

WE DEAL IN LEAD

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lead.byodinsbeardrpg.com



BY ODIN'S
BEARD RPG

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We Deal in Lead is based on Cairn by Yochai Gal

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The Magnificent Seven

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Necropraxis, and Xenio

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CHAPTER 1:

Principles



We Deal in Lead

*An adventure game for one facilitator (the **Warden**) and 1 or more player(s) acting as **hardened Gunslingers** exploring **fallen & crumbling worlds** filled with **dangerous folk**, **lost mysteries**, and **unspeakable monstrosities**.*

Design Philosophy

Neutrality. The Warden portrays the rules, situations, NPCs, and narrative clearly as a neutral arbiter.

Classless. A character's role or skills are not limited by class. Instead, carried equipment and their experiences define their specialty.

Death. Characters are powerful, but also vulnerable to many forms of harm. Death is everywhere but never random or without warning.

Fiction first. Dice don't always reflect an obstacle's outcome. The Warden arbitrates success and failure in dialogue with the players, based on in-world elements.

Growth. Characters change through surviving dangerous events and overcoming obstacles.

Player choice. Players should understand the reasons behind choices and potential risks should be provided freely and frequently.

Principles. The Warden and players each have guidelines fostering a play experience defined by critical thinking, exploration, and emergent narrative.

Shared objectives. Players engage with the shared setting, character intent, and party challenges, working collectively toward common goals.

Adventures

What type of adventures can a player expect?

- ♦ Defend a village against roving bandits
- ♦ Hunt a monstrous machine stealing children
- ♦ Broker peace between warring factions
- ♦ Protect a caravan travelling through dangerous territory
- ♦ Explore other worlds via lost slip doors

Content and Safety Tools

We Deal in Lead is a dark fantasy built around guns and Gunslingers and touches on topics of violence, revenge, horror, death, sacrifice, and gore.

The following distressing themes may occur:

- ♦ Slavery, colonialism, and genocide
- ♦ Animal peril (beast companions)
- ♦ Player versus player conflict (opposing quests and sacrifice)

Discuss and agree what content should and shouldn't be included.

Consider safety tools to ensure everyone is comfortable, having fun, and has the necessary support.

Information

- ◆ Provide useful information as characters explore the game world
- ◆ Players don't roll dice to learn about their circumstances
- ◆ Be helpful and direct answering questions
- ◆ Respond honestly, describe consistently, and let them know they can ask questions

Preparation

- ◆ The game world is organic, malleable and random—it intuitively makes sharp turns
- ◆ Use random tables and generators to develop situations, not stories or plots
- ◆ NPCs remember what PCs say and do
- ◆ Infuse NPCs' self-interest and will to live into their personality

Difficulty

- ◆ Default to context and realism rather than numbers and mechanics
- ◆ If something a player wants to do is impossible, no roll accomplishes it
- ◆ Is what the player describes and how they leverage it sensible? It happens!
- ◆ Saves cover many uncertain situations and are often necessary for risky actions

Narrative Focus

- ◆ Emergent experience matters, not maths or character abilities. Give the players weapon trainers and personal quests facilitating improvement and specialisation
- ◆ Pay attention to player needs and wants, then provide realistic opportunities
- ◆ A bullet to the head kills you, regardless of expensive gear and impressive training

Danger

- ◆ The world produces real risk of pain and death
- ◆ Telegraph serious danger when it is present. The more dangerous, the more obvious
- ◆ Put traps in plain sight and let players generate a solution
- ◆ Provide chances to solve problems and interact with the world

Die of Fate

- ◆ Occasionally you want an element of randomness (ie. the weather, unique character knowledge, etc.)
- ◆ At these times, roll 1d6
- ◆ 3 or less favours the players
- ◆ 4 or more means bad luck for PCs or allies

Treasure

- ◆ Specific to its environment and tells a story
- ◆ Treasure is always highly valuable, usually bulky, and rarely useful—beyond worth and prestige
- ◆ Relics, despite being useful and interesting, are not Treasure
- ◆ Use Treasure as a lure to exotic locations protected by deadly foes

