit your target. If it is a person, you wound your target, and everybody takes +1 ongoing to Body rolls against him. You are put in danger or must reload.

On a fail, you may take lethal harm from enemy fire, or the GM may make another hard move according to the fiction.

Note that the move for player vs player action is different.

Influence

When you try to get somebody to do what you want by commanding, intimidating, or charming him, describe what you say and do, and roll + Soul + Command, Intimidate or Charm. Fame or Infamy may be used instead of Soul + Skill if fictionally appropriate.

On 10+, the person complies, unless the GM thinks it is fictionally inappropriate.

On 7-9, the person complies unless the GM thinks it is fictionally inappropriate.

The person will also demand payment or a promise.

Note that the move for player vs player action is different.

Read a situation

When you read a charged situation, roll+ Mind + Awareness

On 10+, ask the GM three of these questions.

On 7-9, ask the GM one of these questions.

You and your allies each take +1 forward when you act on the information.

- where's my best escape route / way in / way past?
- which enemy is most vulnerable to me?
- which enemy is the biggest threat?
- what should I be on the lookout for?
- what's my enemy's true position?
- who's in control here?

Investigate

When you investigate a scene

If it is in a human settlement, roll+ Mind + Investigate

If it is in the wild, roll + Mind + Tracking / Survival

On 10+, the GM tells you three relevant facts.

On 7-9, the GM tells you one relevant fact.

Take +1 forward when you act on the information.

Opposed moves

When you make a move in direct opposition to somebody else, subtract that character's Skill (for an NPC) or Attribute + Skill (for a PC) from your roll.

Brawl

When you brawl, roll + Body + Brawl

On 10+, you disable your opponent.

On 7-9, you wound your opponent and everybody takes +1 ongoing to Body rolls against him. You are open for attack and may take harm.

On 6-, you take harm.

Note that the move for player vs player action is different.

Covering Fire

When you provide covering fire for someone, roll+ Body + Shoot

On a 10+, you keep them from coming under concentrated fire.

On a 7-9, you keep them from coming under concentrated fire for a few moments.

On a fail, they are under concentrated fire now.

After providing covering fire, you must reload. (You lose narrative control.)

Concentrated Fire

When you are under concentrated fire, take -1 to -3 to all Body rolls.

When you are under concentrated fire at Close range, use the shooter's Shoot skill as penalty for being under concentrated fire instead of 1, unless the shooter's skill is less than 1.

When you fail any Body roll while under concentrated fire, you take lethal harm from being shot.

When you fail to take adequate cover while under concentrated fire, you take lethal harm from being shot.

Gang Fight

When player characters and their allies fight against a large group of opponents in a skirmish or battle, declare your objective and Roll+ Buff

On 10+, The PC's gang/unit succeeds in its objective with very few casualties. The enemy takes heavy casualties and may rout or surrender.

On 7-9, The gang/unit succeeds in its objective with more casualties. There are also other complications.

On 6-, The gang/unit fails its objective with heavy casualties. The NPC members of the PC's gang may be routed or may surrender. NPC's or even PC's may be taken captive or hostage. Important NPC's may die.

Once an objective is resolved, declare your next objective.

Harm and Healing

Types of Harm and Harm modifiers.

Lethal harm: Gun shots, explosions, knife wounds, sabre wounds, arrow wounds, falling off a cliff etc.

Non-lethal harm: Unarmed brawling, being hit with a chair, falling off a horse etc.

Modifiers:

When the harm is caused by a **shotgun or explosion**, take +0

When the harm is caused by a **revolver or rifle**, take +1

When the harm is caused by **unarmed brawling**, take +1

When the harm is caused by **an arrow or a blade**, take +2

When the harm is caused by **something else**, the GM will add a modifier according to the cause.

Harm

When the GM tells you to take lethal or non-lethal harm, roll + Body + modifiers, then record your wound on your character sheet.

On 10+, the harm is but a scratch or a bruise, but you cannot act for a moment.

