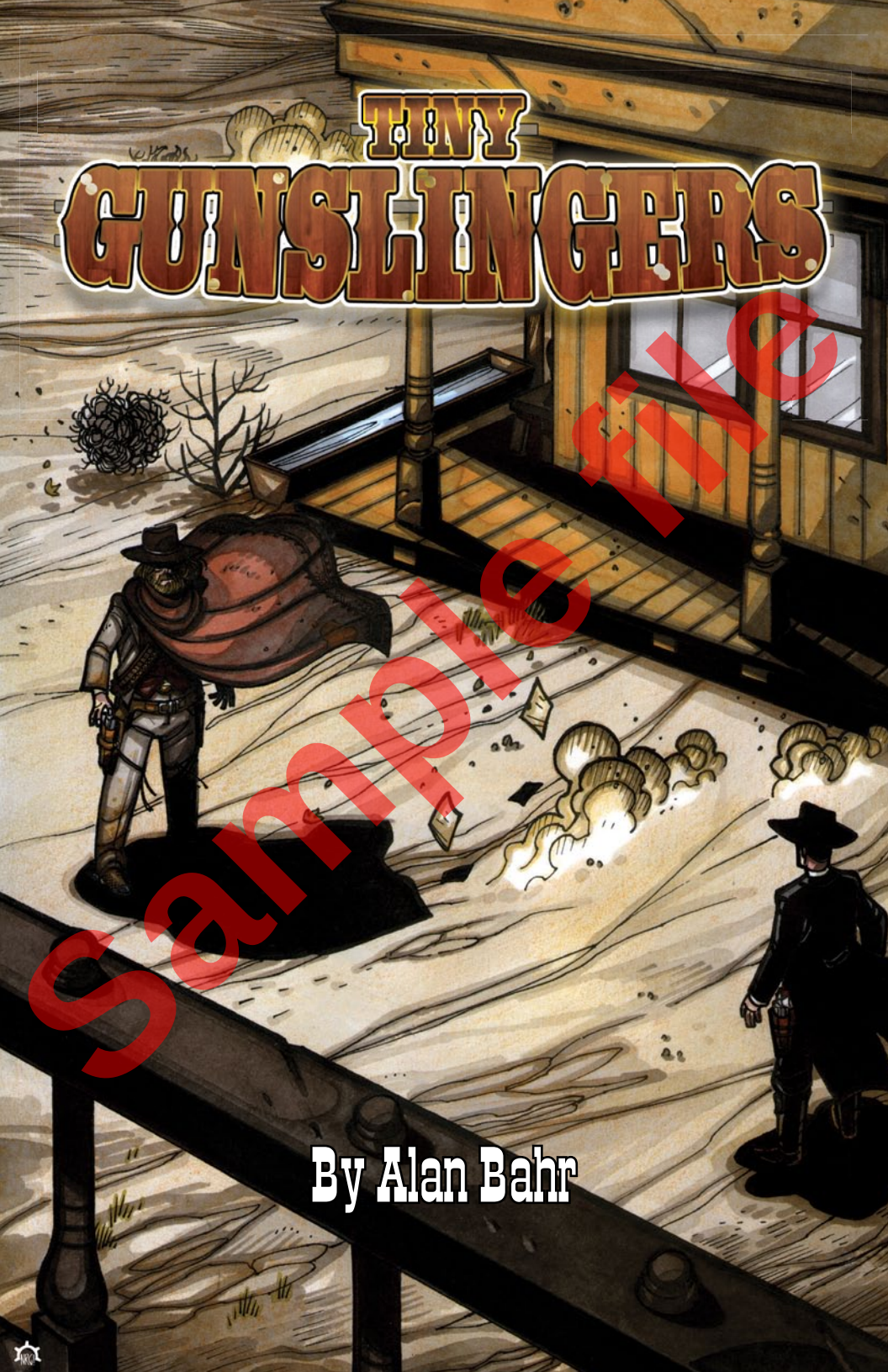


TINY GUNSLINGERS



By Alan Bahr



TINY GUNSLINGERS

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Dedications: This is dedicated to my dad, Doug, and my brother, Adam, who love Westerns even more than I do. They'll never see this dedication (they don't play roleplaying games), but they're the ones who instilled the love of the western in me.

An additional dedication: To *Deadlands: Reloaded* and *Pinnacle*, whose gunslinging poker mechanics clearly inspired the Blackjack version here for Tiny Gunslingers and provided me hours of western role-playing enjoyment. Their support during some of the hardest times of my still fledgling career was invaluable, and I firmly believe they are some of the best people in the game industry.

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Introduction



Tiny Gunslingers is a minimalistic tabletop roleplaying game. Part of the goal of Tiny Gunslingers was to create a western-genre RPG that didn't require pages of gear, tables for combat, paragraphs about horses, and convoluted travel. We want a system that can handle any kind of story in a western setting while promoting interesting ideas and characters.

You will not find traditional RPG components such as classes, levels, or experience points in Tiny Gunslingers – instead, you create a system that has been stripped down to the bare essentials for play. A system

IF YOU LIKE TINY GUNSLINGERS, AND YOU HAVEN'T SEEN ITS SISTER GAMES, WE HAVE MANY. YOU CAN CHECK OUT TINY FRONTIERS: REVISED, TINY DUNGEON 2E OR MANY OTHERS ON OUR WEBSITE, WWW.CALLANTKNIGHTGAMES.COM

that is designed to be a toolkit for telling any type of story you might want. While Tiny Gunslingers does assume its players are familiar with the tabletop roleplaying genre, newcomers and veterans alike should be able to easily understand the basic mechanics of the game.

History & Harm

The Western genre deals with problematic pieces of American History, and is a sensitive and painful topic for many cultures and individuals. This game isn't meant to address anything serious about Westerns, the injustices perpetrated on countless peoples, or deal with racism, colonialism or similar.