Choice

- ◆ Provide a solid choice forcing outcomes when the situation lulls
- ◆ Use binary “so, A or B?” questions responding to vague intentions
- ◆ Collaborate the conversational progress, keeping the game moving
- ◆ Ensure PC actions leave their mark



Agency

- ◆ Attributes and saves do not define your character—they're tools
- ◆ Don't ask only what your character would do but what you would do
- ◆ Be creative with your intuition, items, and connections

Teamwork

- ◆ Seek consensus before barrelling forward
- ◆ Stay on the same page about goals and limits, accomplishing more collectively

Exploration

- ◆ Asking questions and listening is more useful than stats, items, or skills
- ◆ Take the Warden's description without suspicion but don't be afraid to seek more information
- ◆ There's no single right way forward

Talking

- ◆ Treat NPCs as real people, relying on your curiosity to safely gain information and solve problems
- ◆ Most people are interesting and want to talk things through before getting violent

Caution

- ◆ Pulling iron is a choice and rarely a wise one—consider whether violence helps reach your goals
- ◆ Try to stack the odds in your favour and retreat from adverse situations

Planning

- ◆ Avoid obstacles through reconnaissance, subtlety, and fact-finding
- ◆ Do some research and ask around about your objectives

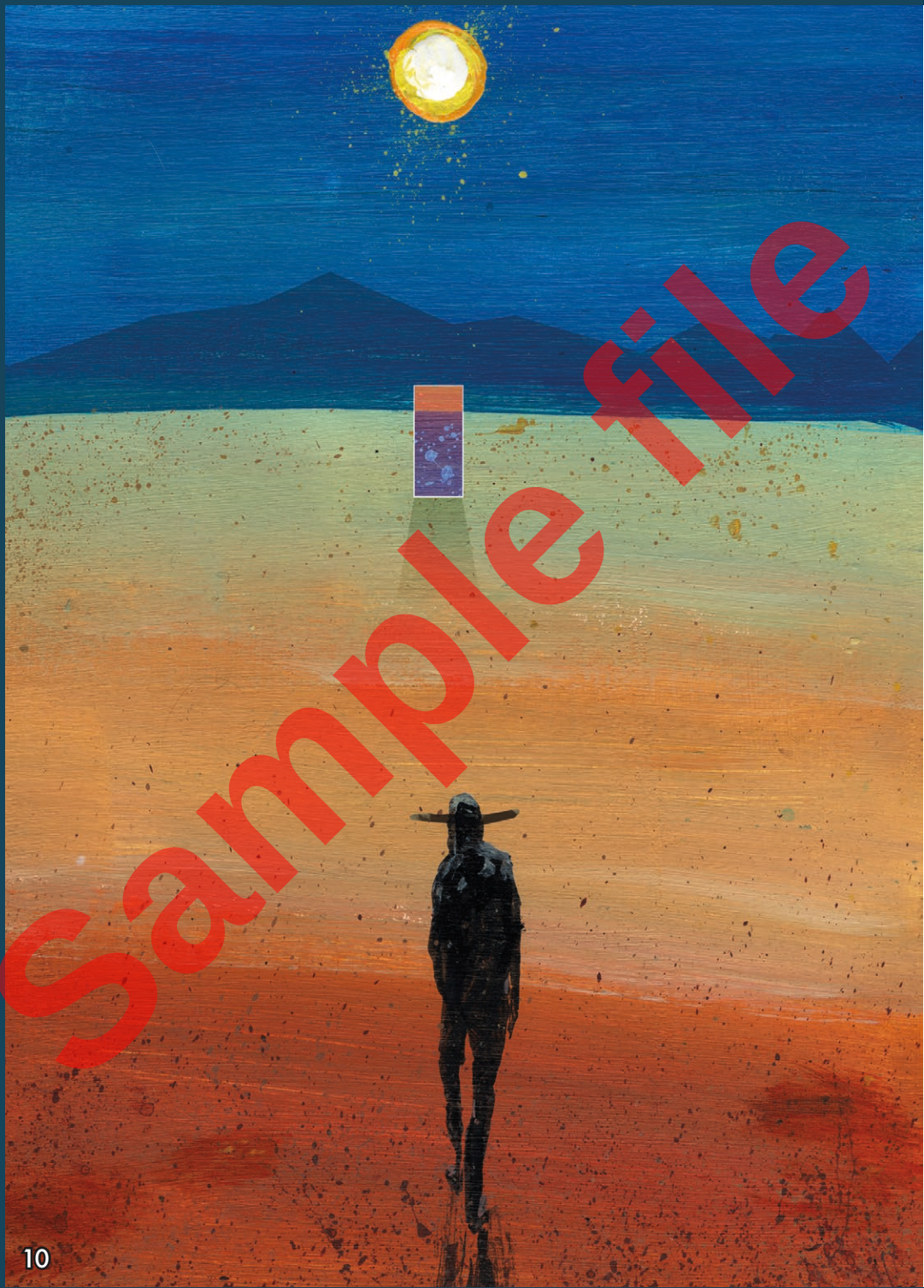
Ambition

- ◆ Set goals and use your meagre means to take steps forward
- ◆ Expect nothing—earn your reputation
- ◆ Keep things moving forward and play to see what happens

Defeat

- ◆ If one path leads to defeat, try another
- ◆ Some obstacles can't be overcome immediately
- ◆ With every defeat comes new knowledge and opportunities





The World Has Moved On

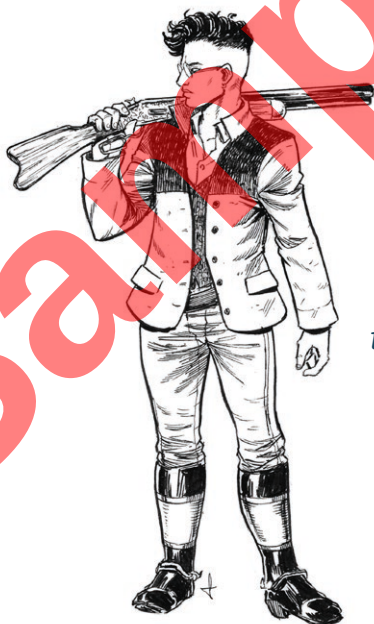
- ◆ Forces once immutable shift as space and time's borders thin—opposing realms bleed into ours
- ◆ The old ways bubble up, trailed by chaos and madness

The Gunslingers

- ◆ Once a symbol of order and feudal authority, few remain
- ◆ Their guns remain a powerful sigil, marking them as Gunslingers

The Slip Doors

- ◆ Gateways between worlds, some lost and others in plain sight
- ◆ Only open for the right hand



Magic

- ◆ Most magical knowledge is lost and use of magic draws unwanted attention
- ◆ Magic is wild and unpredictable, especially between worlds

Technology

- ◆ Broken and corrupted remnants of the world that was lay abandoned everywhere
- ◆ Vast machinery stirs underground, driving reality's gears

Death

- ◆ The clearing at the end of the path
- ◆ Only a corpse may speak true prophecy
- ◆ Death is but a door and may lead to other worlds than these

