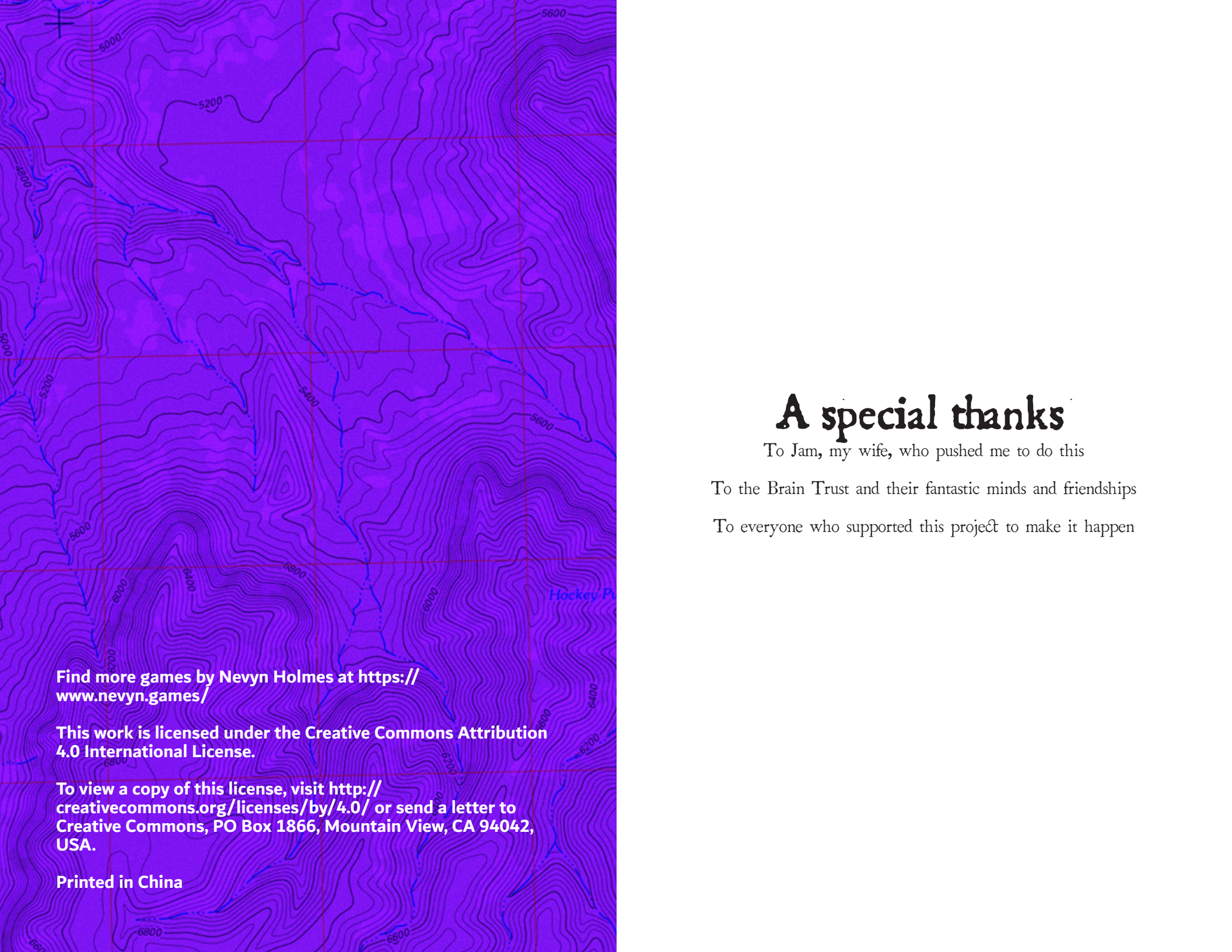


GUN & SLINGER

Created by
Nevyn Holmes



Cover by Sadia Bies - Art by Emma Harvey
Layout by Sinta Posadas - Editing by Fiona Maeve Geist

A topographic map with brown contour lines and a red grid. The map shows a mountainous area with peaks reaching over 6800 feet. A blue line, possibly a trail or river, winds through the terrain. The text 'Hockey P' is visible on the right side of the map.

A special thanks

To Jam, my wife, who pushed me to do this

To the Brain Trust and their fantastic minds and friendships

To everyone who supported this project to make it happen

Find more games by Nevyn Holmes at <https://www.nevyn.games/>

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Printed in China

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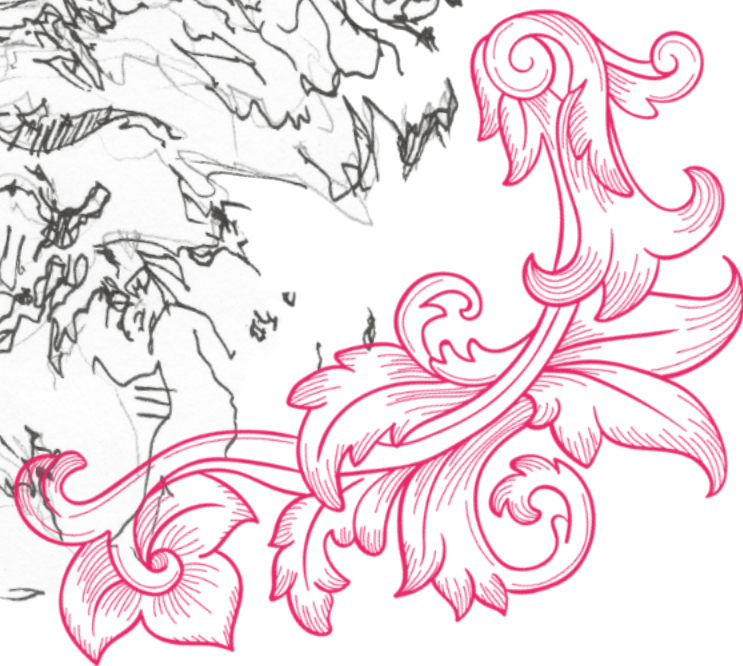
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Gun & Slinger



GUN&SLINGER is an RPG geared for short, episodic sessions about a weapon and a wanderer. A Mæstro and two Players (Gun and Slinger) set out into a dead planet mutated by a god's forgotten child and hunt strange bounties, investigate the world and unlock hidden powers. During play, they seek to learn the nature of what's hunting the Slinger, figure out why the Gun is sentient and discover how the world died.



Tons ago,

the sky shattered and something ate the moon and stars. Leaving us with only our sun, small cluster of planets and a new twisted moon. Something, birthed from the sky-eater, fell to our planet and began to twist and warp it.

It was the end of our world before anyone living could remember.



Now, many generations later, our people's remnants wander the twisted land and fight the bioluminescent night-crawling creatures searching our castles' and cities' ruins for ancient magic and technology to help us survive. The brave and hopeful work to keep our pocket-sized towns together and alive.

Now, many years after our stars were devoured, you find yourself searching the ruins with your new partner.

I hope you find what you're looking for.



SAFETY TOOLS



GUN&SLINGER uses John Stavropoulos' safety tool, the X-Card, alongside Lines & Veils. Before playing, everyone involved should read this section to discuss safety and their desired content. It's important everyone's on the same page, feels safe, and understands this game's Open Table policy.

LINES are hard boundaries excluding specific content, no questions asked and can be anything you don't want in your game experience.

VEILS are softer limits—things the Player is OK with including, provided it's not explicitly described or happens "off-screen." Veils are things to hand-wave or fade-to-black around, like a PG movie.

Lines & Veils are a fantastic system allowing for a curated consensual experience for everyone's comfort but is not always enough. To that end, you should also make use of the X-Card.

THE X-CARD is an optional tool (created by John Stavropoulos) that allows anyone in your game (including you) to edit out any content anyone is uncomfortable with during play. Since most RPGs are improvisational and we don't know what will happen until it transpires, games may take an unwanted direction regarding included content, not to prevent or reverse mechanical outcome. An X-Card is a simple tool to fix problems as they arise.

TO USE, AT THE START OF YOUR GAME, SIMPLY SAY

"I'd like your help. Your help to make this game fun for everyone at the table. If anything makes anyone uncomfortable in any way... [draw X on an index card] ...just lift this card up, or simply tap it [place card at the center of the table]. You don't have to explain why. It doesn't matter why. When we lift or tap this card, we simply edit out anything X-Carded. And if there is ever an issue, anyone can call for a break and we can talk privately. I know it sounds funny but it will help us play amazing games together and usually, I'm the one using the X-card to protect myself from all of you! Please help make this game fun for everyone. Thank you!"

For additional information consult: <http://tinyurl.com/x-card-rpg>

ACKNOWLEDGEMENTS

The world of G&S houses a wide diversity of peoples and cultures. You, and everyone you meet, can be imagined however you want! Any and every expression of sexuality, culture, gender, ability, etc. is to be respected to the fullest extent.

When you sit down to play GUN&SLINGER, you agree to punch fascists and stomp on bigotry. You will respect your fellow Players and their needs, concerns, and traumas. At any point, for any reason, a Player can veto narrative elements. Even if you spent something or drew cards, do not use my words to justify harming others.

Entertainment and safety above all.

Genre & Land

The GUN&SLINGER Team would like to acknowledge our participation in the Western genre which was forged from American colonialism's brutal expansion. It's a terrible time leaving deep scars and repercussions across the nation and our pop culture that still reverberate today.

Our team members would like to thank the owners of the land we live on as we worked on our project such as the nations of the Kiikaapoi, Jumanos, Tawakoni, Wichita, Lipan Nde and Numunuu of Eastern Texas. As well as the Lənape Haki-nk of New Jersey, The Kiikaapoi, Peoria, Bodéwadmiké, Myaamia, and Oglala Sioux of Northern Illinois and the Neusiok and Coree of Eastern North Carolina.

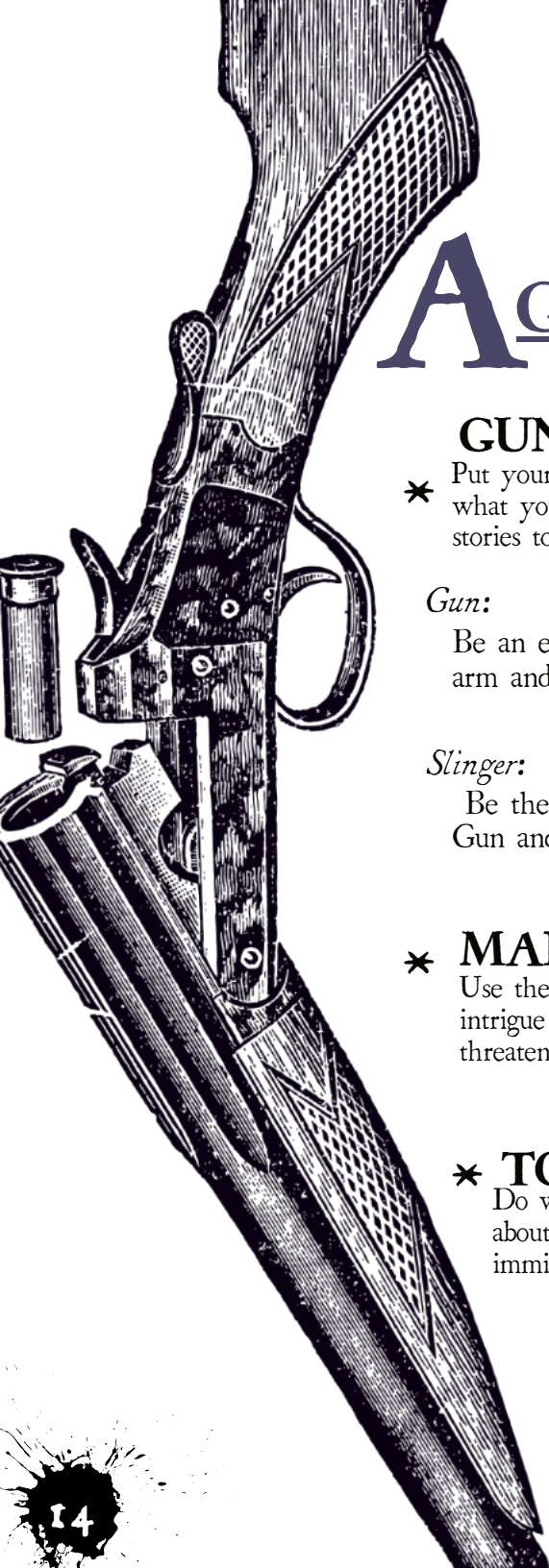
Our dearest wishes are for our project to separate the Western genre from it's long history celebrating ideals of genocide and colonialism, bringing a more positive and creative energy for a healthier experience while still acknowledging associated issues. We've each worked diligently towards this and hope you all enjoy.

I want to be clear: while utilizing a few genre tropes, GUN&SLINGER is not a traditional Western. They may be related but are not identical. While they share genre trappings they are about fundamentally different things.

This is not a game about taming wilderness or fighting back against "The Other." While there are elements of fighting back against the world, it's not to take other's lands but defending against an invading force—The Twist—and discovering answers to the transformed world's mysteries.

On the surface, it still shares Western's themes of solitude, distance and difficult survival but similarities end there. This is a game about what we do to survive and how far we go helping our intimates in a world working to beat us down. The world itself is lush, not exclusively desert and has plentiful—though difficult to acquire—resources.

Keep all this in mind as you create, explore, and play in your own world of GUN&SLINGER.



A GENDAS

GUN & SLINGER

- * Put yourself in danger, search for what you want, leave people with stories to tell.

Gun:

Be an extension of the Slinger's arm and an agent of the strange.

