# DEADWOOD DEPUTIES

## Attributes and Advancement

Your deputy has four attributes: **strength**, **dexterity**, **intelligence**, and **charisma**. You start with one attribute at **d8**, one at **d6**, and two at **d4**. Upon completing a bounty, you raise one attribute a die value, up to a maximum of **d12**.

## Dice and Challenges

Roll your attribute against the difficulty set by the narrator, which scales from **d4** for easy to **d20** for complicated. If you tie, you achieve partial success or success with some drawback. Whenever you roll the maximum, you may trade the result to roll the next higher die. If you have advantage, roll twice and take the higher result; if you have disadvantage, roll twice and take the lower result. To help an ally, make the same roll; on an even number, add **+1**, but on a natural **1**, subtract **-1**. Advantages and disadvantages do not stack but they do cancel each other out.

## Initiative and Actions

Each deputy rolls **dexterity** or **intelligence** against the enemies; the highest roll determines which side goes first. Each deputy and enemy gets one action per turn. You can move and make a melee attack as one action. You can draw and fire a pistol as one action. Unless you are ambushed, rolling **charisma** before a battle gives your posse advantage on its initiative rolls.

## Weapons and Armor

Melee attacks use **strength**. Ranged and throwing attacks use **dexterity**. Guns always give advantage when causing wounds. Two-handed melee weapons give advantage when causing wounds. Using two one-handed weapons gives advantage on attack rolls. Throwing weapons and pistols can hit close or near targets and only require one hand. Rifles weapons can hit close, near, and far targets, but have disadvantage against close targets. Shotguns can hit close or near targets and have advantage on attacking. Unarmed attacks have disadvantage on attacking and causing wounds. Armor gives advantage on **strength** rolls to avoid wounds but gives disadvantage on all **dexterity** rolls.

## Wounds and Healing

When you get hit, roll **strength** against it to determine if you are wounded. Each wound causes an attribute of your choice to gain disadvantage. When all your attributes have disadvantage, you are unconscious. If your whole posse is unconscious, they are defeated. After each battle, unconscious deputies wake up. You may avoid taking a wound by allowing a piece of equipment of your choice to become broken and nonfunctional. Once per scene, you can roll **intelligence** against **d6** to heal a wound, with disadvantage on healing yourself.

## Ranges and Movement

There are three relative ranges: close, near, and far. You can move one range increment as an action. Cover gives advantage on **dexterity** rolls to avoid ranged and throwing weapon attacks.

## Enemies and Defenses

Enemies and hazards are ranked from **d4** to **d20**. Enemies can be minor or major. Minor enemies only take one wound to defeat, but major enemies require three and could also have special abilities. When an enemy attacks, roll **dexterity** to avoid it. If the attack hits you, roll **strength** to prevent taking a wound. You can use **charisma** to taunt an enemy, forcing it to attack you until another deputy attacks it, or misdirect it, preventing it from attacking you until you attack it. If your posse outnumbers all remaining minions or wounded elites, you may roll **charisma** to intimidate them into fleeing or surrendering.

## Equipment and Cash

You begin play with three pieces of equipment, including weapons, kits, and horses. You may carry up to five pieces of equipment. There are only three types of ammunition: rifle, shotgun, and pistol. A gun comes with enough ammunition for one bounty, after which you must buy more for each subsequent bounty. A kit gives advantage on attribute rolls for a non-combat purpose. Your posse begins play with **1** cash. Broken equipment can be repaired in the field by rolling **intelligence** against **d8**, or in a settlement for **1** cash if the roll fails. Ammunition for a gun costs **1**, a pistol costs **2**, a shotgun or rifle costs **3**, a horse costs **4**.

## Bounties and Rewards

You increase your attributes and earn cash by tracking down bounties. Bringing a bounty back alive increases the payout by **1**. Rolling **intelligence** against **d8** reveals some detail about a bounty, such as what kinds of enemies to expect or what kits would be useful along the way. Rolling **charisma** against **d6** increases the cash reward by **1**. Each deputy may attempt each of these rolls once per bounty.