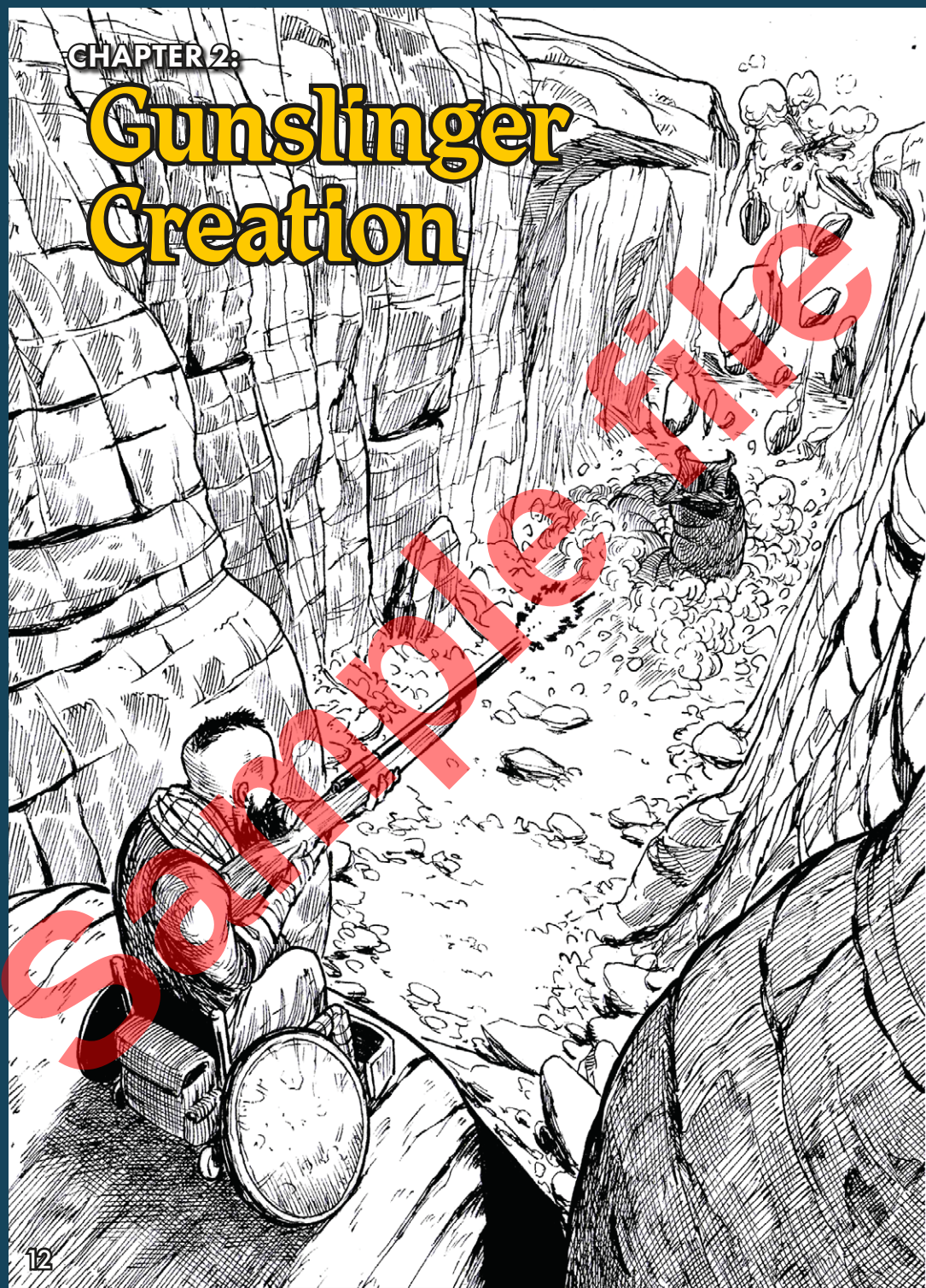
The Gunslinger Oath

*I do not kill with my gun;
they who kill with their gun
have forgotten the face of
their elder.*

I kill with my heart.

CHAPTER 2:

Gunslinger Creation



Name, Background & Traits

1. First, choose or roll your character's **first name** and **surname** (Name & Background tables) and decide their **pronouns**.
2. Next, choose or roll their **background** (knowledge and potential skills).
3. Next, roll their remaining traits (appearance, reputation, etc.) (Gunslinger Traits tables).
4. Decide whether they're from **the Drifted World** or arrived here through a **Slip Door**.
5. Then, roll their **age** (4d12+10).
6. Finally, choose or roll for your gun (**Artefact Guns** table and **Gun Embellishments** table).

Ability Scores

Roll 3d6 for each in order, swap two.

Strength (STR) Brawn, prowess, and resistance.

Dexterity (DEX) Agility, sneaking, and reflexes.

Heart (HRT) Resolve, charm, and force of will.

Grit

Gunslingers are more resilient than others in the Drifted World.

