

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 fable 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).



You are a wanderer without a home, seeking something in the Twisted world. At some point, the Twist marked you granting supernatural abilities and strange senses. You must be careful with these abilities, lest you succumb to the Twist’s thrall.

Being marked, you’re hunted by a strange, horrifying creature the Twist designed. You may not know initially, but The Thing That Hunts is after you and you alone.

You are torn between the strange and the mundane. Will you give in to unknowable powers before finding answers?

GUN&SLINGER

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Character sheets by Will Jobst

NAME:

PRONOUNS:

LOOK:

TRINKET:

MOVES:

Choose one move. Using it adds 1 Twist.

A LUCKY ONE

You call upon the Twist to act as Lady Luck, pushing things just a bit further when things are rough.

When placing yourself in danger, you may pay with two mismatched Cards from your Hand, their total is a pool of points to improve checks until exhausted or danger passes.

NOW YOU DON’T

You pull the Twist close, gathering it and shifting your form into something unseen.

Pick a random card from the deck, its value is the number of minutes you can turn invisible for—you still make noise. If you draw a face card, put it at the bottom and redraw.

DESPERATE GAMBIT

You make a bet with the Twist. If you win, you’ll gain power.

You and the Maestro (or other Player) each place a card from your Hand face-down, then reveal them. If yours has a higher value, you succeed at the current check and draw a card. Both spent cards are put in the discard pile.

STATS

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

I’VE BEEN AROUND

GOOD IN A FIGHT

LIGHT ON MY TOES

HARM

Whenever the Slinger fails to avoid a hit, they mark 1 Scrape. If all their Scrapes are marked and they’re hit, they invent and write down a situationally appropriate Major Injury. Exceeding 2 Major Injuries is fatal.

SCRAPES

MAJOR INJURIES

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BRAIDS

Spend Braids to do the following: Gain a new sense, the cost is current Senses + 2. Raise Twist Capacity, the cost is current Capacity + 3. Remove Twist Marks, 2 Braids per Mark. Discover a new Word etched in their mind the cost is current Words + 1. 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. Spend 15 Braids: Raise a stat by 1 (maximum 3).

THE TWIST

You start relatively clean, with manageable Twist marks on your soul but, much as you’d like to maintain that, it’s simply unlikely. You use Twist to protect yourself, utilize your Words and activate special abilities.

HOW HAS THE TWIST TOUCHED YOU?

TWIST TRACK



When your Twist track fills you lose yourself to the Twist, never to be freed.

AN ANCIENT WORD IS ETCHED INTO YOUR MIND.

WHAT IS IT? Guidance, Hiding, Courage, Fear, Rage, Hope This word reflects, predicts, and aids you, used by gaining 1 Twist. The use’s form is mutable and determined when used.

YOU HAVE A SENSE THAT OTHERS DON’T WHAT IS IT?

A SENSE FOR WEATHER

A SENSE FOR MAGIC

A SENSE FOR EVIL