Slinger:

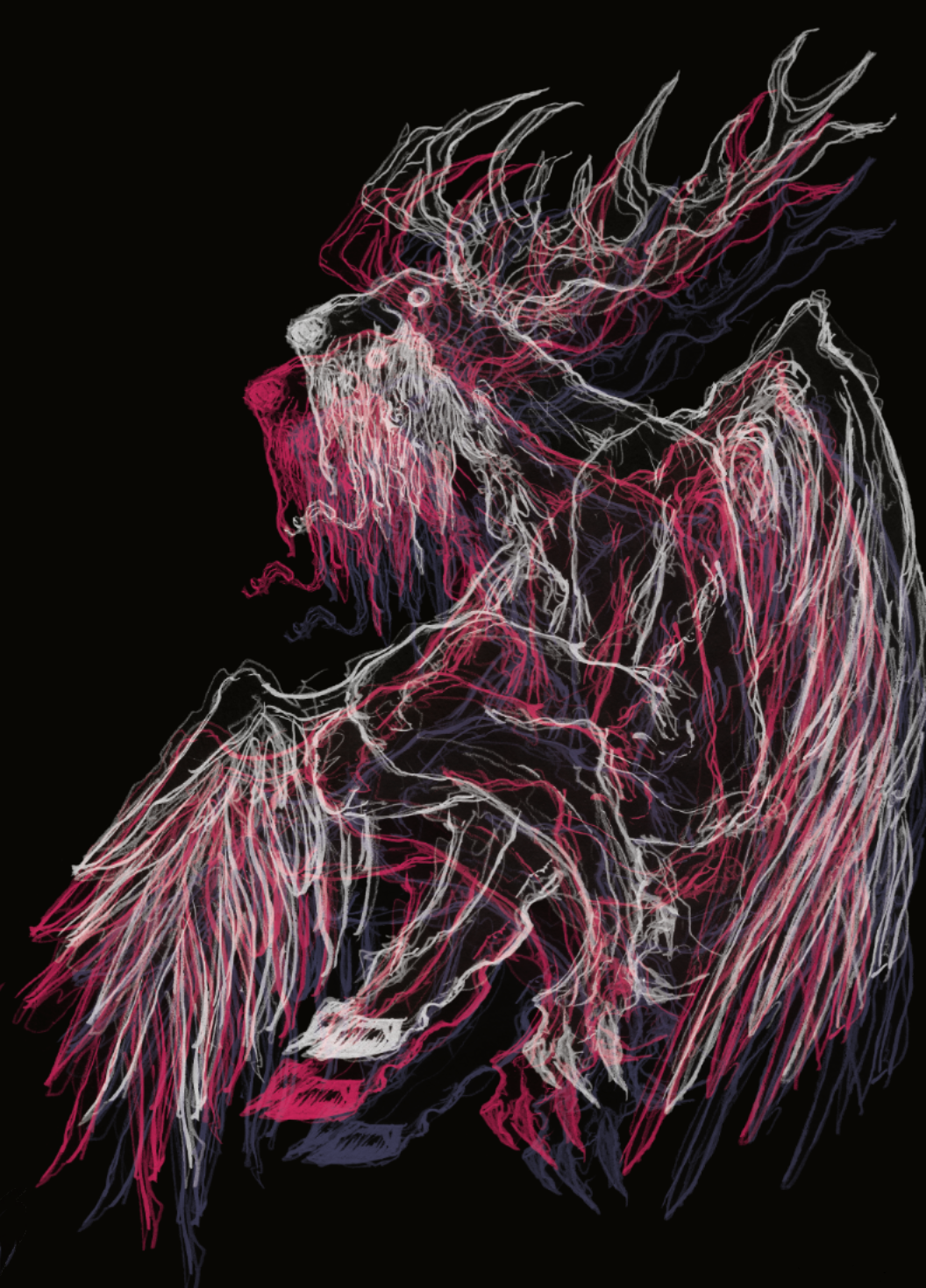
Be the hammer that sparks the Gun and an agent for change.

* MAESTRO

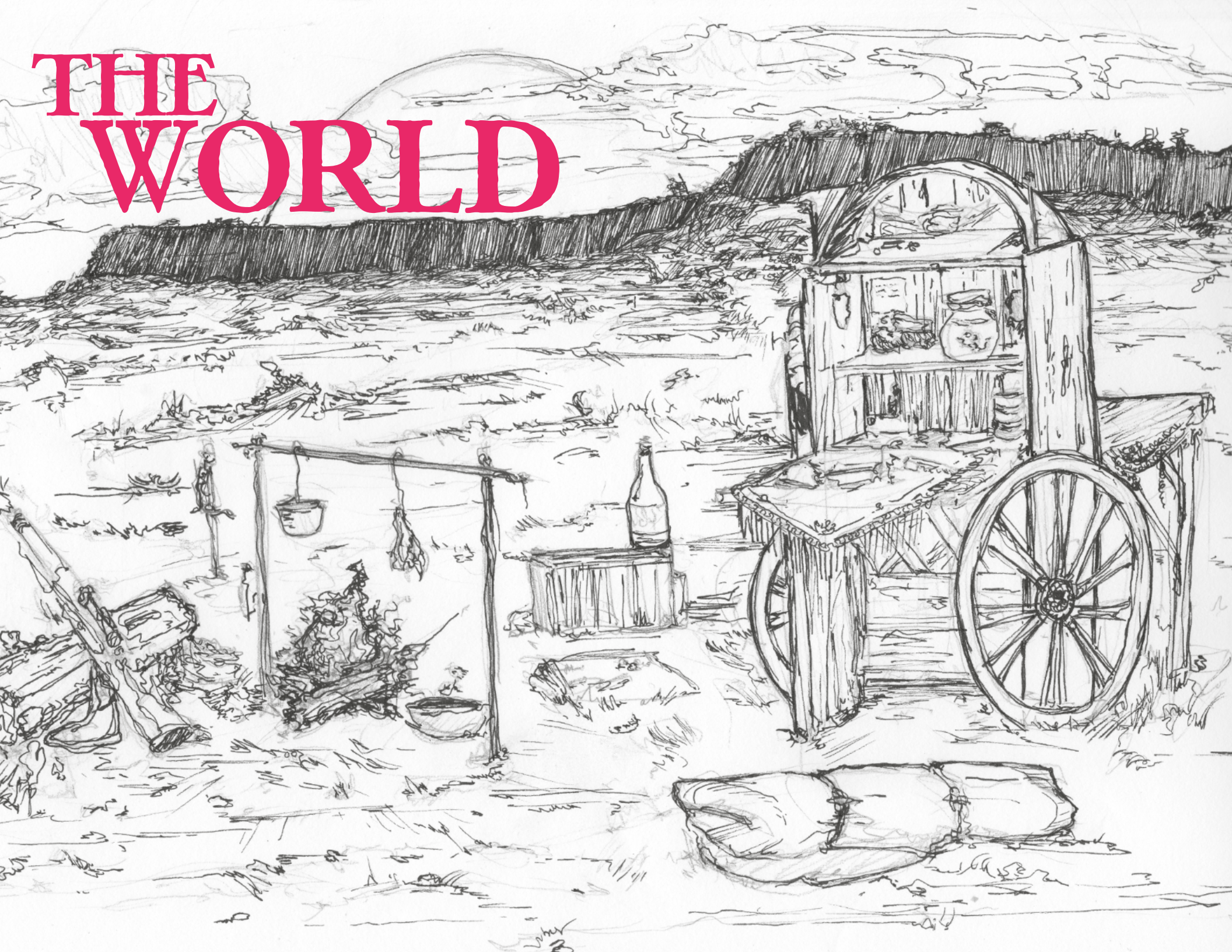
Use the Twist interestingly, create intrigue and drama, make the world threatening.

* TOGETHER

Do what's most interesting, learn about the world, escalate imminent dangers.



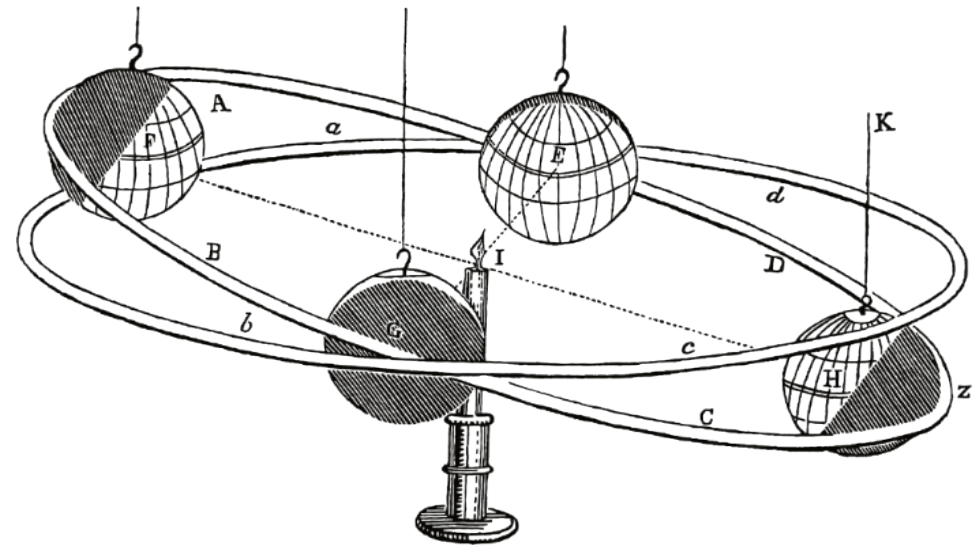
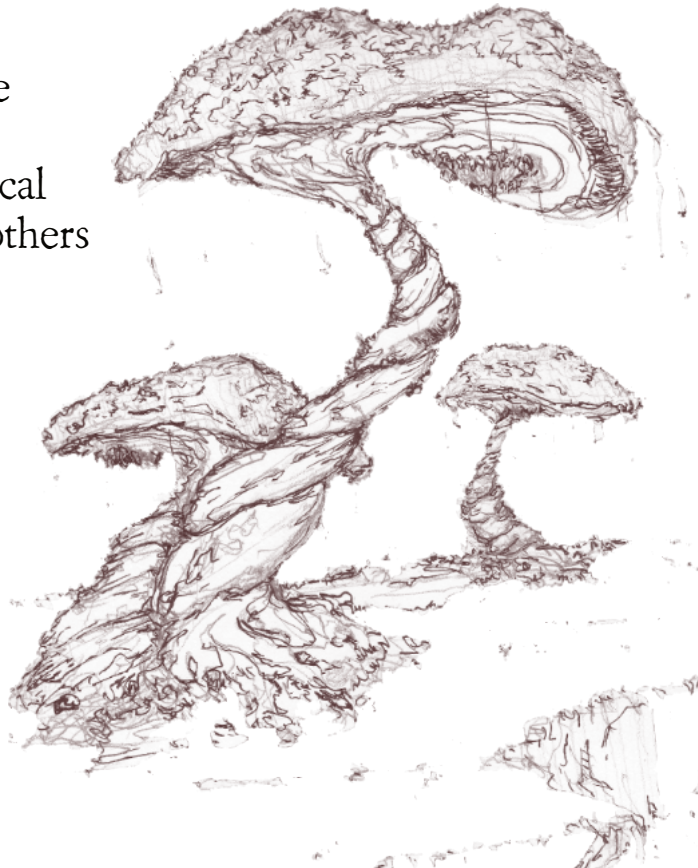
THE WORLD



SETTING ELEMENTS

GUN&SLINGER takes place on a planet very different from our own. Eons after a cataclysmic event, people continue struggling to survive. There are no stars, only the sun and new, twisted moon. Castles, cities and townships' remnants are half-buried in dirt and sand. Ghosts wander the ruins and cracks. Golden Age magic and technology lie beneath it all, waiting to be exhumed and woken.

Some people search for these historical pieces and others claim them.



DAYS & NIGHTS

Days are vibrant, the Last Sun feeds all the plant life it reaches. The green, rolling hills thrive, drinking up sunlight and waving in the breeze. Life unmarred by the Twist is beautiful and sustained.

The nights, though, are dim, illuminated only by the omnipresent pale blue moon. Twisted bioluminescent beasts wander and hunt, claimed by the Twist, their designs extrapolated to grotesque degrees. Whether extra appendages, constantly drooling thick ichor or additional, misplaced mouths and eyes, these hostile creatures are animated by the Twist's strange new instinct. In a single word, they're wrong.

Much the moon touches twists over time and whatever the Sky-Eater left is claiming and reshaping things' forms and life. Most travel by day whenever possible—even then there's no guarantee of safety from the Twist.

LANDS & GRAVES OF THE PAST

Long ago, this planet pulsed with life. Neither you (nor anyone you know) was around but you see prior societies' artifacts on your travels: castles choked by moss and ivy, hills reclaiming statues that once stood upon them, crumbling vaults and treasures whose depths hide secrets and ancient magics, decaying infrastructure too advanced to operate. To some, the Golden Age ruins speak of potential. To others, they're a warning.

Eons since the sky's death, the land may be beautiful but it no longer breathes the same life. Green, rolling hills are flecked with the past's remnants and new civilizations' marks from the last couple hundred years are sometimes built in and around the ruins. People live in these distant, civilized pockets surviving on whatever fertile land is available and cooperating as best they can to survive.

The land isn't all green hills and pleasant nature. There are forests (of trees and fungus), swamps of Twisted creatures and lakes of Twist-touched oil. There are massive canyons and tectonic rips that seem to scream. For, as much beauty as the world still holds, the Twist has claimed and shifted in equal, violent measure.



TECHNOLOGY & PEOPLES OF THE WORLD

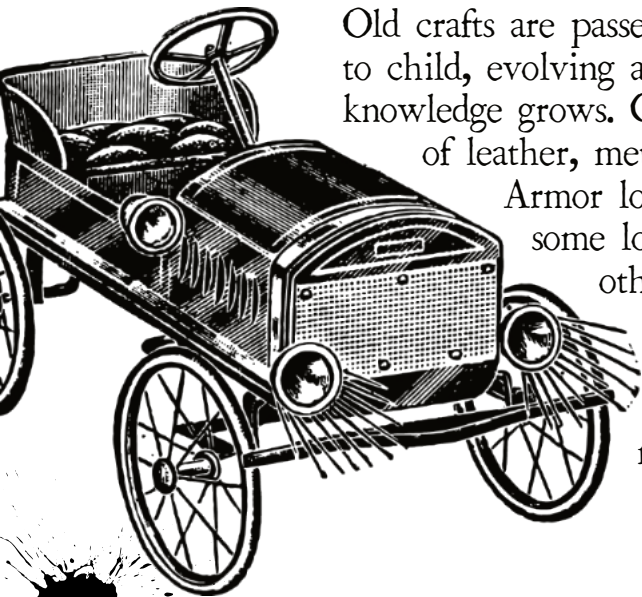
Technology, infrastructure, transportation and the like are a mish-mash mix of steam-powered components, recovered and reverse-engineered magitech and ill-advised attempts at harnessing the Pale Moon's power.

While imperfect, it helped feed stories of the peoples' past greatness providing much-welcomed aid in the fight to transcend mere survival.

Travel is by horse, cart, foot, and vehicle. Cobbled-up low-tech motorcycles and small kitbash cars zip from city to town to ruin and back. Repaired and up-cycled trains run on the last remaining rails people work to recover and improve.

Old crafts are passed down parent to child, evolving as communal knowledge grows. Clothes are a mix of leather, metal and cloth.

Armor looks medieval in some locales, modern in others. If you're lucky, you might even find something magical.



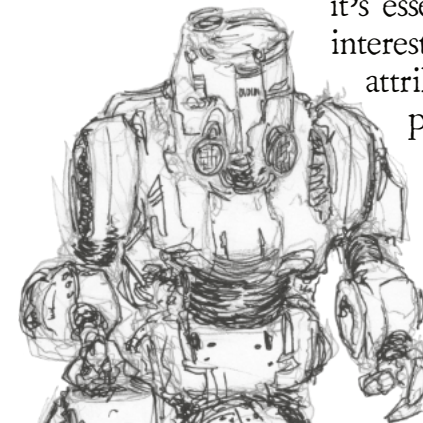
People farm, trade and craft. Townships do their best to maintain a pleasant relationship with their closest neighbors across dangerous Wilds knowing they'll only thrive through collaboration. Some mercenaries, bounty hunters and others hired-for-coin often make or protect runs between cities—provided the coin's right, nothing's really off the table.

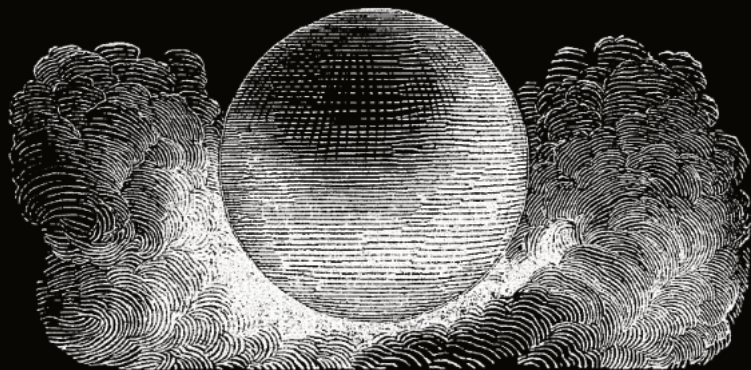
Based on remnants, it seems people traveled off-planet as made evident by a few massive, crashed, reclaimed or hidden rockets. Presently space travel, even short distance to the sister planets, almost never happens. Most, even provided means, fear the sky. Even if you find someone able, the cost for them to be willing is very high.