On 7-9, you take a wound. Describe it and write it on your character sheet. You cannot act for a moment and take -1 ongoing to Body rolls until you are healed.

- Lethal harm heals in a few days. If wounds are not attended to, it will become septic and healing will be prolonged.
- Non-lethal harm heals after a short rest. (About an hour.)

On 6-, you are disabled and cannot act at all.

- Lethal harm: You are mortally wounded and will probably die, the GM will decide when.
- Non-lethal harm heals after a long rest. (About three hours to a day.)

Heal

When you heal somebody who is mortally wounded, roll + Mind + Medical

When an NPC heals you when you are mortally wounded, roll + [The healer's skill. The GM decides, it can range from -1 to 3]

On 10+, the mortal wound becomes a wound that will heal in a few days. Describe it and write it on the patient's character sheet. The patient takes -1 to all Body rolls until it is healed.

On 7-9, the mortal wound becomes a permanent debility. Describe it and write it on the patient's sheet. The patient's Body modifier is permanently decreased by 1. The player may pay 5 Grit to recover from a permanent debility.

On 6-, the patient dies.

Extra moves

When the session starts, review your Beliefs, Goals and Bonds, and take Grit tokens equal to your Grit in hand.

When you play one of your Character Aspects for a better outcome, explain why it is fictionally appropriate, pay 1 Grit and take +1 to a roll after it is rolled.

When the GM tells you to play one of your Character Aspects for a worse outcome and he explains why it is fictionally appropriate, take -1 to a roll after it is rolled. Alternatively pay 1 Grit to ignore the GM.

When you fail a roll after all modifiers are added, take 1 Grit.

When you achieve your Goal, take 1 Grit and write a new goal.

When you resolve a bond with another character, take 1 Grit and write a new bond with that person.

When you get better at what you do, pay 5 Grit to

- Buy a new general skill with a +1 modifier.
- Buy a new specialist skill with a +0 modifier.
- Add +1 to an existing skill to the maximum of 2.
- Permanently overcome your character's Issue, if the fiction allows it. At some stage you will get a new Issue, as the fiction dictates.
- Permanently change the Archetype or Twist of your character's High Concept.

When you recover from a permanent Body debility, pay 5 Grit.

When the session ends, review your Beliefs, Goals and Bonds, and write down your Grit in hand equal to your amount of Grit tokens. Write a short session report on the back of your Character Sheet.

Player vs Player Moves

Influence (PvP)

When you try to get another Player Character to do what you want by commanding, intimidating or charming him, roll + Soul + the appropriate Skill. Subtract the target character's Soul + Nerve.

You may choose to roll + Bond instead, if it is fictionally appropriate.

On 10+, if the target character's player chooses to comply, he takes 1 Grit.

On 7-9, if the target character's player chooses to comply and demands payment or a promise, he takes 1 Grit.

On 6-, If the target character's player refuses, he takes 1 Grit. The GM makes a hard move against the active player as the fiction demands.

Brawl (PvP)

When you brawl with another player character, roll + Body + Brawl.

Subtract the target character's Body + Brawl.

On 10+, you harm the target character (who rolls for harm) and retain narrative control.

On 7-9, you harm the target character (who rolls for harm), but the target player may choose to harm you or to introduce some other complication. The GM has to agree on the complication. Narrative control then passes to the target player.

On 6-, you fail to harm the target character, and the target player may choose to harm you or to make another hard move against you. The GM has to approve this move. Narrative control then passes to the target player. Only the player with narrative control rolls dice.

Shoot (PvP)

When you shoot at another player character, roll + Body + Shoot

Subtract the target character's Body + Shoot if he shoots back at you.

On 10+, you harm the target character (who rolls for harm) and retain narrative control.

On 7-9, you harm the target character (who rolls for harm), but the target player may choose to harm you (if he is in a position to shoot back) or to introduce some other complication. The GM has to agree on the complication. Narrative control then passes to the target player.

