

Gunslinger Knights of the Daylands;
as written down by j. tremaine at
www.daylands.blogspot.com

Roll below to find the party's starting motivation and/or one for your character.

- 1 a revenge concerning...
- 2 seeking/asking something from...
- 3 an oath to protect/help...
- 4 a quest to destroy...
- 5 a drive to seize/deliver...
- 6 making fortune through...

- 1...a forbidden knowledge / a sage
- 2...raiders / the tower at the end of the world
- 3...the city of Duluth / a beloved one
- 4...a strange mist / an ancient relic
- 5...the crown / a mysterious bard
- 6...a cursed place / a fey queen

Roll 5d6 at the start, and assign a point to each matching stat. On a 6, pick your own:

- 1- Pump** (melee and athletics). The main stat for young city thugs, brawlers and giant kin
- 2- Hunt** (track, stealth and shoot). The main stat for Gunslinger Knights of the Daylands
- 3- Precede** (scry kismet or people's hearts, danger sense). The main stat for traveling gypsies.
- 4- Tame** (will and persuasion; you can also pay 1 hp to attempt to charm people or things magically) The main stat for wild fey and snakecharmers

5- Wander (resilience, wisdom and first aids; you can pay 1 hp to attempt to lay a blessing or curse) The main stat for drifters and witches from all the corners of the Kingdoms of the Day.

Your HP is 1d6+Wander+Pump. You can re-roll your HP after having a good rest, but some wounds may need you to receive medical attention first.

Each adventure you finish, you roll a new d6 to improve a stat.

Roll 1d6 to get a weapon, and choose any other:

- 1 a revolver (ranged, if using two roll 2d6 take best)
- 2 brass knuckles/knife

- 3 a shortbow/crossbow (ranged, silent)
- 4 a rifle (ranged, roll 2d6 take best)
- 5 a slingshot (ranged, roll 2d6 take worst)
- 6 an axe (roll 2d6, take best)
- Unarmed always deals 2d6, take worst.

You always roll 1d6 + your attribute score; and must hit a target number:

1d6 for normal tasks, or common foes.

+ 1d6 for hard tasks or tough foes; keep this die hidden under a dice cup, until the players have won/been defeated.

+ an additional hidden die, take the highest result; if you don't want your players to succeed on a task (and roll with it if they do).

Once the Target Number has been set, it's immutable; except for combat, where you must re-roll the revealed die each round.

Fluff the sturdiness of the door, or the deadliness of the dragon accordingly to it's numbers; if they fail a roll there may be bad consequences.



On a combat, the difference between the opposed rolls is dealt in damage to the lowest roller. On a tie, nothing happens. Unaware enemies' rolls are considered zero on melee combat. Enemies' HP is equal to the value of all its hidden dice, or 1.

Shooting behind cover, in awkward circumstances such as rain or mist, or wearing proper armors subtracts 1 from damage for each that applies.

Should a character die before their time, roll 1d6; on a six you've gained the attention of the Raven Guide; and she will give you another chance to live. You get a point in a random stat as a sign of her blessing.