What is Magitech?



Magical technology—Magitech—is a fusion of traditional technology (circuits, steam, electrical currents, massive machinery) with reclaimed Magical remnants. They're more efficient or can do things in unusual ways. In G&S, it's essentially a way to create interesting, anachronistic technology attributable to Magic and the long past Golden Age—it's our equivalent of "a wizard did it!" Use it to make cool shit exist in your world!





Factions & Threats

There are a few things that are, without a doubt, threats and antagonists to the world's peoples.

Firstly: the Twist and all it has claimed. Malevolent monsters, furious flora and troublesome titanic beings make the wilds dangerous. The Twist can influence everything anywhere and can even shape the world. It's constantly working towards some unknowable goal. (p 23)

The various independent assemblages beyond a township or city's general populace. Bandits, mercenary companies and other freebooters prioritizing their needs before others. Some for money, others for fame and some simply like the thrill. There are as many of these groups as needed to fill out your world.



There are the scholars, curiosities endlessly piqued by the Twist. They go to incredible lengths to study it attempting to decipher its cryptic, unknowable ways. Wizen elders, ecstatic apprentices and adventurous bookworms—the Twist interests all kinds. Though there haven't been any major discoveries, the world's scholars are unyielding in their hunt for knowledge.

Not all Scholars study the Twist in isolation. Many study its effect on things to varying degrees. They take titles related to their specific objects of study, always appended with the suffix “-keeper”.

These titles are collectively agreed upon by scholarly society. Examples:

Greenskeeper: Studies nature.

Twistkeeper: Studies the Twist in-depth.

Mindkeeper: Studies the Twist's mental effects and general mental health.



There's a lot of room to play in G&S' setting. There are no provided cities, landmarks, or creatures: your world's places, people, and possibilities are created collaboratively by everyone at the table and discovered through play. There are a few key aspects of the game world to keep in mind:

Touchstones

The beautiful and strange nature of Nausicaa of The Valley of The Wind.

The ancient civilizations' remnants and magic of The Legend of Zelda: The Breath of The Wild.

Trigun's alien landscapes, struggles with destructive nature and fighting for survival in harsh lands.

Pitch Black's horrifying darkness and violent monsters.

Subnautica's alien flora and fauna both massive and miniscule.

Outer Wilds' unsubtle existentialism and fireside guitar plucking.

At its heart, G&S' world is one of survival, mystery, and danger. Civilization has stabilized in isolated pockets within a hostile landscape. Your game may only have one "major" city, you decide. Travel between locations is slow and arduous, people walk, ride horses and even ride machines cobbled-together from weird magical remnants and janky technology. And, because I love them—and for no other reason—motorcycles exist.

The world, in general, is pretty dangerous. Roaming nighttime creatures are far from the only threat. There are dangerous flora and fauna, remnant magical mechna, actual ghosts of varying hostility and bandits or, even, ruthless shithead leaders. Everyone fights to stay alive.

TOUCHSTONES & TONE

THE TWIST

The Twist's force crawls across the land, left behind and forgotten by whatever ate the sky. It touches, claims and mutates what it wants or, perhaps, needs. It's hard to discern if it has a real goal, runs on instinct or, perhaps, something worse. Its goals and their manifestations are discovered and formed through play.

It's on every planet in this cluster, taking many forms. It possesses and manipulates anything: organic, inorganic, sapient or otherwise—it doesn't matter. It takes and reshapes things to fit its desires whether a swarm of rats, a bandit leader or a monstrous human/venus fly trap hybrid, you decide.



The Twist can also mess with the world's other facets: it can inhabit or change any environmental feature. During setup, you'll establish a few unique ways the Twist changed your world but there are two constants:

The Twist is definitely related to the New Moon that The Thing That Ate The Sky left behind—there's likely more to it than that.

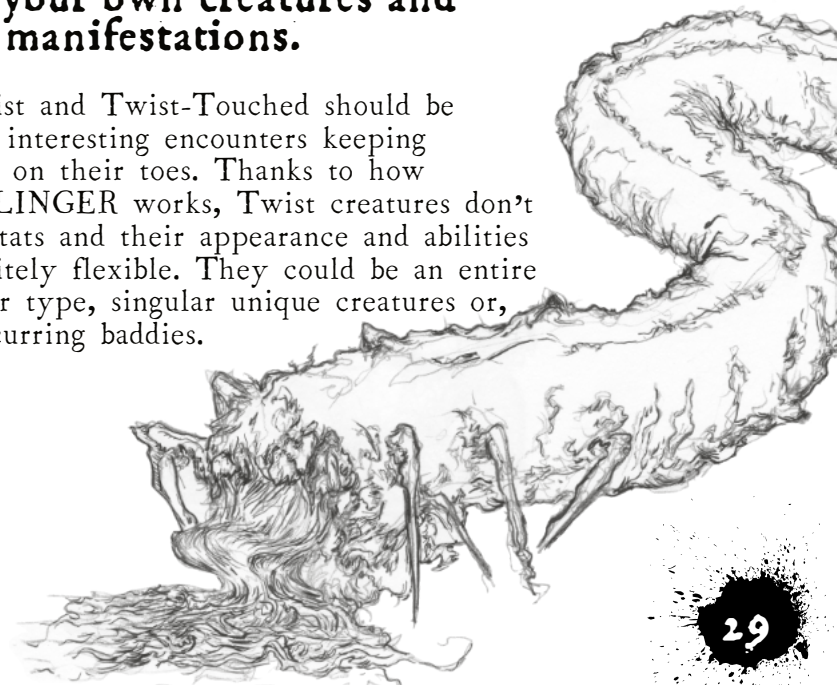
The Twist owns the night: there are novel, (largely) nocturnal bioluminescent flora and fauna. Not all are aggressive, terrible horrors—some are natural evolutions who soaked up the New Moon's light.



CREATURES & THE TWIST - TOUCHED WILDS

In play, you have free reign to create your own creatures and Twist manifestations.

The Twist and Twist-Touched should be difficult, interesting encounters keeping everyone on their toes. Thanks to how GUN&SLINGER works, Twist creatures don't require stats and their appearance and abilities are infinitely flexible. They could be an entire species or type, singular unique creatures or, even, recurring baddies.



Here are some manifestations I've used. Feel free to use them and don't hesitate to make your own! Inventing a threat as a group can be good fun, too!

The Gorilla-Fungus



This massive creature lives on the fungal forest's outskirts. It's massive, incredibly quick and transforms its bodily fungal growths into light, sturdy armor. It's tougher to fight in the forest as the landscape's familiar and it instinctually gets around faster.

The Bandit & Helldog

A bandit leader possessed by The Twist gained various gifts manifesting as deep powers. This is less a Twist creature and more a person who made a deal with something they didn't understand.

They have a pet helldog, a 4'-tall fiery hound summoned with an Artifact (a small purple coin). The dog has a lash-tongue and is almost impossible to outrun on foot.



& EXPLORATION & DAILY LIFE



This is a game of exploration and mystery, so you're gonna travel to many places. Be sure to name everyone met and every town and outpost visited. Doing so helps build the world, further realizing it and providing places and people to return to!

When visiting a new town, name it and answer:

What's the weather like?

How are the roads?

How do they stay afloat?

When meeting a new person, name them and answer:

What are their pronouns?

What's their worry?

What's their need?



& DOING THINGS RESOLUTION

The Players & Maestro are participating in Go Fish notably modified to fit RPG structure.

When a Player wants to do something under pressure or with an uncertain outcome, the Maestro can request a Check. The Player then asks either the Maestro or the other Player if they have a particular card (“Hey, Gun, do you have any fives?”).

The person who is asked **must answer truthfully**. If they have any cards of that value, they are handed to the petitioner. If not, the asker draws a card from the Deck.

- ✱ If at any point someone’s hand contains a Pair (two cards of matched value) it is set face-down on the table in front of them. The Maestro does not make Pairs, keeping all their Hand’s cards.

- ✱ This area is called their Cache and Pairs remain here until used. Players may peek at their own Pairs whenever but not anyone else’s.

After the Player making the Check requests a card and either receives or draws one, the Maestro reveals the Check’s Difficulty and Cost (“This is an Easy check, doing it costs 4”), and then the Player either pays with a Pair, requests a Bargain or accepts Failure.

A Check’s Cost—and occurrence—is the Maestro’s decision. The Maestro should rely on situational context and their judgment determining when a Check is appropriate. Some good heuristics for requesting a Check is when:

- ✱ The outcome is uncertain.
- ✱ There’s immediate pressure.
- ✱ Failure or Mixed Success provides interesting narrative outcomes.

Important notes about Pairs:

- ✱ A Pair has its single-card value (ex. a Pair of 10s is worth 10).
- ✱ The total value Paid is the Pair’s value plus your relevant Stat.
- ✱ You can exceed, rather than exactly pay, the Cost.

Other actions happen with Checks, see Basic Moves, p 35



HOW TO TREAT STATS

Your Stats are intentionally flexible and interpretive. While geared towards a few fairly obvious actions, they have a wide variety of uses. When determining which Stat a Check entails, first focus on how you're accomplishing your task, working backwards to determine the applicable Stat.

If you don't have a situationally relevant Stat—or you can't agree which applies—make the Check without a modifying Stat.

When making a Check, always add your relevant Stat. IE: I spend a 3-Pair for a Check and my Light On My Toes stat is 2
2 (Stat) + 3 (Pair) = 5.

THE STARTING STATS AND EXAMPLES OF USE:

Embodiment of Magic

The Gun's relationship with Magic. How good are they at it? How much do they know? Usable for any Magic-adjacent Check.

Sharp, for a Gun

How clever are you? How smart? How physically sharp? Primarily concerned with quick wits and knowledge but, if you want, can be taken literally.

Just a Little Bit Mean

Are you an angry gun? Intimidating? Short-tempered? This covers all of those and anything else you can imagine!

I've Been Around

How much have you travelled? Been a lot of places, learned a lot of things? Consider this a measure of worldly knowledge—wisdom concerning the world's workings and ability to find things. It's even used for reading people.

Good in a Fight

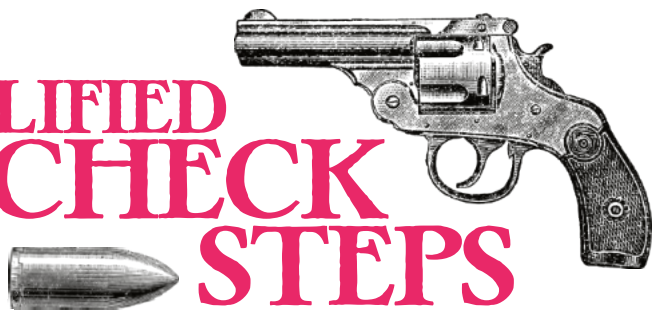
Maybe you're more brawn than brain. Usable for a fist-fight or perhaps intimidation—maybe even sizing someone up?

Light on my Toes

How fast are you? How good at sneaking? This could even cover maintaining footing or balancing on



SIMPLIFIED CHECK STEPS



- 1** The Slinger says they attempt sneaking past someone.
- 2** The Mæstro decides this requires a Check, meaning the Slinger must “Go Fish!”
- 3** The Slinger asks the Mæstro or the Gun if they have a card—but they don’t.
- 4** The Slinger draws from the Deck, completing a Pair and placing it in their Cache.
- 5** The Mæstro says the Check is Hard: Cost 11
- 6** The Slinger plays a 7-Pair adding their Light On Your Feet 2 (9 total).
- 7** The Gun aids by Paying a Single 2, tying the Cost.
- 8** The Narrative moves forward with a normal success.

BASIC MOVES, FACE MOVES & A COUPLE OF NOTES

Recovering From Damage

Players heal up, restock and regain $\frac{1}{2}$ of all used Twist and Connection if they’re in a safe place when a session ends—not if you end on an intense cliffhanger like amidst a shootout. As a heuristic: camping somewhere relatively safe means you’ll heal.

You can also recover using items, paying a doctor or with an extended rest. Just remember: time moves ever forward!

Giving Aid

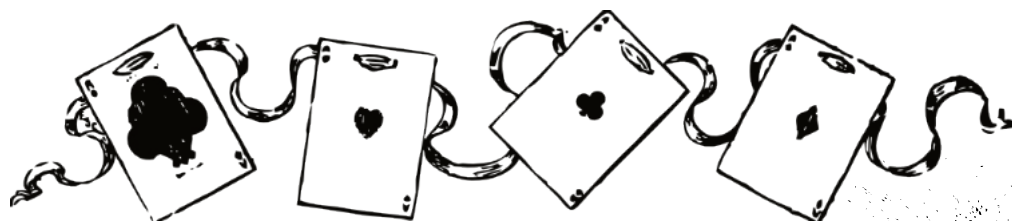
Players can Aid each other once per Check by describing how they are assisting and paying a Single from their Hand, adding it to the total Paid.

Blind Pay

To Blind Pay, both Players place a Single from their Hand face-down obscuring their respective cards before simultaneously revealing and combining their value. A Blind Pay’s difficulty is calculated as follows: the Mæstro sets a difficulty based on the ranges below and flips the Deck’s top card—the Modifier—adding it to the Blind Pay’s total.

Blind Pays are always used when Players attempt to shoot something but the Mæstro can always call for one for simultaneous Gun & Slinger actions.

- 1** The Mæstro declares a Blind Pay and sets its difficulty
- 2** The Mæstro flips the Deck’s top card—the Modifier Card
- 3** The Players play a single face-down card from their hand, trying, combined, to exceed the difficulty without ‘busting’ (a exceeding than 21).





Every Blind Pay has a set Difficulty based on the action's context.

If the total of the Players' and Modifier Card ties or exceeds the Difficulty, the action is successful. If the total is 21+, the action 'busts' and fails.



Easy [14]
Medium [16]
Hard [18]



In Blind Pays, Face cards are worth 10.



Aces are worth 1 or 11, determined after the reveal.



One Player may choose to add their relevant Stats to a Blind Pay after revealing the cards.



Scoring 21 Exactly is Pure Success as with Aces.



EXAMPLE OF PLAY

In a GM-less game, Blind Pays work similarly. The Deck's top card is flipped to determine the Difficulty, then another is flipped as Modifier to the Players' total. Instead of setting the Difficulty the first revealed card subtracts its value from 21 to derive the target. (With a 10, $21-10=11$, the Duo must total 11-21)



Maestro-less:

The Duo wants to shoot a Twist-Spider rushing from the treeline. One flips the Deck's top card revealing a 3: Difficulty 18-21

They then flip the Deck's top card: a 5 which is added to whatever the Duo plays.

Accounting for this, each Player plays a Single face-down then flip them simultaneously. A 7 and Ace.

$7 + \text{Ace} + 5 (\text{Modifier}) = 23$ OR 13. They either Bust or Fail, failing to shoot the spider either way—which lunges at them!