On 6-, you miss, and the target player who may choose to harm you (if he is in a position to shoot back) or to make another hard move against you. The GM has to approve this move. Narrative control then passes to the target player. Only the player with narrative control rolls dice.

COWBOY WORLD WEIRD

Name:	Age:
Look:	Gender:

High Concept	Attributes	Wounds (Lethal or Non-Lethal)	Earned
Archetype:	Body:	-1	Grit:
Twist:	Mind:	-1	Fame:
History:	Soul:	-1	Infamy:
		Permanent Debility	Sanity:
Group theme:		-1	Weird level:

Starting skills	Points	+ Attr	I am good (or bad) at this because..
	+2		
	+2		
	+1		
	+1		
	+1		
	-1		
	-1		

New Skills	Points	+ Attr	I am good at this because..

Beliefs, Goals and Issues

I believe that:

Therefore my goal is to:

My issue is:

Bonds: Name	Points	My bonds with them are:

Gear and Wealth

Gear:

Wealth:

Player Moves

- Use a skill:** Roll + Attribute + Skill. 10+: Success. 7-9: Add complications.
- Influence:** Roll + Soul + Command or Intimidate or Charm. Or (For PVP) Roll + Bonds. Or (For NPC's) Roll + Fame or Infamy. 7-9: Demand payment or a promise.
- Henchman:** Roll + Soul + Command, Intimidate or Charm. Or Roll + Fame or Infamy. If the henchman has the appropriate skill +3; take +1.
- Read a situation:** Roll + Mind + Awareness. 10 +: Ask 3 questions. 7-9: Ask 1 question.
- Read a person:** Roll + Soul + Empathy. 10 +: Ask 3 questions. 7-9: Ask 1 question.
- Investigate:** Roll + Mind + Investigate 10+ Learn 3 facts. 7-9: Learn 1 fact.
- Teamwork:** Everybody participating rolls + Attribute + Skill. The highest roll counts.
- Nerve:** Roll + Soul + Nerve. 10+: Take +1 forward. 6-: Take -1 forward.
- Brawl:** Roll + Body + Brawl or Plasma Bladesmanship. 10+: Disable. 7-9: Wound. (Take +1 on all body rolls against target.)
- Shoot:** Roll + Body + Shoot. 10+: Disable. 7-9: Wound. (Take +1 on all body rolls against target.)
- Covering fire:** Roll + Body + Shoot. 10+: They do not come under concentrated fire. 7-9: They do not come under concentrated fire for a short while. 6-: They are under concentrated fire now.
- Concentrated fire:** Take -1 to -3 to all Body rolls.
- Gang fight:** Roll + Gang Buff. 10+: Victory with few casualties. 7-9: More casualties. 6-: Defeat, major casualties.
- Harm:** Roll + Body + Harm modifier. 10+ Lose narrative control. 7-9: Wounded (-1 to all body rolls) 6-: Disabled.
- Heal:** Roll + Body + Mind + Medical (PC) or Roll + medical skill (NPC) 10+: Mortal wound becomes a wound. 7-9: Mortal wound becomes a debility. 6-: Patient dies.
- Going Weird:** Roll + Soul + Weird. Subtract the difference between the level you go weird at and your level from the roll. 10+: Success, disable target. 7-9: Complications, wound target. 6-: Roll for Sanity.
- Prayer:** When it works, roll+3 for healing, OR pay 1 Grit to change any roll to 10+, OR something beneficial happens.

Weird Moves

Going Weird

When you go Weird, roll + Soul + Weird

If you attempt to go Weird at a level higher than yours, subtract the difference between the level you want to go Weird at and your Weird level from your roll. So if you are level 1 and attempt to go Weird at level 3, you have a -2 penalty. (Using Weird at a level lower than your own does not make it easier.) Subtract the Weird skill (or Soul + Weird for a PC) of an opposing Weird user from your roll if appropriate.

On 10+, you are successful. If you cause harm, you disable the target.

