THE GUN

You are trapped in a body other than your own: cold, furious steel of violence and judgement. It is not your home, and you may dislike it, but you occupy it. You're tied to a Slinger, a wanderer seeking something. Perhaps they'll help you find your own desires.

Being a Gun is strange. It's almost isolating, being unable to affect the world normally like when you had a body. You can move things, and speak, but it's still strange.

As The Gun, you're an extension of the Slinger's arm, executor of your joined wills and tied to the world's remaining magic in a manner that makes you capable of manipulating it for your own ends.

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.

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).

GUN&SLINGER

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NAME:

PRONOUNS:

FORM:

I'M AN AGENT OF:

TRICKERY
You invert the world with your Connection
Pick a random card from the deck, causing chaos. Higher card values are beneficial, lower values turn the chaos against you. If a face card is drawn, put it at the bottom and redraw.

FURY
You channel your rage, birthing flame where you choose.
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 heat. If flammable, they ignite if a face card is drawn, put it at the bottom and redraw.

PEACE
You surround someone, or something, with your protective magic.
Pick a random card from the deck. Its value is how many seconds the (visible) target is shielded from any damage. 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.

EMBODIMENT OF MAGIC

SHARP FOR A GUN

JUST A LITTLE BIT MEAN

THERE IS A RUNE ON YOUR BARREL, WHAT IS IT?
Fire & Fury, Tricks & Treason, Protection & Peace, Presence & Prosperity, Guidance & Guile, Strength & Service

BRAIDS
Spend 5 Braids to: Create a new Trinket or Tool, Declare a new fact about the world. Spend 10 Braids: Give yourself a new stat, starting at 0, Strengthen Connection from Limited to Complex, Gain a new Rune. Spend 15 Braids: Raise a stat by 1 (maximum 3), strengthen Connection from Complex to Substantial Complex to Substantial. The cost is currently Runes + 2.

CONNECTION
Connection is used when working any sort of Magic and is not limited to your Abilities. Anything you'd like to do, provided it's connected to your Runes, is accomplished spending Connection.

STRENGTH
You begin with Limited Magical strength growing stronger as you accumulate advancements.

LIMITED
Basic Magic for very simple things.

COMPLEX
Complicated Magic of greater scope.

SUBSTANTIAL
The strongest, permits larger scale, complex magic.
You can perform magic beyond your current Connection Strength by spending 2 extra Connection per additional Strength level. Regain Connection by either resting (regain ½ Connection) or spending a single (regain the card's value).

BLINK
You can also move by Blinking which is not always accurate. To Blink, flip the deck's top card: its value determines how many feet you can teleport.

YOU CANNOT BE FIRED UNLESS YOU AND THE SLINGER AGREE