With a Maestro:

The Duo wants to shoot a Twist-Spider rushing from the treeline. The Maestro takes the situation into account (the spider's fast, it's dark) states the difficulty is Medium (meaning the Duo needs a 16 total between their cards and the Modifier Card without exceeding 21).

The Maestro flips the Deck's top card, revealing a 5 which is added to whatever the Duo plays.

Accounting for this, each plays a face-down Single from their hand and simultaneously flip them—a 5 and a 6.

$5 + 6 + 5 (\text{Modifier}) = 16$. They just made it, and they blast the Twist-Spider out of the air!

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—there's always a complication.



FACE MOVES



Face Cards do not Pair.

King: A symbol of luck used to Succeed at any Check, including the other Player's.

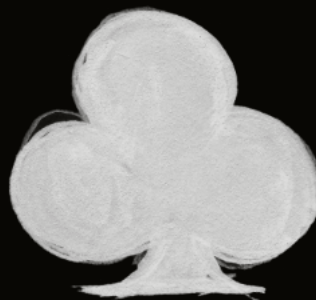
Queen: A symbol that thrives in every environment and can be Paired with any (non-face) Single to produce a Pair.

Jack: A symbol that knows a good deal when they see it, play one any time to draw 3 cards.

Aces: A symbol that's always good to have up your sleeve, paying with one is a Major Success with an extra effect:

- ✱You gain extra insight, pose a question to the table and collaboratively answer.
- ✱You gain or maintain the upper hand, determined collectively.
- ✱Your result improves remarkably

When your Hand is empty, draw 3 from the Deck.



COMBAT & ACTION

Combat and GUN&SLINGER's other action scenes don't follow a strict, turn-based format. Instead, it uses the "theatre of the mind" where combat and action are played out following actions and responses' flow, allowing decision-making based on what's sensible within the present fiction rather than worrying about movement speed and initiative.

As Players take actions, the situation changes and evolves. Characters present react to outcomes dictated by their own goals. For example, Players in a tense saloon may attack a bandit. Outcome dependent, the bandit could go down before counter-attacking or someone across the room may step in if they miss.

As with other scenes, the Maestro and Players should freely discuss ongoing combat and action. If you're unsure what happens next, talk it out!

SHOOTING, KILLING, AND OTHER VIOLENT ACTS

Violence may be simple to enact and reliably terminates conversations but there's always another way to solve problems. It's important to remember violence is enacted against a person whose world you're exploring.

Always consider other options—you gain next to nothing harming someone or something.

When committing an act of violence always be prepared for consequences.



The Gun cannot be fired unless both Gun and Slinger agree to shoot. Before firing, both draw a card (making any new Pairs). Shooting is always a Blind Pay.

Baseline: attacking (with the Gun or otherwise) is Medium difficulty (5-8) but, situation dependent, can be easier or harder. When Players are attacked, they must pass Checks with the same baseline to avoid being hit.

A single hit defeats a regular enemy, but the Twist-touched or those protected by armor or other means may take more. When defeating an enemy with gunfire, the Gun draws a card; otherwise, the Slinger draws.

HARM FOR THE SLINGER

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.



DEATH

In a Twist-marred world, Death isn't always final.

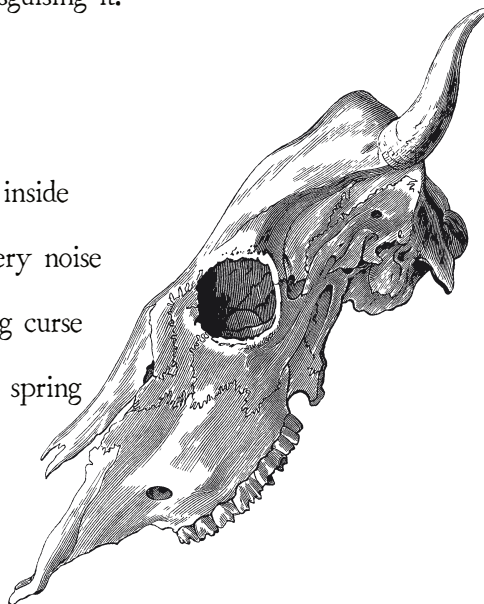
If you're really attached to your characters and their collaborative story, maybe you strike a bargain with something beyond your understanding.

Every time you're Twisted somehow—until you're no longer yourself! These should be so sufficiently major and impactful that you're unsure if you want to strike the deal. Resurrection is never as simple as a hand wave or snap of the fingers.

When the Slinger resurrects, they permanently mark 1 of their Twist track's points. This can never be cleared: so use red and scratch it up making sure you remember. Additionally, the table must decide how the Twist physically transforms you. This isn't necessarily negative but should be strange and noticeable without effort disguising it.

Some examples

- ✱A transformed eye with stars inside
- ✱Cat-like ears, twitching at every noise
- ✱A marked arm with a growing curse
- ✱Backwards-bent legs, ready to spring



TRADE & FAVORS

Getting hung up on tracking dollars and donuts minutiae can really slow down play and disperse focus: GUN&SLINGER isn't about that! You always have sufficient money to remain fed and hydrated—don't worry about it—but finding a place to sleep or securing transportation may be a bit difficult. For anything beyond that, you'll need to trade something of value or do a Favor.

Favors

You can almost always get what you want (or need) for a Favor. Everyone has something they need done, whether cleaning the barn or guarding a caravan and prefer a Favor to cash.

You can always offer a Favor instead of money or goods. Depending on the task you may not need to do it now and, depending on who you're asking, they may wait to define it, holding it over your head. Favors are a major I.O.U and reneging one, or any agreement, is a big deal.

TOOLS & TRINKETS



Almost any kind of adventuring gear imaginable is found in **G&S**. Rope, horse feed, rations, etc can be purchased, traded for or otherwise earned.

Tools are mundane items anyone can buy or make. Trinkets are special, often magical, equipment. They're not always rare and their power varies but they're almost always unique with potentially only a few in existence.

Here's a small list of examples usable during your adventure. As always, freely invent your own!

Tools

Rope, anchors,
camping materials

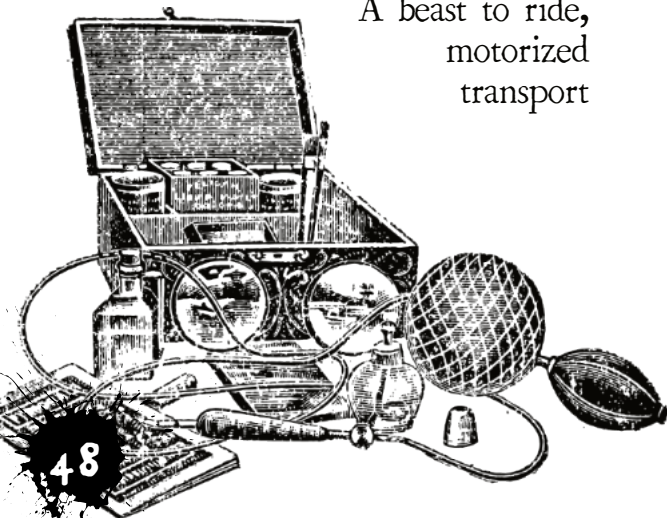
Rations, cooking
supplies, gasoline

A beast to ride,
motorized
transport

Repair tools,
smithing materials

Magical boons,
treasure maps, armor

Just, like, a really
cool lighter



Trinkets

A beast
summoning coin

An unbreakable
rope

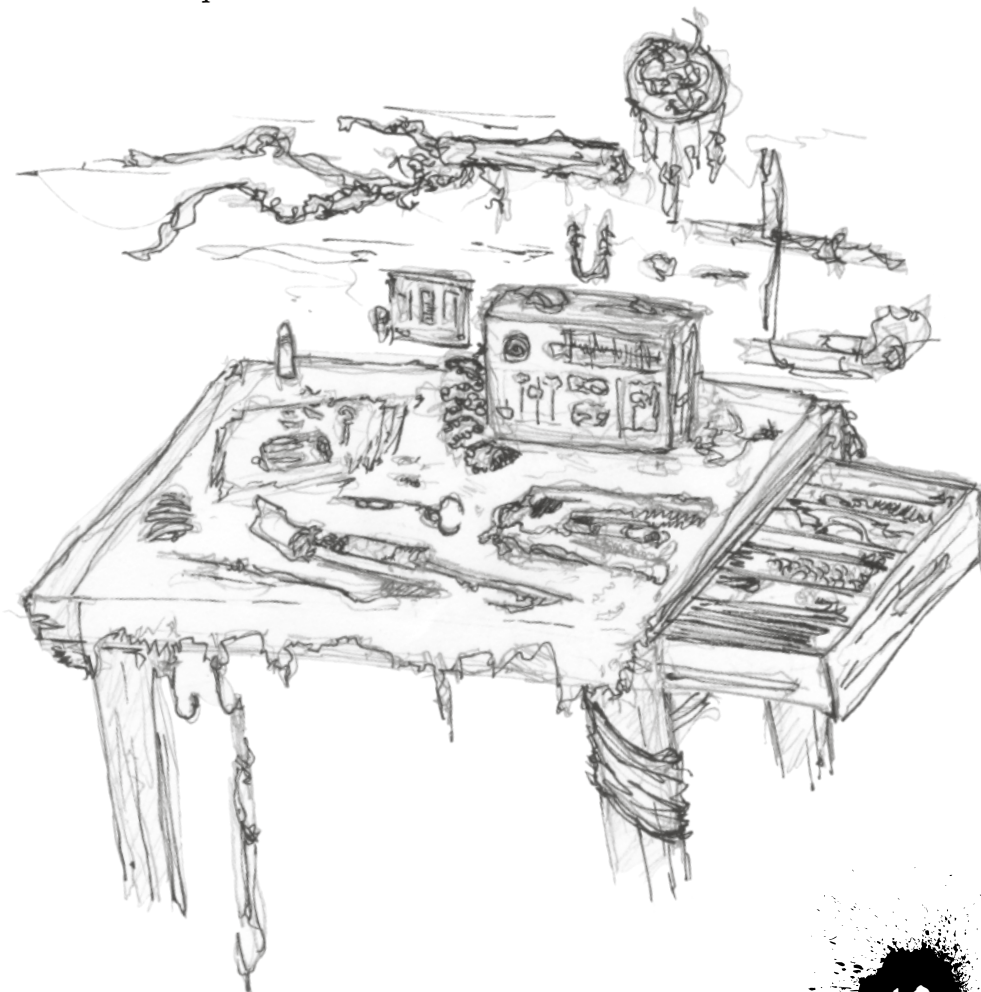
A Twist oriented
compass

A truth
revealing
eyeglass

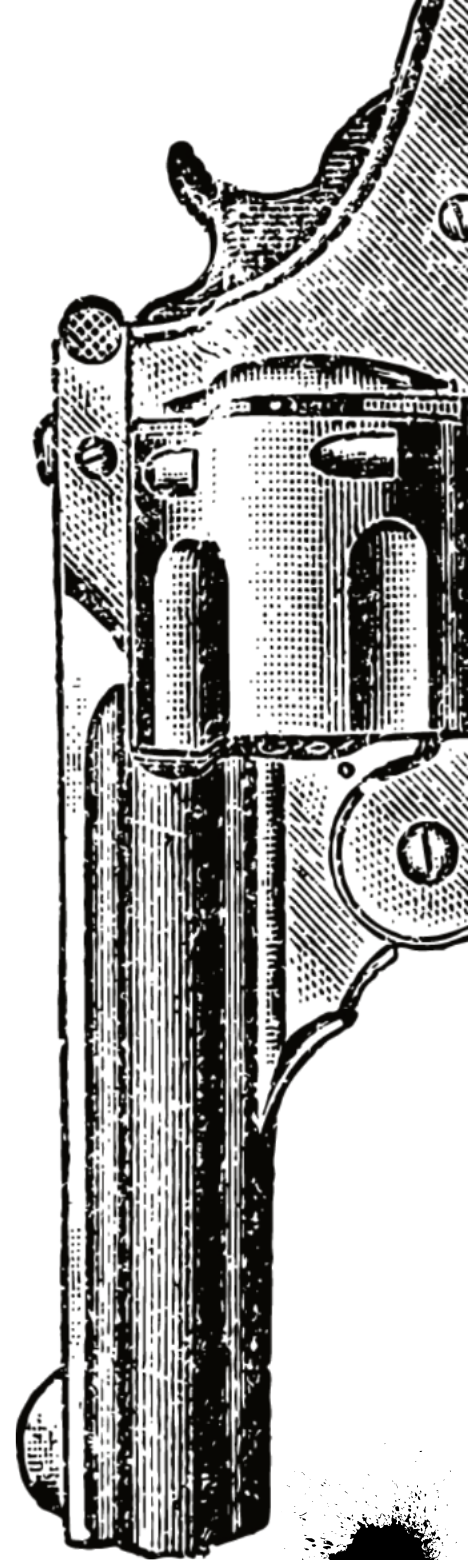
A ghost
translator

A runestone
that unlocks
doors

A small wooden
game-piece that
speaks



BEGINNING
YOUR
JOURNEY



Pre-game Prep

- ✱The Mæstro & Players review Prompt questions establishing some backstory and setting information.
- ✱The Mæstro & Players discuss long and short term aspects they're interested in exploring together.
- ✱The Mæstro uses these answers and the rulebook to outline a scenario for adventure through.

Preparing Players

- ✱One Player selects the Slinger, the other the Gun.
- ✱Players print and fill out their respective Character Sheets, writing in their Stats and choosing a unique ability.

Preparing the Table

- ✱Remove the Jokers, then shuffle and cut a standard 52-card Deck.
- ✱Place the Jokers face-up in the Mæstro's Cache.
- ✱The Mæstro deals each Player a 5-card Hand, then draws their own.
 - ✱Players place any Pairs face-down in their Cache.
- ✱The remaining Deck sits face-down in the middle of the play area within everyone's reach.



SETUP QUESTIONS

For the Table

The Twist continues to be an omnipresent, slow, world-changing force. Besides the Night-Beasts, what new and hostile force was introduced in the last decade? How has daily life changed?

In the last few years, the ancient force Magic has resurfaced, in what form? Is it common? How is it used?

The Twist recently destroyed the region's largest city. What was its name? Purpose? What changed?

What major landmarks remain? What's their importance? Everyone creates at least one.

The Gun is magical, sentient and speaks—how common is this? Can objects besides Guns speak? How do people typically react?

People occasionally find simple stone relics: orbs, spheres and pyramids with glowing inlays. How do they feel? What is their theoretical purpose?

For the Slinger

In the last few months something awoke and now hunts you. What? Have you seen it? Are you aware?

The Twist marked and changed you. How are you marked? What new ability does it grant? How must you care for it?

You have a Trinket from the home you no longer have. What is it—and what does it do? What does it mean to you?

What are you seeking? What do you fear?

& PROMPTS

For the Gun

You weren't always this cold steel body. Who—or what—were you? What do you remember? How does your body feel?

You may be a weapon but you're more than that. Besides violence, what else are you a tool for?

You're directly connected to Magic's global, flowing lines and fields. How can only you use them to affect your surroundings?

What do you want more than anything else? What do you fear?

For the Gun & the Slinger

Where was the Gun found? How long have you wandered together?

What do you two disagree about?

How does sharing each other's thoughts feel?



Once you've finished fleshing out your world, you should collectively discuss your adventure's focus.