On 7-9, the GM adds cost, danger, a worse outcome, or an ugly choice. If you cause harm, the target is wounded and everybody takes +1 on all body rolls against it.

On 6-, The GM makes a Hard Move. In addition, if you went Weird at level 3 or more, roll for Sanity and subtract the Horror rating of the level you went Weird at from your roll.

Level	Cause Harm using Weird	Weird mind stuff
1		Communicate with a raven.
2	A creature smaller than you. Harm modifier: +2	Influence a creature with human intelligence. Feel the presence of Weird users you share a Bond with. Sense their emotions.
3 Horror +0	A creature your own size. Harm modifier: +2	Feel the presence of Weird users or Weird creatures you do not share a Bond with. Sense their emotions. See short but vague visions of the past, present or future.
4 Horror +0	A creature double your size, Harm modifier: +2	Communicate telepathically with Weird users you share a Bond with.
5 Horror +1	A creature the size of a horse. Harm modifier: +1	Read the mind of a creature with human intelligence against their will. Communicate telepathically with Weird users or Weird creatures you do not share a Bond with. See short visions of the past, present or future.
6 Horror +2	A creature the size of a wagon. Harm modifier: +1	Influence a creature with superhuman intelligence. Read the minds of Weird users or Weird creatures you do not have a Bond with, against their will.
7 Horror +3	A creature the size of a locomotive. Harm modifier: 0	See short but detailed visions of the past, present or future.

Ritual

When you perform a ritual to do something massively weird the GM will tell you what you need in terms of time (minutes to weeks) and resources (mundane or weird), depending on the desired effect. The effect only happens after all the GM's conditions have been met and you **Roll to go Weird at at least level 5**. The GM decides the level.

On 10+, you succeed.

On 7-9, you need more time and resources, or the GM adds danger, a worse outcome, or an ugly choice. The effect only happens after all the GM's additional conditions have been met.

On 6-, The GM makes a Hard Move. In addition, roll for Sanity and subtract the Horror rating of the level you went Weird at.

Sanity

All Player Characters start with 3 Sanity.

When you are confronted with horrifying Weird stuff, when someone else loses sanity, or when you fail a Weird roll at level 3 or higher, roll + Soul + Nerve. Subtract the Horror rating of the monster that triggered the move or the level you went Weird at from the roll.

On 10+, you are full of bravado, take +1 forward.

On 7-9, you are OK

On 6-, things happen to you according to your Sanity. Then lose 1 Sanity.

3 Sanity: You experience irrational terror. If you choose to stand your ground, take -1 ongoing to all rolls as long as the situation lasts.

2 Sanity: You are disabled by abysmal despair, paranoia and hallucinations. You may recover once the situation has been resolved and you have rested for an hour or so.

1 Sanity: You feel an overwhelming sense of allegiance to the horror you are facing, and experience paranoia against your friends and allies. The GM uses your character as an NPC for his own nefarious purposes for one move only to attack or thwart the other Player Characters, then you are disabled. You may recover once the situation has been resolved and you have rested for a few hours.

0 Sanity: You go insane and are removed from the game. The GM may use you as a monster, if she so chooses.

To recover all lost Sanity, perform some act of redemption or purification and pay 5 Grit.

Prayer

When you pray, the GM chooses one

- Nothing happens (for now).
- The GM allows you to use +3 instead of a PC's Mind + Medical or an NPC healer's skill when somebody is healed.
- The GM allows you to pay 1 Grit to change any die roll to a 10+ result.
- The GM causes something to happen providentially that helps the PC's in their righteous cause. Examples: It starts raining, the cavalry arrives, there is a tree growing out of the side of the cliff or a wagon load of hay that breaks your fall, etc.

Then, if it worked, permanently decrease your Weird skill by 1.

Gadeteer

When you build a new gadget, describe it's function. The GM will tell you if it is feasible, and how much time, money and other resources you must spend.

Then roll + Mind + Engineering

On 10+, the gadget works more or less as planned.

On 7-9, it does not work quite as planned, and tends to break down.