Roll **2d6** for starting **Grit**, your capacity to endure and survive in a world that's moved on, not your health or fortitude.

Starting Gear

All characters begin with **12 inventory slots** for gear and equipment.

Roll on the **Starting Gear** tables to determine your hat, armour, tools, and equipment.

See the **Equipment List** for related armour, damage, and slot values.

In addition, all **Gunslingers** carry:

- ♦ 3 days' rations (1 slot)
- ♦ A torch (1 slot)
- ♦ 3d6 Lead (1 slot)

Gunslingers should **not** start with a full **inventory**; consider collaborating over what to carry.



Gunslinger Example

Amy (she/her) wants to create a Gunslinger.

Amy rolls a **d100** for a **first name** (76: Rebecca). Amy likes and keeps it ("Becca for short.") For **surname**, Amy rolls (52: Kruse). Amy decides Rebecca uses **she/her** and rolls **d10** for **background** (9: Drifter).

Rebecca Kruse (she/her), Drifter.

Amy doesn't know much about Rebecca, so she rolls **Gunslinger traits** with the following results:

She's **short**, with **pockmarked skin**, **flowing hair**, a **chiselled face**, and **wary eyes**. She **speaks eloquently**, wears **road-worn clothing**, and is **tolerant** yet **ruthless**. She has a **boisterous reputation** and has been **heartbroken**.

Rebecca starts taking shape in Amy's mind as she rolls **4d12+10** for Rebecca's age, getting **40**.

Next, Amy needs to determine what kind of **gun** Rebecca carries, rolling a **d6** for **Artefact Guns**: (1: twin six shooters). She rolls **2d6** twice for **Gun Embellishments**, getting **walnut grips** and **sword engraving**. Amy decides this should represent Excalibur.

Now Amy rolls Rebecca's **ability scores**, rolling **3d6** three times and assigning the abilities in order:

12 STR	8 DEX	12 HRT
---------------	--------------	---------------

Amy thinks Rebecca is light on her feet rather than tough and switches her **STR** and **DEX**:

8 STR	12 DEX	12 HRT
--------------	---------------	---------------

Next, Amy rolls **2d6** for **Grit**, getting **6**.

Finally, Amy rolls **Starting Gear**:

She wears a black **preacher hat**, **waxed cotton duster** (1 **DEF**), and **bandolier** (1 free slot for **Lead**). Her pack carries **3 days' rations**, a **cudgel**, **lantern and oil**, and a **bandanna**.

Rolling a **d20** for her **bonus item**, she gets (19: compass).

Amy rolls **3d6** for Rebecca's starting **Lead**, getting **9**.

Hats and bandannas don't take up any slots, so Rebecca has **3** remaining **inventory slots**.

Amy's finished creating Rebecca and ready to set off into the **Drifted World**.



Rebecca Kruze

Order of the King

BACKGROUND

Drifter

AGE

40

STR

8

8

DEX

12

12

HRT

12

12

FATIGUE



DEPRIVED



INVENTORY

9

12

Bandolier

Lantern and oil

Bandanna

Rations (3 days)

Torch

GRIT

6

6

LEAD

9



WE DEAL
IN LEAD

SHOTS

6

DMG

d8



GUN

Twin six shooters

DEF

1



ARMOUR

Waxed cotton duster

WEAPONS

DMG

Cudgel

d6



SPECIAL ATTACKS | RELICS

Two and Two (damage advantage, 2 targets)

SLOTS



NOTES

Large empty rectangular box for notes.

CHAPTER 3:

Rules

Ability Scores

There are 3 **abilities**:

Strength (STR): Used for saves requiring physical power like lifting gates, bending bars, resisting poison, etc. and **critical damage**.

Dexterity (DEX): Used for saves requiring poise, speed, and reflexes like dodging, climbing, sneaking, balancing, etc.

Heart (HRT): Used for saves to persuade, deceive, intimidate, charm, provoke, carry out rituals, etc. and **Gunslinger duels**.

Saves

A roll to avoid bad outcomes from risky choices and circumstances.