Do you wish to defeat The Thing That Hunts? Cure the Twist? Restore the Gun's original body? These, and more, are all doable! **But G&S isn't designed for endless play and you should have a tangible end-goal.** Feel free to explore the world, tell stories, go on side-quests or even tackle those other suggestions! **The end-goal's point is keeping Players on the same page for the game's focus and, as they progress, to let them know as the end approaches.**

If you finish one goal but wish to continue, take a break and return for a "Season 2" adventure! **Let time pass, picking up days, weeks or, even years later!**

THE GUN



You are trapped in a body other than your own: cold, furious steel of violence and judgement. It is not your home, you may dislike it, but you occupy it. You're tied to a Slinger, a wanderer seeking something. Perhaps they'll help you find your own desires.

Being a Gun is strange. It's almost isolating, being unable to affect the world normally. You can still move things, and speak but it's still strange.

As The Gun, you're an extension of the Slinger's arm, executor of your joined wills and tied to the world's remaining magic in a manner rendering you capable of manipulating it.

Your body was deigned to bring death and pain. Will you merge wholly or become something new?

You can interact with the world through the Ethereal Plane of Magic.

You lack arms and legs but you aren't completely helpless without the Slinger. Being bound to Magic, you can see Magic's leylines and energies.

Using it you can interact with mundane and supernatural things simply by focusing. You can talk to inanimate objects, move physical things and gauge peoples' emotions.

You can also move by Blinking which is not always accurate.

To Blink, flip the Deck's top card: its value determines how many feet you can teleport.



Your connection to Magic

Unlike the Slinger, you are wholly connected to the world's Magical remnants—not the Twist. Your Connection's nature and your Magic are shaped by Runes carved into you. A Rune of Tricks and Treason could allow cheating at cards, while a Rune of Protection and Peace could block a bullet mid-air.

Connection is used when working any Magic and is not limited to your Abilities. Anything you'd like to do, provided it's connected to your Runes, is accomplished spending Connection. Not every action done with Connection requires a check but the Maestro may request one for something more involved or acting unnoticed.

You regain Connection by:

Resting: Regain 1/2 Connection

Spending a Single: Regain its Value



Always handle Gun safely

Keep them pointed in a safe direction, such as towards The Thing That Hunts

The Player Characters

Your Connection's Strength

While you can work Magic, your powers aren't limitless—at least not at first. You begin with Limited Magical strength growing stronger as you accumulate Advancements. Here are the levels, along with their capabilities:

Limited: Basic Magic for very simple things.

Unlock a door, create a distraction, overload an electronic device, extinguish a light

Complex: Complicated Magic of greater scope.

Create an effective illusion, operate tech or magic devices, see the unseen.

Substantial: The strongest, permits larger scale, complex Magic but likely requires a Check.

Catch a falling building, Blink people out of harm's way, Blink alongside the Slinger.



You can perform magic beyond your current Connection Strength by spending 2 extra Connection per additional Strength level.

Your spirit provides you a unique pull on Magic.

Choose an Ability (costs 1 Connection).

Agent of Trickery:

You invert the world with your Connection

★Pick a random card from the Deck, causing chaos. Higher card values are beneficial, lower values turn the chaos against you. If a face card is drawn, put it at the bottom and redraw.

Agent of Fury:

You channel your rage, birthing flame where you choose.

★Pick a random card from the Deck. The card's value is a pool you divide between targets and distance (in feet). Targets nominated begin to supernaturally heat. If flammable, they ignite. If a face card is drawn, put it at the bottom and redraw.

Agent of Peace:

You surround someone, or something, with your protective magic.

★Pick a random card from the Deck. Its value is how many seconds the (visible) target is shielded from any damage. If a face card is drawn, put it at the bottom and redraw.

NAME:

PRONOUNS:

FORM:

TM AN AGENT OF:

TRICKERY

You invert the world with your Connection. Pick a random card from the deck, causing chaos. Higher card values are beneficial, lower values turn the chaos against you. If a face card is drawn, put it at the bottom and redraw.

FURY

You channel your rage, birthing flame where you choose. Pick a random card from the deck. The card's value is a pool you divide between targets and distance (in feet). Targets nominated begin to supernaturally heat. If flammable, they ignite. If a face card is drawn, put it at the bottom and redraw.

PEACE

You surround someone, or something, with your protective magic. Pick a random card from the deck. Its value is how many seconds the (visible) target is shielded from any damage. If a face card is drawn, put it at the bottom and redraw.

STATS

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

EMBOIMENT OF MAGIC

SHARE FOR A GUN

JUST A LITTLE BIT MEAN

THERE IS A RUNE ON YOUR BARREL, WHAT IS IT?

Fire & Fury, Tricks & Treason, Protection & Peace, Presence & Prosperity, Guidance & Guile, Strength & Service

BRAIDS

Spend 5 Braid's to: Create a new Trinket or Tool. Dedicate a new fact about the world. Spend 10 Braid's: Give yourself a new stat, starting at 0. Strengthen Connection from Limited to Complex. Gain a new Rune. Spend 15 Braid's: Raise a stat by 1 (maximum 3), strengthen Connection from Complex to Substantial. Complex to Substantial: The cost is currently Runes + 2.

CONNECTION



Connection is used when working any sort of Magic and is not limited to your Abilities. Anything you'd like to do, provided it's connected to your Runes, is accomplished spending Connection.

STRENGTH

You begin with Limited Magical strength growing stronger as you accumulate advancements.

LIMITED

Basic Magic for very simple things.

COMPLEX

Complicated Magic of greater scope.

SUBSTANTIAL

The strongest, permits larger scale, complex magic.

BLINK

You can also move by Blinking which is not always accurate. To Blink, flip the deck's top card: its value determines how many feet you can teleport.

YOU CANNOT BE FIRED UNLESS YOU AND THE SLINGER AGREE

THE SLINGER

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 them, 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?

Your Twist-Touched Nature

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.

✱As your Twist track fills you lose yourself to the Twist, never to be freed. Transform into a monster, abandoning the Gun. This is, functionally, permanent death.

✱You can remove marked Twist by:

- ✱Resting removes ½ your Twist.
- ✱Performing Selfless acts removes 1 Twist.
- ✱Spending 2 Braids removes 1 Twist.

Being marked by the Twist changed you, physically and psychically—how does it manifest?

You have a sense that others don't. What is it?

A Sense for Weather || A Sense for Magic || A Sense for Evil

An ancient word is etched into your mind. What is it?

This is a word that reflects, predicts and aids you.

Use it by gaining 1 Twist.

The use's form is mutable and determined when used.

A Word of Guidance..... A Word of Hiding

A Word of Courage..... A Word of Fear

A Word of Rage..... A Word of Hope



The Player Characters



You can pull on your ties to the Twist to perform strange Magical feats.

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 Mæstro (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 discarded.

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

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 stot, starting at 0. Spend 15 Braids: Raise a stot 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

CHARACTER & PLAYER ADVANCEMENT

Braids represent character and Player growth, a physical object your experiences created combining Twist, Magic and knowledge.

With focus they grant strength or material goods by integrating them into your body. Some wear them like a badge of honor, others keep them half-mindedly hooked onto their bags or sell them to Braidkeepers for a pretty chunk of change.

Where do you keep them? What form do they take?

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 Mæstro may give you Braids as they see fit. (In GM-less, give Braids when characters lean into their Runes and Agendas).
- ✱ At the end of a session, answer the following together and mark a Braid for each yes:
 - ✱ Did you barely make it out alive?
 - ✱ Did your legend grow?
 - ✱ Did you create avoidable trouble for yourself?
 - ✱ Did you learn the world's deeper secrets?

Spending Braids:

5 Braids:

- ✱ Create a new Trinket or Tool

✱ *Where's it from? What does it do? How does it change you?*

- ✱ Declare a new fact about the surrounding world

10 Braids:

- ✱ Give yourself a new stat, starting at 0.

✱ *How does it reflect you changing? What does it mean?*

- ✱ Grant yourself a new Ability, Move, or other Character-specific capability.

✱ Either select one from the character's list or create a new one.

15 Braids:

- ✱ Raise a stat by 1 (maximum 3).

✱ *How was that aspect strengthened?*

The Gun spends Braids to:

Strengthen their Connection.
Advancement costs are:

- ✱ Limited to Complex: 10 Braids
- ✱ Complex to Substantial: 15 Braids

Gain a new Rune.

- ✱ The cost is current Runes + 2.

The Slinger spends Braids to:

Gain a new sense.

- ✱ The cost is current Senses + 2.

Raise their Twist Capacity

- ✱ The cost is current Capacity + 3.

Remove Twist marks

- ✱ 2 Braids per Mark.

Discover a new Word

- ✱ The cost is current Words + 1.

THE MAESTRO'S TOOLKIT



THE MAESTRO'S PRINCIPLES

As the Maestro, you play the world, while created collaboratively, you control its reaction. The world is a harsh, unforgiving place—**but you're not.** React appropriately for the shared game's tone, act on foreshadowing. **Be the Players' fan** as you create danger, excitement and drama. Fuel this using tension and tough decisions, keeping Players on their toes.

You don't need to invent everything yourself!

Treat the game as a conversation and work with Players to make decisions, determine the next fictional step considering questions' answers you share about the world. By sharing worldly authorship you'll collaboratively create something unique and memorable—which games like this are uniquely suited for: *so lean in!*



PEEL BACK THE CURTAIN

You don't need to keep secrets from your Players.

By treating your games like a TV show, sometimes use the “camera” to show things characters can't see. **Instead of narrating what's happening to them “on screen,” pull back to show what's going on elsewhere.** Show the Twist claiming something as foreshadowing, a bandit leader preparing for war or, even, people they've saved celebrating as the duo camps en route to their next destination.

This directing mixes things up, making the world more real—a very powerful tool!



GIVING PLAYERS NEW TOYS

Character progression shouldn't only rely on Braids. Freely provide new (mundane or magical) equipment or helpful artifacts: tombs can contain ancient artifacts, shops sell trinkets or enemy gear can be scavenged! Review Tools & Trinkets (p.44) for examples of unique magical items Players can find or make with Braids!

DECLARING DIFFICULTY & COST

Difficulty in GUN&SLINGER ranges 3-12—higher values are harder. The Difficulty is also the Cost. When declaring a Check's Cost consider context! Here are example Difficulties and Costs:

Simple (3-4): Convincing a neutral party to offer simple aid, evading quickdraws, knocking down a door.

Involved (5-8): Maintaining footing on shaky ground, evading hip fire, disarming a simple trap.

Complicated (9-12): Sneaking past someone actively seeking you, evading aimed attacks, climbing something slippery.

THE CARDS AND YOU

As the Mæstro, you do not make Pairs. Cards remain in your Hand, used as Singles to make moves and mix up the current scene. As the Mæstro, you're mainly reacting—detailing NPC or Monster responses to Player actions.

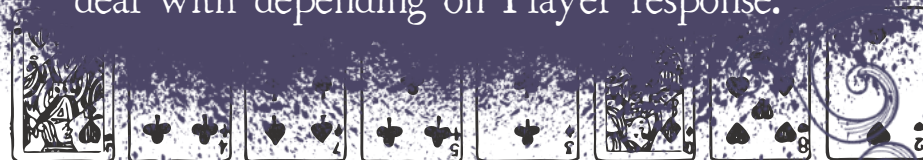
When playing a card from your Hand, be proactive—you're introducing something new, shaking things up with novel elements, shifting who has the upper hand or other twists!

Like Players, you always “Go Fish” before making a move.

The Card played reflects the new element's intensity. At your discretion, this translates to a Check Players must overcome or simply heightens a scene's intensity.



The Gun & Slinger are talking down a bandit with a hostage. The Mæstro has a 10 in hand and wants to mix the scene up because it's sluggish or they've got a fun idea. The Mæstro plays a quick round of Go Fish before paying their 10, introducing a new character and creating a standoff dictating a Cost of at least 10 to deal with depending on Player response.



Maestro Face Moves

The Maestro uses face cards differently. They're spent as singles with unique moves based on Suite and Face:

The move:

Kings: Separate the Gun and Slinger.

Queens: The Gun & Slinger lose something valuable.

Jacks: Someone receives a Major Injury.

Aces: Immediately raise the stakes

How you do it:

Hearts: The Environment

Diamonds: The Twist

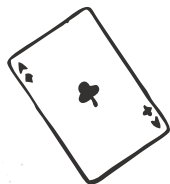
Spades: The Antagonist

Clubs: Dealer's Choice

With a King of Hearts, the environment separates the Gun & Slinger.

With an Ace of Clubs, I raise the stakes however I want.

With a Jack of Diamonds, The Twist horribly wounds someone in the scene.



Go Fish





THE THING

THAT HUNTS

**Something connected to
The Twist hunts the duo.**

The Thing That Hunts, a constant threat and antagonist, creates pressure and raises the stakes simply by existing. During setup, you'll roughly sketch its nature and expand it through play.

Almost everything about this entity is unique to your game but it always connects the Slinger, Gun, and Twist. It isn't strictly the Twist's agent but it's always malicious.

**It's a threat and should
feel like one.**

THE JOKERS

The Jokers represent what's hunting the Players and are powerful, strange and dangerous.: Twist incarnate. When a Joker is played, The Thing That Hunts enters the current scene. Like Face Cards, Jokers are played as singles—The Thing That Hunts can appear twice per session.

Its nature and presentation are mutable but it's always an imminent threat and a source of concern, if not fear.

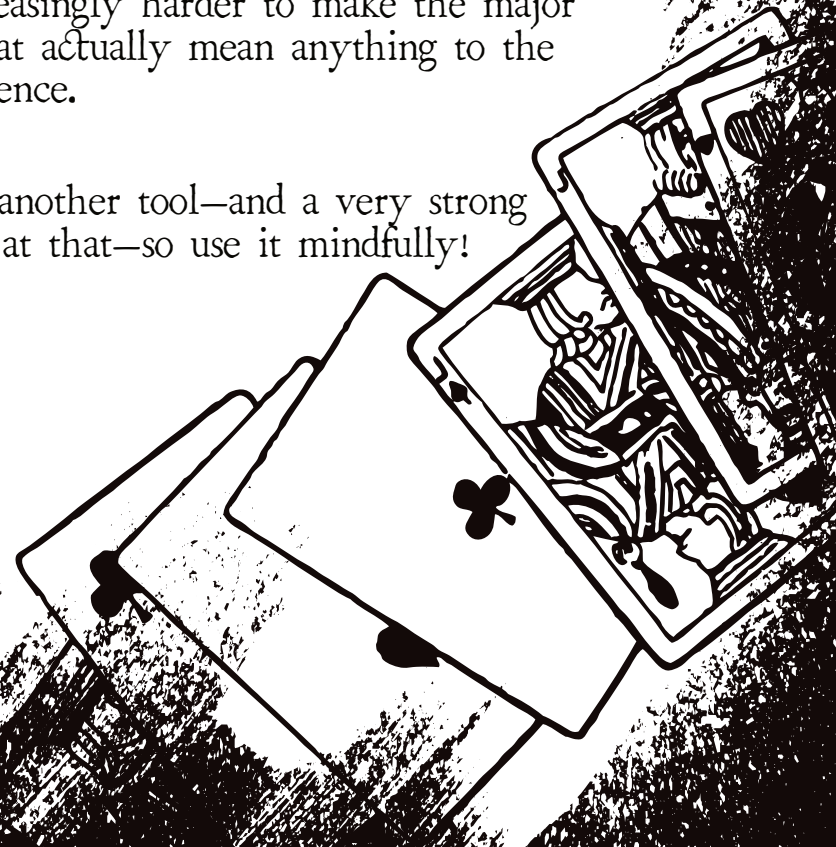
Think of Jokers as a pacing tool—serving as an obvious, omnipresent threat and fantastic tension. By no means are you required to use them every session; instead, bring “the big monster” in for impactful or interesting moments.