Tiny Gunslingers is meant to emulate the cinematic genre of the Western Showdown, where a hero and a villain face down in a quick draw fight to the death. It's not an excuse to be a jerk, inflict trauma or harm someone, engage in racism, colonialism, or anything damaging to anyone emotional or mental health. If you or your game is causing any of that, you don't need to be playing this game.

Getting Started

You will need at least two players; one or more to act as the Cowpokes, and one to act as a Game Master. It is highly recommended to have at least three players acting as Cowpokes in a game. Each player will also need three six-sided dice, or d6, called a Dice Pool. You can make do with a single d6 by rolling it multiple times, but it's easier to have three dice to roll at once when needed.

You will also want to have some paper and a pencil to write down your Cowpoke's information and notes. A plain index card generally has enough space on it to be an adequate Cowpoke Sheet, which simply lists all of your Cowpoke's information, gear, and notes.

Lastly, you want a single deck of playing cards with the Jokers removed. Those will come into play throughout the game.

Game Masters will usually require more tools in order to keep their thoughts and plans in order, as well as information on Non-Player Characters, or NPCs, the Cowpokes will encounter. Finally, if the Game Master deems it necessary for complex situations, the Game Master may want maps and miniatures to make sure everyone is on the same page.



CHAPTER 1

THE GAME

How to Play



First, before we create your Cowpokes, it's time to learn how to play. Roleplaying games are about storytelling, and *Tiny Gunslingers* is no different. Most of the game is played simply by describing your Cowpoke's actions to everybody. When describing these actions, you should explain what goal your Cowpoke is trying to accomplish. It is the Game Master's job to react to these actions and describe the outcome. Simple actions are typically resolved automatically with the Game Master's consent.

To resolve Tests, we use dice. *Tiny Gunslingers* uses six-sided dice (like the sort you find in board games or bundled in local game stories). Each player will want three of these dice (called d6s from here after). When we refer to dice in multiples, we put the number of dice first (such as 2), the "d" to indicate dice second (2d), and the sides of the dice last (6, so 2d6 means two six-sided dice).

Tiny Gunslingers will sometimes use d6s to generate other results. If we refer to a d2, simply roll a d6, and divide the result by 3 rounding up. This means a 1, 2, and 3 count as a 1, and a 4, 5, or 6, count as a 2.

When the rules state a d3, we use a similar idea, but 1 and 2 count as a 1, 3 and 4 count as a 2, and 5 and 6 count as a 3.

The core Mechanic that runs *Tiny Gunslingers* is called a Test, which is a roll of 2d6 from your Dice Pool. For complex actions, the Game Master will usually require you to make a Test to determine if you succeed at what you're doing. Tests are considered to be successful if you roll a 5 or a 6 on any of the dice rolled in your Dice Pool, unless otherwise noted by the Game Master.

The Game Master, and certain Traits selected at Cowpoke Creation, can grant you Advantage in some situations. This will allow you to roll 3d6 from your Dice Pool instead of 2d6 for that particular Test, increasing the odds of success!

Other situations, at the Game Master's discretion, may put you at a Disadvantage. When at a Disadvantage, you will only be able to roll 1d6 to resolve your Test. If the Game Master declares you have Disadvantage situationally, it reduces your Dice Pool by one. Your Dice Pool can never be reduced to zero dice.

If a situation gives you Advantage and Disadvantage, Disadvantage wins out, putting you at a single dice instead of 2 or 3.

Obstacles

Obstacles are challenges that usually require you to make a Test to succeed in overcoming the challenge. Obstacles may include attempting to barter with a merchant, hack a control panel, search a room for a hidden item before the guards come, or resolve a conflict with words rather than swords.

The Game Master may determine your roleplaying is sufficient in overcoming the Obstacle and grant you an immediate success without having to Test; however, in most situations, a Test will be necessary to determine the outcome.

Save Tests

Obstacles may arise that require you to make what's called a Save Test in order to prevent something bad from happening to you. For example, you need to successfully leap out of the way as a trap springs, or you're climbing a rope when it snaps and could fall to your doom,



or duck behind cover to survive a fiery explosion. Save Tests are also used to stabilize yourself if you begin a turn at 0 Hit Points.

Save Tests are just like regular Tests, and unless otherwise noted by the rules or the Game Master, you roll 2d6 to resolve your Test. A 5 or 6 on any of the rolled dice represent a successful Save and your Cowpoke survives the danger unscathed.

Some Save Tests can be a life or death scenario – these are called Save or Die Tests. Should you fail the Save Test, your Cowpoke is killed. Period. There is no preventing it. Hopefully these situations will be few and far between.

Combat



The Game Master will usually announce when Combat is about to begin by requesting an Initiative Test. Cowpokes will roll a standard 2d6 Test and sum up both of the rolled dice.

Likewise, the Game Master will roll Initiative for any enemy combatants the Cowpokes will be facing. The highest roller will have the first turn in the Initiative Order, followed by the next highest, and so on. If there is a tie between an Cowpoke and an enemy, the Cowpoke always goes first. If there is a tie between two or more Cowpokes, the tying Cowpokes can reroll for that position until the tie is broken.

Combat is strictly turn-based in order to keep things running smoothly. A round of combat begins at the top of the Initiative Order, and ends at the bottom. The next round of combat then begins, starting again at the top of the same Initiative Order. This continues until the Cowpokes have defeated their enemies, completed some objective determined by the Game Master, or until the Cowpokes have been killed.

While it can take some time for players to get through an entire round of combat, in-game, a full round of combat is equal to roughly five or six seconds. During your turn in the Initiative Order, you have two Actions. You can choose to move, attack, or do other things with