Roll a **d20** against an appropriate ability score. If you roll **equal to or under** the score, you **succeed**. Otherwise, you **fail**. A **1** always **succeeds** and a **20** always **fails**.

In some situations, saves are made with a bonus (**advantage**) or penalty (**disadvantage**). Roll twice, taking the lower result (**advantage**) or higher (**disadvantage**).

Fatigue & Deprivation

Fatigue. Each point occupies 1 **Inventory slot** and is gained when **deprived**, by using certain items, monster abilities, etc.

Deprived. Lacking something crucial (such as food or rest) leaves you **deprived** and unable to recover **Grit** or ability scores. After one day's deprivation, add 1 **Fatigue** to your inventory daily.

Fatigue and deprivation last until you recuperate (a full night's rest in a safe spot, minimum).

Healing

Momentary rest and a drink of water restore **Grit** but leaves you exposed.

Ability loss restoration requires a week's rest facilitated by a healer or other appropriate expert.

Some services may be free, while more expedient or advanced means of recovery may come at a cost.

Defence

While good at deflecting melee weapon attacks (from knives and clubs, for instance), armour is poor protection against guns, especially Gunslingers'.

For melee attacks, deduct **Defence** from damage rolls. Shields and similar armour provide a defensive bonus only while held or worn. No one can have more than 3 DEF.

Guns fired by Gunslingers or harriers impact Grit directly, bypassing DEF.

Items such as leather cuffs and helmets may provide additional benefits through use.

NPC Reactions

When encountering an NPC whose reaction is not obvious, roll 2d6 and consult the following:

Reactions Table

Reaction	2d6
Helpful	2
Talkative	3-5
Unsure	6-8
Unfriendly	9-11
Hostile	12

Additionally, you may roll for NPC motivations on the **What Do They Want?** table below.

What Do They Want?

Want	Description	d10
Food/Aid	Hungry or injured, requiring help	1
Lead	Want d20 Lead: a tax, a toll, tribute, tithe, or simple greed	2
Treasure	Want items (equal to the number of Gunslingers)	3
Gun	Want one of your guns	4
Territory	Will defend their territory; want you to leave or justify passage	5
Info	Want info about a rival faction, NPC, monster, landmark or locale	6
Help	Require aid: retrieve an item, kill a monster, or clear an area	7
Trade	Seek to trade (with high mark-up)	8
Mission	Serve the strongest local force and seek to maintain that power	9
Direction	Seek a guide or escort to a safe area	10

Morale

Enemies roll a HRT save to avoid fleeing when taking their first casualty and again after losing half their number. Lone foes save at 0 Grit.

Morale uniquely affects your party (see **The Order of Gunslingers**).

Inventory

- ♦ You start with **12 inventory slots**: a satchel with 8 slots, 1 slot for each hand, and 2 slots for upper body (belt, chest, or head)
- ♦ The satchel doubles as a sleeping bag if emptied of contents
- ♦ Most items occupy **1 slot** but hats and small items don't occupy any
- ♦ **Lead** occupies **1 slot** without a bandolier or similar accessory
- ♦ **Bulky** items occupy **2 slots** and are awkward or difficult to carry
- ♦ Anyone with a full inventory is reduced to **0 Grit**
- ♦ Your inventory dictates your maximum carry—carts, mules, horses, and hirelings increase slots

Hirelings

Hirelings aid expeditions. To create a hireling, roll **3d6** for **ability scores**, **d6** for **Grit** and roll a simple weapon (**d6**); further flesh them out using the **Gunslinger Creation tables**.

While not Gunslingers, hirelings may quest to join the Order.

Hirelings cost **1-3 Lead** daily or a treasure share.

Wealth & Treasure

The most valuable currency is ammunition, **Lead**.

Less common are gold pieces (gp) which are normally mixed with lesser metals.

Treasure is highly valuable, usually bulky, and rarely useful beyond its value. It can be a lure to exotic and even dangerous locations, often protected by intimidating foes.

Villages, strongholds, and ports of call barter and trade based on goods' local rarity and value.