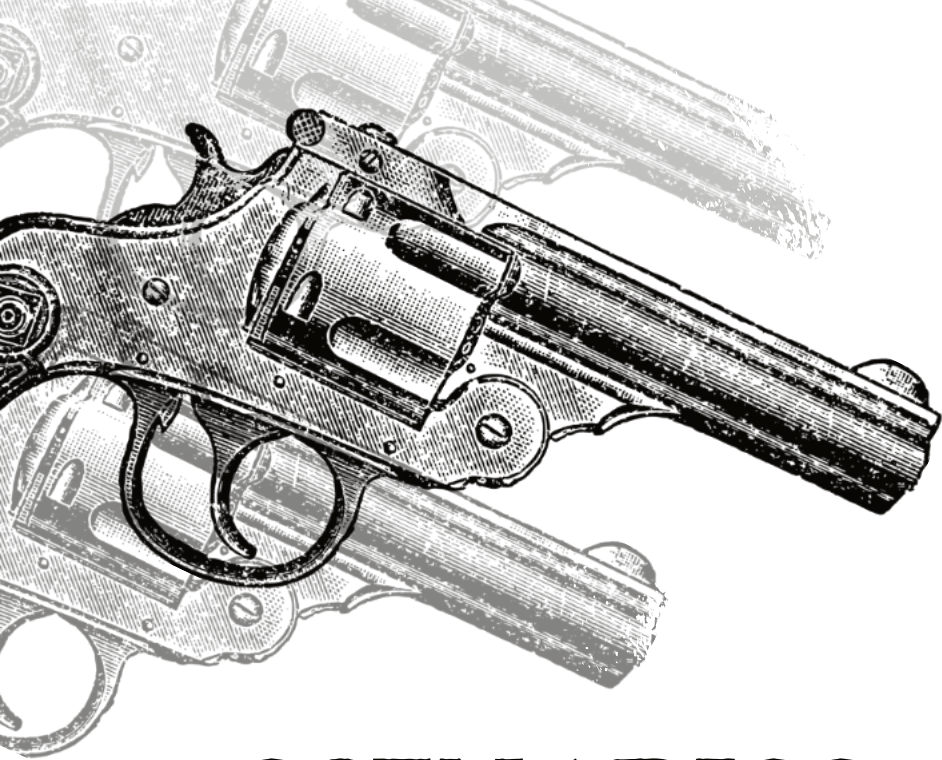
At times, I've found it's good to use one Joker to foreshadow instead of directly materializing the threat. For example, a storm builds on the horizon and closes in, playing the second Joker when it bears down on top of them.

The Thing That Hunts is like a TV Show's Big Bad Threat:

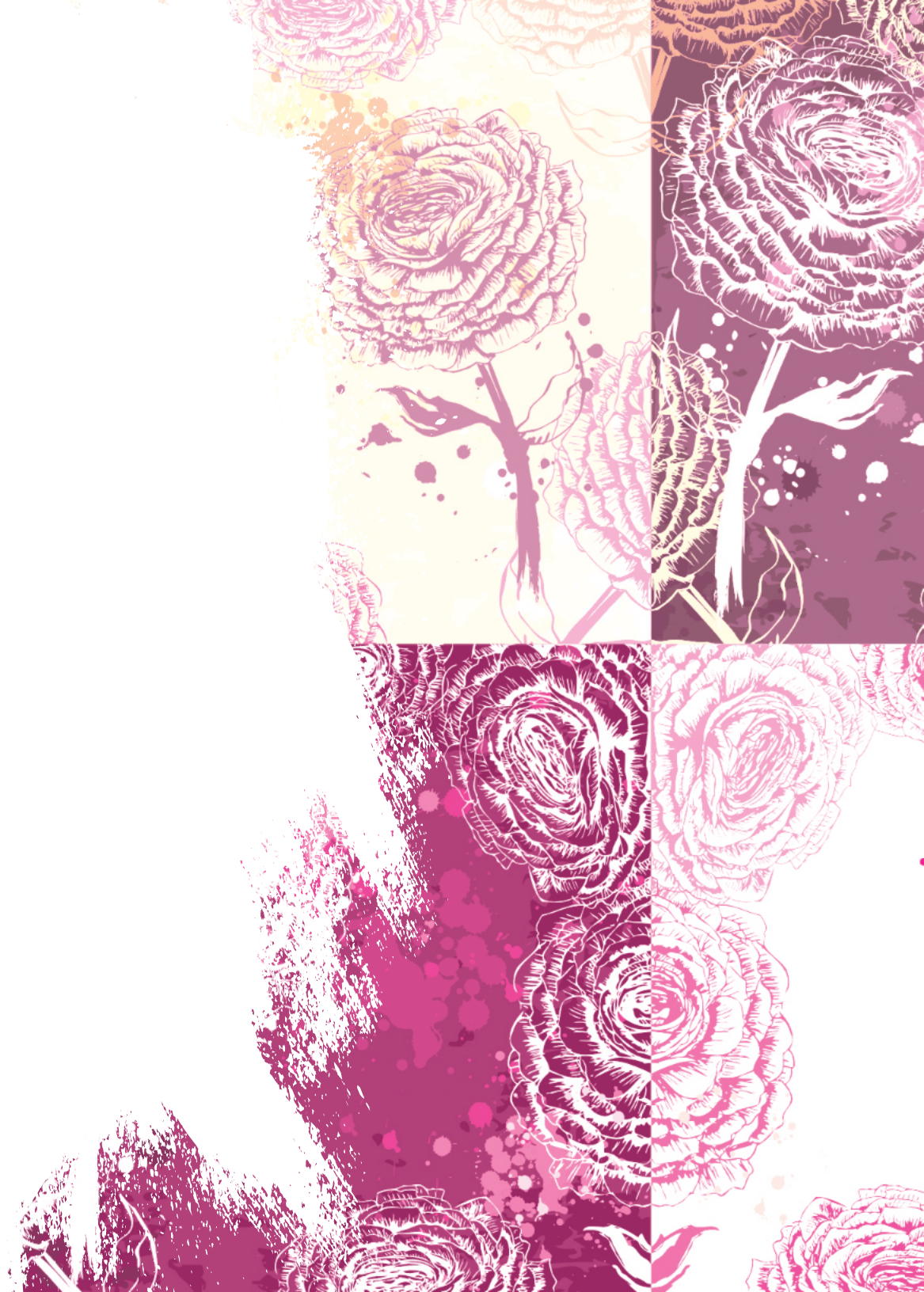
if it shows up every episode, it's increasingly harder to make the major threat actually mean anything to the audience.

It's another tool—and a very strong one at that—so use it mindfully!





SCENARIOS & STARTING POINTS



The Tracks through Bloombog Forest

The town's train takes a round trip to the other side of Bloombog Forest and you must catch the next ride. Thing is, it's full—but the mercenary train guard offers you a deal: help and they'll take you. You'll be outside the train with them warding off anything making the trip more difficult. "We do this all the time," the largest says, "nothing but Spider-Dogs ever really attacks."

You agree, but your stomach sinks as you position yourself up top while the train lurches into gear, slowly gaining speed making the multi-mile journey through the forest of hundred-foot-tall trees shrouding who-knows-what from the sun.

Before starting, answer the following:

- ✱What are the 4 Mercenaries' names? What do they wield?
- ✱How long before something goes wrong?
- ✱Aside from being attacked by a swarm, what else causes trouble?
- ✱What is risked should the train not make its destination?
- ✱How long is the journey?
- ✱What's the weather entering Bloombog Forest?



The Bunker in Gods' Rest

Gods' Rest, a mile-wide, perfectly flat circle of obsidian ground to the south is many stories' source. All who've tried to enter the central shed door failed—repelled by magic or fear. Any adventurer hearing of it finds themselves pulled to it—answering untold technology and artifacts' irresistible call. You're one of the latest to find yourself at the unbreakable, black stone circle's edge. You're going to be the first to enter and learn Gods' Rest's secrets.

Before starting, answer the following:

- ✱What keeps people from entering?
- ✱How does approaching feel?
- ✱What kind of secrets are found a few floors down in the research labs?
- ✱What sort of Twist-touched horrors are within?
- ✱What in here will aid others?
- ✱What is here that will aid you?



The Ghosts of Castle Cybernectrum

In the plains and scarred lands lies a—remarkably, surprisingly—intact castle. Which, in these times, simply means “noticeably less-destroyed.” This castle, Cybernectrum, houses dozens of Ghosts. Historically the Castle Ghosts were fairly friendly with neighboring townships but, when a Twistkeeper took up residence and began experimenting on the local Twist and Magic, the Ghosts began raging and transforming.

The closest village sent you to investigate and, arriving, you realized the Ghosts are being horrifically affected—likely by the Keeper’s experiments. Can you stop their latest massive experiment, aiding the Ghosts before it’s too late?

Before starting, answer the following:

- ✱Is this the Duo’s first encounter with Ghosts?
- ✱What’s the Keeper’s latest experiment’s hypothesis?
- ✱How is the local area affected?
- ✱What happens if the Duo fails?
- ✱What additional threats are present?
- ✱What kind of deal did the Keeper and Twist strike?



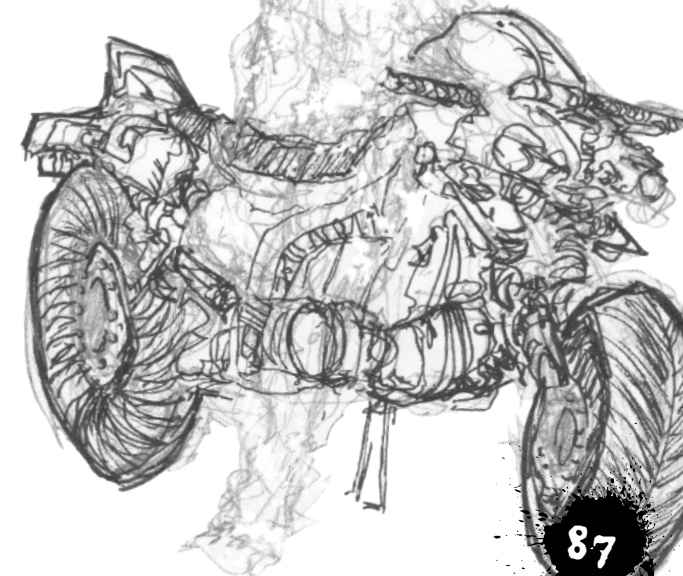
A Haunted Task

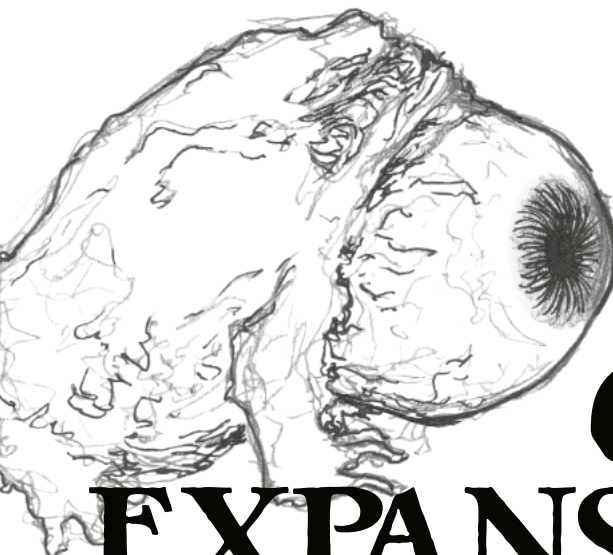
The Ghosts residing in town happily provide shelter and directions but, in exchange, they need help with a few totally normal, absolutely regular chores. There is nothing about them that is, in any way, strange or part of an unknowable truth.

They’re all completely normal things like sweeping floors, delivering mail, feeding the Elder-Cat and maintaining seals keeping The Beyond-Sparks at bay. It might be worth noting, though, that the seals haven’t been maintained since the last non-ghost arrived over a decade ago and wear has started showing...

Before starting, answer the following:

- ✱Is this the Duo’s first encounter with Ghosts?
- ✱What’s the town’s name? The Elder-Cat’s?
- ✱What’s a (literal) Ghost town like?
- ✱How are these Ghosts different?
- ✱What’s the town’s secret problem?
- ✱What happens if the seals break? What horrors manifested in the past year’s failed maintenance?





OPTIONS & EXPANSIONS

Playing G&S in other settings and other optional rules

Letting Gun Shapeshift

You know what's cooler than a magical gun? A magical gun that shapeshifts into a sword, key or different gun. At character creation, if everyone is interested in this mechanic, the Gun chooses a second form they can shift to by spending **2 Connection**.

Each additional form costs **10 Braids**.

Their abilities all work, while a Melee weapon they can still fire an energy blast like their gun form.

Maestro-less play

If you'd like to play G&S without the Maestro, make the following changes:

- ✱When making a Check, a Player flips the Deck's top 3 cards. The other selects one setting the Check's Difficulty.
- ✱If this reveals a Face Card it must be chosen and Players act as if the Maestro played it. Collaboratively determine what it means, changing the scene's course accordingly!



