



There exist terrible and powerful beings able to consume entire fortresses in a single bite, rend an ocean in two or even fly into the void to make foul concert with the moon itself. There's only one word to describe them... **DEMON!**

You are trapped in a prison of bones and blood. It's unfair, in truth you are an ageless being of fundamental cosmic power. Being contained is unusual—bordering on unnatural—but really what is natural these days?

The Possessed is now your vehicle to explore and experience the world, through them you may exert your will upon the world. You are voiceless but not powerless and you will be heard!

GUN&SLINGER
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NAME:
PRONOUNS:
FORM:

ABILITIES
Choose one move. Using it adds 1 Twist.

DREAMS OF FEAR
You live for the sudden gasping shout that has no choice but to become a scream.
Pick a random card from the deck, deepening shadows as terrifying sights appear. Higher Values are beneficial, lower Values turn the apparitions against you. If a face card is drawn, put it at the bottom and redraw.

DREAMS OF STILLNESS
You will not be happy until everything just finally stops.
Pick a random card from the deck. The card's Value is a pool you divide between targets and distance (in feet). Targets nominated begin to supernaturally cool—freezing, if possible. If a face card is drawn, put it at the bottom and redraw.

DREAMS OF DARKNESS
You wish nothing more than to let go of the world and drift into the Void.
Pick a random card from the deck. A (visible) target becomes invisible for Value minutes. If a face card is drawn, put it at the bottom and redraw.

STATS
Assign 2, 1, and 0 to each. Add your Stat value to the value of what you pay for Costs and Checks.

JOYOUS FURY

HONEYED WORDS AND GIFTS

TOO WIDE SMILE

KEYS

The Demon starts with 2 Keys. They gain Keys as follows:

- The Possessed complimenting or expressing need for them.
- The Possessed asking for their opinion.
- The Possessed invoking your Title or story for personal gain.

BRAIDS
They lose a Key whenever they fail to be unleashed.

Spend Braids to do the following: Spend 5 Braids to: Create a new Trinket (maximum 3). Gain a new Title, the cost is current Titles + 2. Spend 10 Braids: Gain further free uses of their Dreams Ability. Give yourself a new stat, starting at 0. Spend 15 Braids: Raise a stat by 1

FACE MOVES

King: A symbol of luck used to succeed any Check including the other player's.

Queen: Thrive in every environment and can be Paired with any (non-face) Single matching it to produce a Pair.

Jack: Know a good deal when they see it, play one any time to draw 3 cards.

Aces: Always good to have up your sleeve, paying with one is a Major Success with an extra effect from this list:

- You gain extra insight, pose a question to the table and collaboratively answer.
- You gain or maintain the upper hand, determined collectively.
- Your result improves remarkably, describe how.

BRAIDS

You gain Braids by acting according to your Agendas and Runes, completing noteworthy tasks, doing cool shit and failing checks.

You always gain a Braid when failing a check.

The Maestro may give you Braids as they see fit. (If GM-less, give each-other Braids when characters lean into their Runes and Agendas).

CHECK STEPS EXAMPLE

- The Slinger says they attempt sneaking past someone.
- The Maestro decides this requires a Check, meaning the Slinger must "Go Fish!"
- The Slinger asks the Maestro or the Gun if they have a card—but they don't.
- The Slinger draws from the Deck, completing a Pair and placing it in their Cache.
- The Maestro says the Check is Hard, setting its Cost at 11.
- The Slinger pays with a 7-Pair adding their Light On Your Feet 2 for a total of 9.
- The Gun aids by Paying a Single 2, tying their total with the Cost.
- The Maestro takes the normal success, moving the narrative forward.

BARGAINS

If a player lacks Pairs, can't pay a Check's Cost—or doesn't wish to in order to retain Pairs for future Checks or for narrative reasons—it becomes a Bargain.

If the player has a Face Card to give the Maestro, the check is a baseline success.

If they cannot or don't want to, it becomes a Blind Pay resulting in Failure or Limited Success with complications. A Bargain's Blind Pay is never a standard Success—it always comes with complications.

UNLEASHING

Moonsinger, The Dust Between, Lord of Far Waters, Bringer of Cold Memory, Night Tyrant, Teeth Eater

The Demon cannot be unleashed unless both Demon and Possessed agree to. The Possessed must make a Declaration, invoking the Demon by name. This Declaration must be phrased like "Demon, destroy my enemies!" or "Demon, get me out of here!". It can be as vague or specific as the Possessed wishes, as long as it is only a few words.

The Demon's body materializes and can affect the world as they see fit—as long as they obey the letter of the Declaration. The Demon is encouraged to flex their cosmic muscles, destroying mountains and drinking lakes if it achieves the Possessed's goal. Before commencing, both draw a card (making any new pairs). Unleashing is always a Blind Pay with a difficulty based on how many Keys the Demon possesses but, situationally, can be easier or harder.