GAME DESIGN

Adira Slattery

LAYOUT

Nevyn Holmes

EDITING

Fiona Mæve Geist

ORIGINAL ART

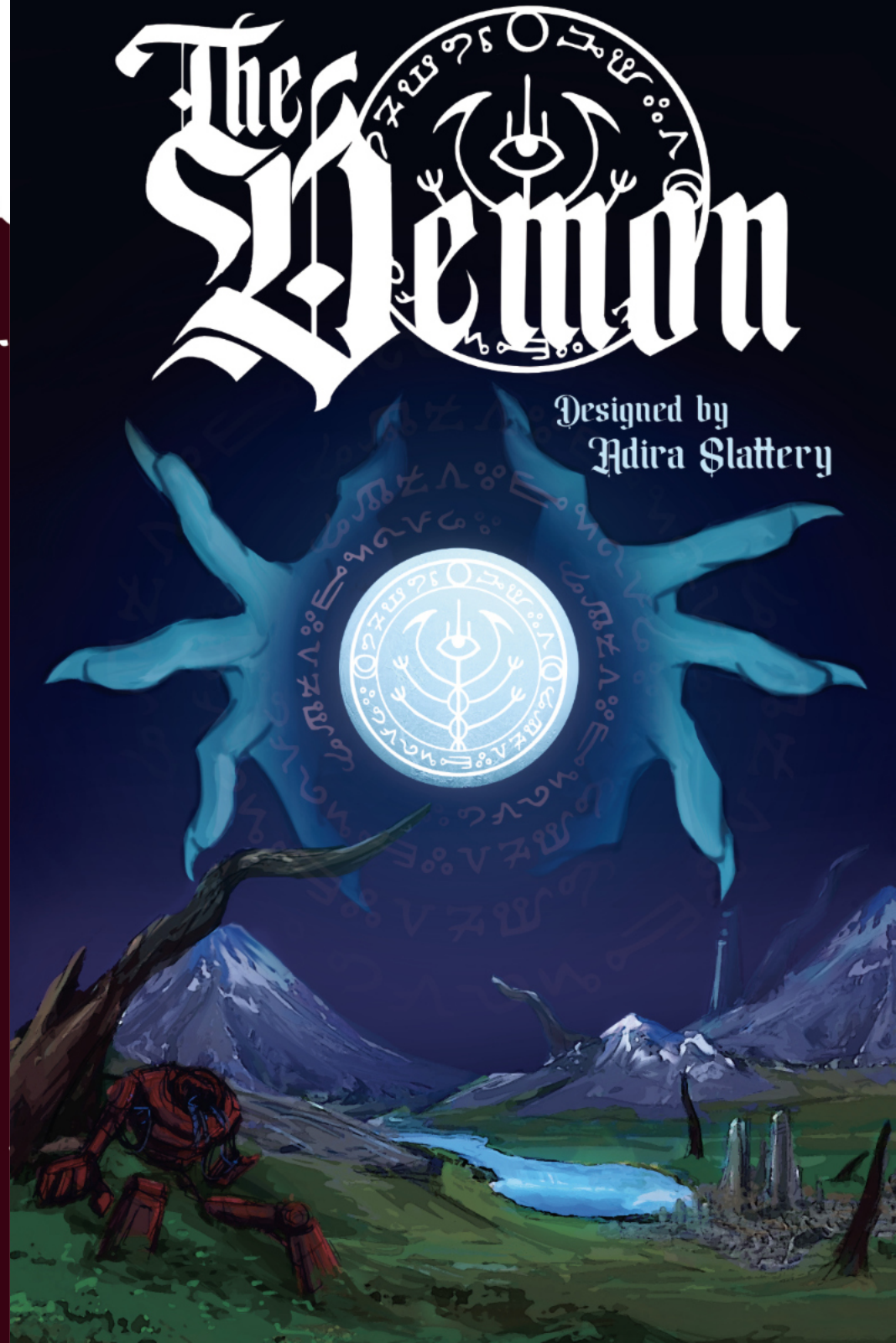
Josef Rahaman & Ezra Rose

CHARACTER SHEETS

Will Jobst

The Hemon

Designed by
Adira Slattery



There Exist

Terrible and powerful beings able to consume entire fortresses in a single bite, rend an ocean in two or even fly into the void to make foul concert with the moon itself.

There's only one word to describe them...

Demon!

No one knows where Demons come from, all we have are stories. But, really, when do we have anything else? Some say they are foul creatures designed by the Twist, others they were born before the first star. Some even entertain there is only one true Demon—we merely watch its reflections through a broken cosmic mirror.

But the stories all agree on one thing... Demons are fearsome. They want something from us, existing on the edges of our vision. Whispering, beckoning. They come bearing gifts and honeyed words and would love nothing more than for us to let our guards down. Then they can really have “fun.”

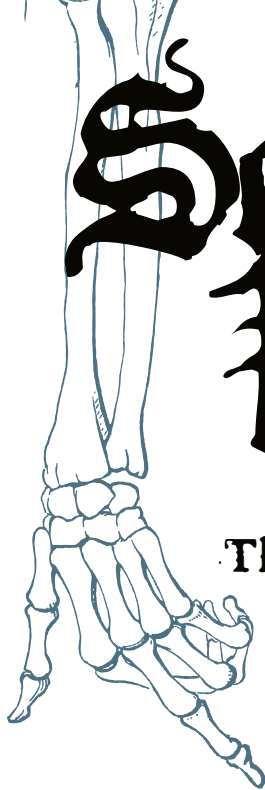
Luckily, these beings are rare. Do you even know anyone who met one? You don't need to worry about demons. They probably aren't real, right?

Your Agendas are:

The Demon: Tempt your Possessed into increasingly relying on you while being Chaos' agent.

The Possessed: Try not to succumb to your urges and help the Demon see there is more to life.

Both: Learn about each other while staying safe, perhaps growing in the process.



Setup Prompts

This section uses Possessed as a stand in for any playbook paired with the Demon, but generally assumes you are Slinger, Bearer or Pilot.

For the Demon

Before you were bound in the Possessed, you freely roamed the land. What did you destroy? What did you build?

You do not think like any mortal, your time scales are in centuries not years. How do you feel about this temporary situation?

You're a creature of uncertain origin and murky ability. What are your favorite lies about where you are from and what you can or can't do?

What do you fear most? What do you love?



For the Table

Use G&S' questions but replace the fifth (about the Gun) with the following:

Demons are unusual and feared and their binding marks the Possessed. What form does the Mark on the Possessed's body take? How does society react when seeing it?

For Both

Why was the Demon bound? How?

What do you two agree on?

The Demon is only audible to the Possessed. How do you two cope?



The Demon

You are trapped in a prison of bones and blood. It's unfair, in truth you are an ageless being of fundamental cosmic power. Being contained is unusual—bordering on unnatural—but really what is natural these days?

The Possessed is now your vehicle to explore and experience the world, through them you may exert your will. You are voiceless but not powerless and you will be heard!

The Demon's Stats

The Demon's stats represent it's foul purpose and secret designs

Joyous Fury

You are cackling murder and gleeful power.

Honeyed Words and Gifts

You are a corrupting force, able to say what others want to hear.

Too Wide Smile

You are almost comforting, but not quite.

The Demon spends Braids to: Drink Deep Of Their Dreams.

- Gain a free use of their Dreams Ability each session for 5 Braids. Gain further free uses for 10 Braids each.

Gain a new Title.

- The cost is current Titles + 2.

Unleashing

The Demon cannot be unleashed unless both the Demon and Possessed agree to make it so.

The Possessed must make a Declaration, invoking the Demon by name.

This Declaration must be phrased in a manner such as: "Demon, destroy my enemies!" or "Demon, get me out of here!". It can be as vague or specific as the Possessed wishes but only a few words.

The Demon's body materializes and can affect the world as they see fit—as long as they obey the Declaration's letter.

The Demon is encouraged to flex their cosmic muscles, destroying mountains and drinking lakes if it achieves the Possessed's goal.

Before commencing, both draw a card (making any new Pairs).

Unleashing is always a Blind Pay with a difficulty based on how many Keys the Demon possesses but, situationally, can be easier or harder.

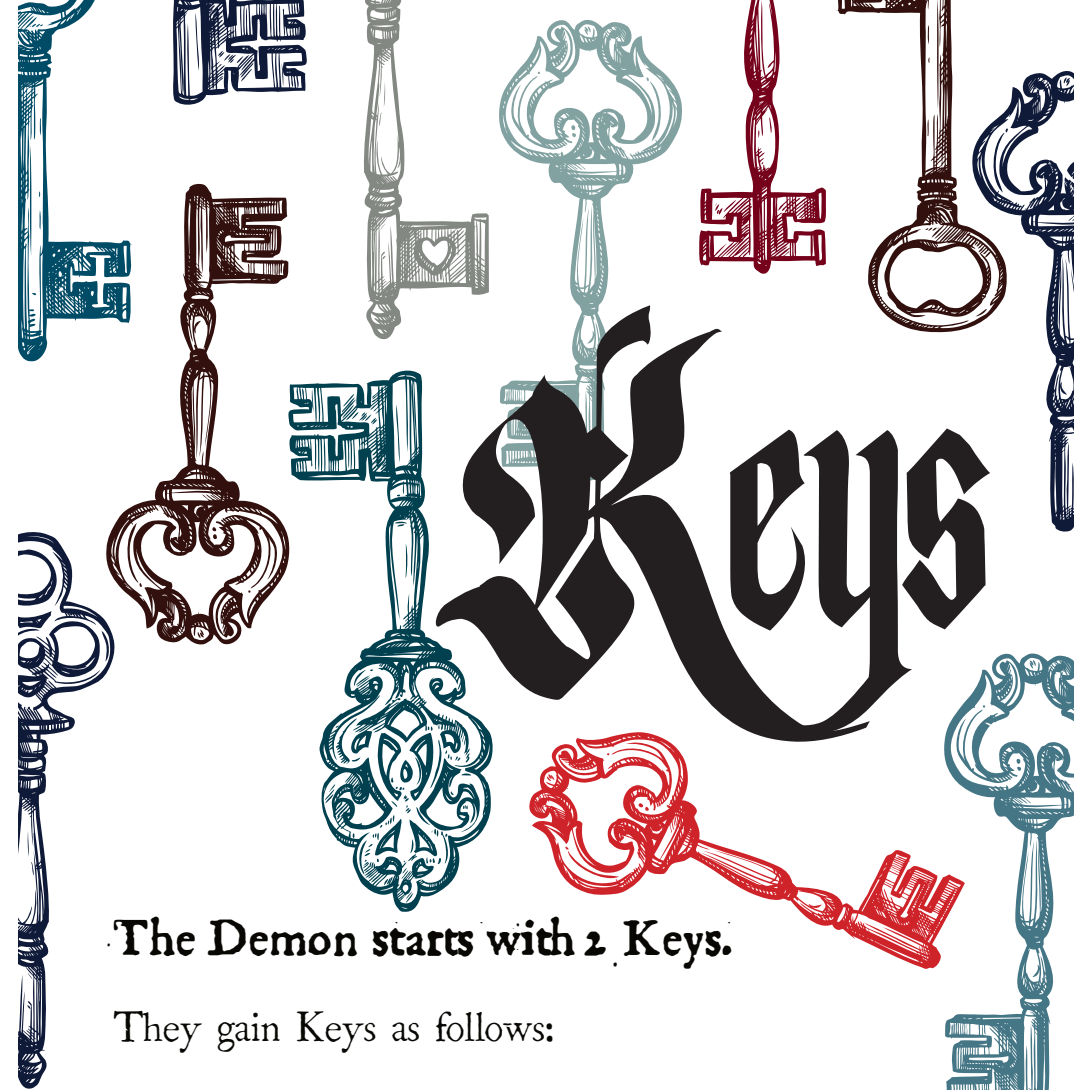
Your True Name

There is a Title you hold that people whisper in fear at night. What is it?

Moonsinger.....The Dust Between

Lord of Far Waters.....Bringer of Cold Memory

Night Tyrant.....Teeth Eater



The Demon starts with 2 Keys.

They gain Keys as follows:

- The Possessed complimenting or needing them.
- The Possessed requesting their opinion.
- The Possessed invoking your Title or story for personal gain.

They lose a Key whenever they Fail to be Unleashed.

demonic dreams

Your desires provide you a unique outlook.

Choose a Dream Ability (Using it costs 1 Key)

Dreams of Fear

You live for the sudden gasping shout that has no choice but to become a scream.

*Pick a random card from the Deck, deepening shadows as terrifying sights appear. Higher Values are beneficial, lower turn the apparitions against you. If a face card is drawn, put it at the bottom and redraw.

Dreams of Stillness

You will not be happy until everything finally stops.

*Pick a random card from the Deck. The card's Value is a pool you divide between targets and distance (in feet). Targets nominated begin to supernaturally cool-freezing, if possible. If a face card is drawn, put it at the bottom and redraw.

Dreams of Darkness

You wish nothing more than to let go of the world and drift into the void.

*Pick a random card from the Deck. A (visible) target becomes invisible for Value minutes. If a face card is drawn, put it at the bottom and redraw.

NAME:

PRONOUNS:

FORM:

ABILITIES

Choose one move. Using it adds 1 Twist.

DREAMS OF FEAR

You live for the sudden gasping shout that has no choice but to become a scream.

Pick a random card from the deck, deepening shadows as terrifying sights appear. Higher Values are beneficial, lower Values turn the apparitions against you. If a face card is drawn, put it at the bottom and redraw.

DREAMS OF STILLNESS

You will not be happy until everything just finally stops.

Pick a random card from the deck. The card's Value is a pool you divide between targets and distance (in feet). Targets nominated begin to supernaturally cool-freezing, if possible. If a face card is drawn, put it at the bottom and redraw.

DREAMS OF DARKNESS

You wish nothing more than to let go of the world and drift into the Void.

Pick a random card from the deck. A (visible) target becomes invisible for Value minutes. If a face card is drawn, put it at the bottom and redraw.

STATS

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

JOYOUS FURY

HONEYED WORDS AND GIFTS

TOO WIDE SMILE

KEYS

The Demon starts with 2 Keys. They gain Keys as follows:

- The Possessed complimenting or expressing need for them.
- The Possessed asking for their opinion.
- The Possessed invoking your Title or story for personal gain.

They lose a Key whenever they Fail to be unleashed.

BRAIDS

Spend Braids to do the following: Spend 5 Braids to: Create a new Trinket or Tool. Declare a new fact about the world, drink Deep Of Their Dreams and gain a free use of their Dreams Ability each session, gain a new Title. Spend 10 Braids: Gain further free uses of their Dreams Ability. Give yourself a new stat, starting at 0. Spend 15 Braids: Raise a stat by 1 (maximum 3). Gain a new Title, the cost is current Titles + 2.

THERE IS A TITLE YOU HOLD
THAT PEOPLE WHISPER IN
FEAR AT NIGHT. WHAT IS IT?

Moonsinger, The Dust Between, Lord of Far Waters, Bringer of Cold Memory, Night Tyrant, Teeth Eater

UNLEASHING

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The Possessed must make a Declaration, invoking the Demon by name. This Declaration must be phrased like "Demon, destroy my enemies!" or "Demon, get me out of here!". It can be as vague or specific as the Possessed wishes, as long as it is only a few words.

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Before commencing, both draw a card (making any new pairs). Unleashing is always a Blind Pay with a difficulty based on how many Keys the Demon possesses but, situationally, can be easier or harder.

GAME DESIGN

Viditya Voleti

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ORIGINAL ART

Nadhir Nor & Julie-Anne Muñoz

CHARACTER SHEETS

Will Jobst



THE CITY ALIVE

SWORD&BEARER takes place in a sprawling idyllic city of industry and magic behind walls protecting it from harsh wilderness. This densely populated and thriving city houses all kinds of people with clear class and status distinctions.

Around The City's wealthier parts, you'll see happy faces doing what they can to make life great, enjoying bustling bazaars, peaceful gardens and gorgeous museums. While the poorer districts contain factories, bars and cramped streets, where people find joy in shared culture and community.

Rarely does anyone see The City's center, where the ornate and glamorous loom over the rest, leaving only dreams of what gilded extravagance is held inside.

The City's people celebrate through dance and color. The streets that aren't sufficiently wide to line with greenery and fountains are draped in colorful cloth and painted patterns. The buildings are constructed from stone, brass, marble and wood, with open designs allowing airflow during hot and humid days while creating an intimate web of passages between buildings.

Wherever you are you'll hear children playing in the many courtyards and see elderly sitting on balconies. Streets are often blocked by ceremonies: everything from weddings to funerals are attended by the community, dance and song audibly calling for all to come.

The lower classes wear loose, open and light clothing, while the upper class dress in breathable yet decorated outfits. The city is beautiful in even the smallest places, with front doors as beautifully crafted as the large gates ringing The City's center.

Found all over on doorsteps and gateways are colorful rangoli, intricate concentric symmetrical designs made of colorful powder. The City's symbols, every household has their own designs passed through the generations, usually incorporating symbols of the elements and mores of their makers. They range from simple and quick to grand and delicate depending on the occasion and are usually used to attract mores of good luck and prosperity. **The people live through art, movement and love—their only weapons against The City's grinding demands.**

The City is large and dense—but contained. Every street splits into two more, every district blends into the next but eventually you hit a wall. Only a few claim to have seen everything The City has to offer and are most likely lying. There's always a place to rest, shop and hide. In addition to a place you don't belong, a place you shouldn't be and a place you'll never be found again. **For every warm and welcoming place, there is somewhere cold and lonesome.**

OUR MAGIC

SWORD&BEARER's world is full of everyday magic most people can tap into, performing small tasks helping with their day to day, like bounding on rooftops or sculpting their materials.

Magic and technology are also intertwined and grew together leading to everyday objects like street lamps' light-bulbs fueled by Light magic and The City patrols holstering intricate magical firearms rather than delicate blades.



You'll commonly see people followed by Motes—physical manifestations of elemental spirits that bond to a young person becoming a lifelong companion.



Magic is tied to the core elemental Pairs: Light & Shadow, Iron & Earth, Heat & Gravity, Melody & Hope. All truths of the world, elements acting as laws and dancing in step.

Manipulating, studying and practicing the magic of bending these elements is a City standard and a natural part of existing. The City is always moving, alive and changing.

Light & Shadow

represent our relationship with the cosmic cycle

Iron & Earth

represent our relationship with nature and industry

Heat & Gravity

represent our relationship with our own bodies

Melody & Hope

represent our relationship with each other

The world you know is overrun
by an inhospitable nature only
known as the **WILDERNESS**

It breeds horrible beasts and wretched
flora that seek civilization's ruin and to
destroy those who dare oppose it.
Thankfully, The City is contained, safe
from the Wilderness outside, walled in
and thriving.

Those who run The City—the nobles,
factory owners, landlords, politicians and
spokespeople—all work tirelessly to keep
The City moving towards progress and
their idyllic perfection.

They assure you there are no wretched
beasts in The City, no horrid mold that
eats people, no system that rips you apart
and destroys your body and soul.



They, of course, are **WRONG**

THE CITY YOU LOVE

has an infection that's lasted for generations,
back to its founding. It's idyllic lifestyle and
thriving industries are a facade hiding
poverty, lies, and damnation.



THE TWIST built
The City and needs
people to survive by
dedicating their lives to
an endless manipulative
cycle benefiting only it and
those who fully accept it
into their souls.



THE TWIST hides and changes history,
convincing it's people they are protectors and
leaders, while everyone turns a blind eye at the
atrocities occurring behind closed doors and
alleyways. The City is beautiful, none can
deny, but it is stained with the blood of those
who broke their backs making it.

SETUP QUESTIONS

FOR THE TABLE

- ◆ **There's been a string of recent disappearances**, enough to get the people's attention. What rumors circulate concerning why and where they go? How does the Twist actually use them?
- ◆ **Where do people congregate and where do they avoid?** Everyone creates one, and describes why.
- ◆ **The City is always changing.** What was recently destroyed? What is being rebuilt? What is currently being built?
- ◆ **The Twist manifests in the people**, planted and grown by Those who sit atop Their gold throne's agents. What do Their agents look like? What does it look like when someone turns into an agent of the Twist?
- ◆ **What Wilderness threat crosses the walls and terrorizes The City?**

SWORD

- ◆ **Which have you forgotten and which do you remember: your past form, purpose, and previous Bearer?** Describe those you remember and the fragments of those forgotten.
- ◆ **How does your blade react to being near the Twist?**
- ◆ **You believe you are the last of your kind**, a horrible war's hidden relic. Is that true? What engenders doubt?
- ◆ **What can you see** that your Bearer cannot? What are you blind to without them?
- ◆ **You are not the Twist inside you.** How do you make that clear? How do you fail to fight back?

BEARER

- ◆ **Who do you love** that the Twist holds? Do you know?
- ◆ **You've worked another job previously.** What? What did you learn and what new truth made you leave?
- ◆ **The Twist knows** of and watches you. Where is it blind and how do you trick it?
- ◆ **Have you taken a life before?**
- ◆ **Why do you promise to bear the sword?** What holds you to it?

FOR BOTH

- ◆ **Where was the Sword found?** Why didn't anyone notice it?
- ◆ **What do you both love about this City and each other?**
- ◆ **What 'truth' has the Twist told** the Bearer that the Sword knows is a lie?
- ◆ **What is the relationship** between the Sword and the Bearer's mote?
- ◆ **How does the Sword empower the Bearer?**
- ◆ **How does the Bearer calm the Sword?**



The City's GROWING TWIST

THE TWIST is constantly pushing to root deeper in The City. The Sword and Bearer are fighting to drive it out.

The City is beautiful, none can deny, but it is stained with those who broke their backs making its BLOOD



During play, The City has a Twist Capacity of 5 marks.

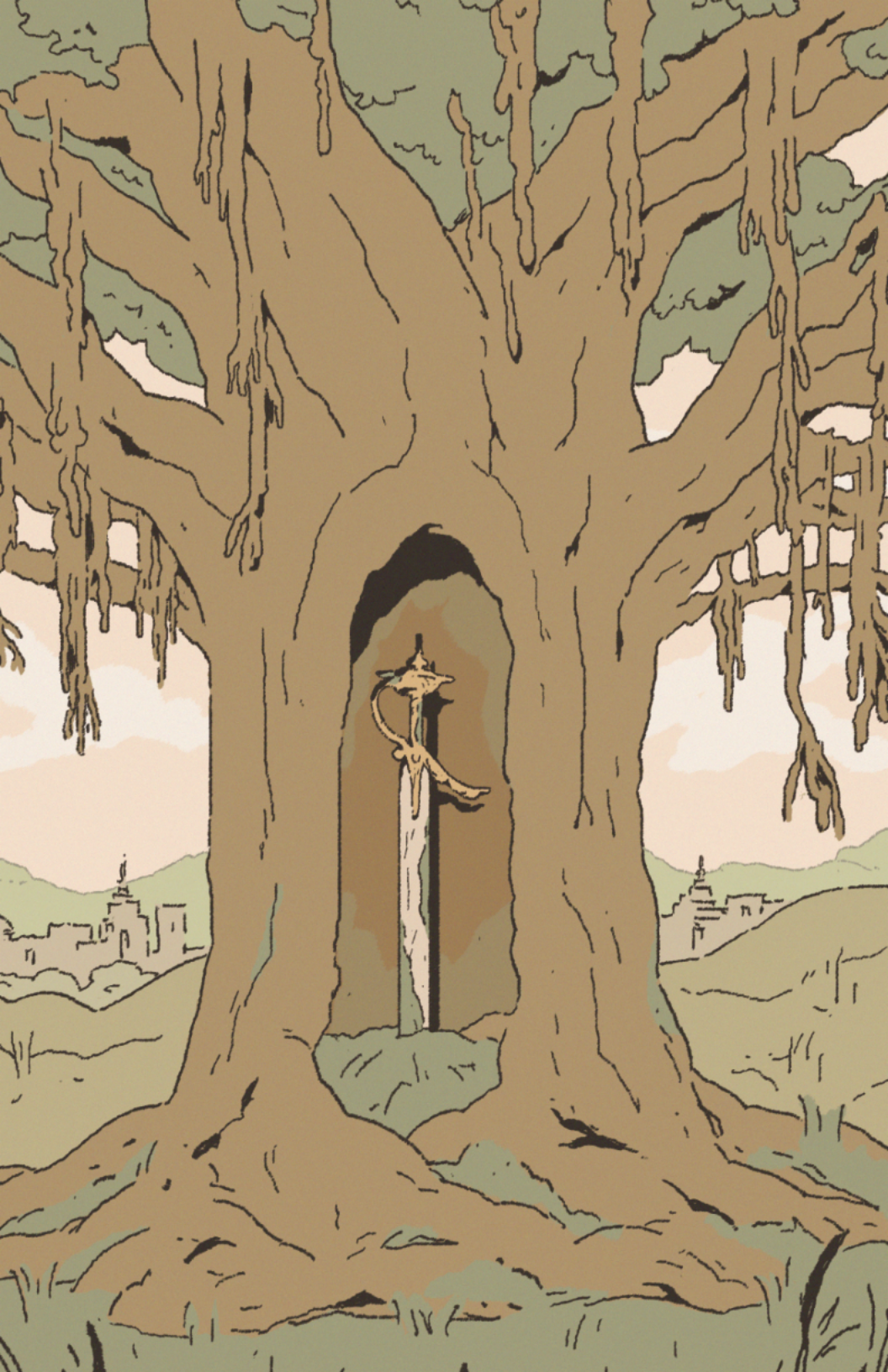
Whenever The City is thrown into turmoil — like an influx of patrols, an oppressive ruling or destruction and disarray — **add a Twist mark.**

Whenever the Sword and Bearer liberate people, districts and resources, erase a Twist mark.

Determine if a major change was made at the session's end and mark or erase accordingly.

When The City fills all Twist marks, a devastating change permanently altering The City occurs which greatly benefits the Twist and severely hinders resistance, then reset the marks.





THE SWORD



A TWISTED CORE

You were forged with the Twist deep inside you. Spending Twist changes you into a weapon beyond your current form. You can break your current form to destroy those standing in your way.





The SWORD's stats

represent its original, twisted purpose.

The Words and Form that Rend - You are destruction, you are carnage, you are powerful

The Catalytic Will of a Tool - You are designed, you have purpose, usable for change

The Fragile Spirit of a Weapon - You can shatter, falter or be replaced for something stronger



Your blade is etched

with a unique seal. Personify this seal to fight back the Twist and clear Twist marks.

PICK ONE:

- ◆ **An etching of City Walls and Open Books**, surrounded with ancient words of faith
- ◆ **An etching of an Ancient Tree**, it's leaves on fire, it's roots growing deep
- ◆ **An etching of Two Dancers** in joyous step, one crying, the other dead

What is your Calling?

Tapping into it grows your Twist.



PICK ONE:

- ◆ **Forged in Fire:** Your form becomes formless. You grow, you lash, you consume. **Draw a card. The higher the Value, the greater the effect.**

If it is **RED**, your fire burns hot, you feel free, you want out. You're able to perform beyond normal capacity but lose control before reverting, irreparably damaging someone or something.

If it is **BLACK**, you burn bright, you're steady, you illuminate. You retain control but your light casts shadows that seek you after returning to your original form.

- ◆ **Quenched in Ice:** You're not alone, the Twist manifests all around you, you just need to shape it. **Deal 3 cards in a row face up on the table. You can forge cold creations of your own. If the 3 cards:**

Ascend in value: You make something powerful but not obviously applicable

Descend in value: You make something powerful you cannot control

Neither: You make something immediately useful yet incredibly fragile

PINK PODOUS FOUN SCABBOARD

STWATS

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

- The Words and Form that Rend
- The Catalytic Will of a Tool
- The Fragile Spirit of a Weapon

TWIST



BRADIS

Spend 5 Bradis to: Create a new Twink or Tool. Declare a new fact about the world. Spend 10 Bradis: Give yourself a new stat, starting at 0, find a new place the Twist can't find you, create a situation the Twist must focus its resources on in another district. Spend 15 Bradis: Raise a stat by 1 (maximum 3). Spend 20 Bradis to remove a Twist mark from The City, describe how this manifests.

THE TWISTED CORE

You've been forged with the Twist deep inside you. Spending Twist changes you into a weapon beyond your current form. You can break your current form to destroy those who stand in your way.

At any point, you may spend Twist to violently overcome a challenge without spending cards. The greater the challenge, the greater the cost.

- Easy:** 2 Twist
- Medium:** 3 Twist
- Hard:** 4 Twist

An Unsheathed Return to Form

The Twist wants out of this cage.

When you fill your 5th and 10th Twist, your seal cracks and you briefly become Unsheathed, reverting to the monstrous weapon you once were.

When your 5th Twist is filled, your attacks can hit without needing to make a Check.

When your 10th Twist is filled, old wounds you've caused reopen in a way that hurts You, Your Partner or The World—choose one and describe how.

Whenever you hurt something while Unsheathed, the Twist is able to move its pawns into play somewhere else in the world—describe how and mark Twist in The City.

CHILITE

Pick one Calling, topping into it grows your Twist:

Forged in Fire

Your form becomes formless. You grow. You lash, you consume. Draw a card. The higher the Value, the greater the effect.

If it is **RED**, you're able to perform beyond normal capacity but lose control before reverting, irreparably damaging someone or something.

If it is **BLACK**, you retain control but your light casts shadows that seek you after returning to your original form.

Quenched in Ice

You're not alone, the Twist manifests all around you, you just need to shape it. Deal 3 cards in a row face up on the table. You can forge cold creations of your own. If the 3 cards:

Ascend in value: You make something powerful but not obviously applicable

Descend in value: You make something powerful you cannot control

Seal

Neither: You make something immediately useful yet incredibly fragile

Your blade has been etched with a seal. Personify this seal to fight back the Twist and clear marked Twist. Pick one:
An etching of City Walls and Open Books, ancient words of faith
An etching of an Ancient Tree, it's leaves on fire, it's roots grow deep
An etching of Two Dancers in joyous step, one crying, the other dead

At any point, you may spend Twist to violently overcome a challenge without spending cards. The greater the challenge, the greater the cost.

- ◆ **Easy:** 2 Twist
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When you hurt something while Unsheathed, the Twist moves its pawns into play somewhere else in the world—describe how and mark Twist for the The City.



THE BEAUFREER

A DEEP CONNECTION

You have a natural connection to those around you. With each step and word you make an impact. The world seems to listen to you and your actions.



The BEARER's Stats

Represent who you were before drawing the Sword against the Twist.

Your Soft Voice - Your voice does not carry distance, but weight

Your Tough Skin - Your barriers are up, for better or worse

Your Full Heart - You love, maybe too much

A Utilitarian Magic

As daily life before finding your Partner, you are familiar with simple magic, minorly bending reality's laws related to a specific Element.

CHOOSE A PAIR OF ELEMENTS to be your canvas, your MOTE is of the same soul:

- ◆ Light & Shadow
- ◆ Iron & Earth
- ◆ Heat & Gravity
- ◆ Melody & Hope

To utilize these magics, spend one Connection and pay 2 mismatched cards from your hand. The higher the value the greater your effect.

A Lifelong Bond

Your Mote is always by your side, a friendly sprite bonded to you at birth.



Give it a name and look and choose one of your Magical Elements that it's born from.

Whenever you spend friendly time with your Mote you may erase Connection but the Twist inches closer to Their goal. The more you erase, the greater the consequence.

ADDITIONALLY, PICK TWO ABILITIES:

- ◆ It is connected to a second element, allowing simple manipulation
- ◆ It always warns you of danger nearby
- ◆ It can relay messages from Motes it has met
- ◆ It knows The City and can guide you anywhere within the walls

PINK PROUDS FORN DAY JOB

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

Your Soft Voice
Your Tough Skin
Your Full Heart

WILLY

BRATIS

Spent 5 Brains to: Create a new Trinket or Tool. Declare a new fact about the world. Spend 10 Brains: Give yourself a new stat, starting at 0, find a new place the Twist can't find you, create a situation the Twist must focus its resources on in another district. Spend 15 Brains: Raise a stat by 1 (maximum 3), or to gain a new Move ability. Spend 20 Brains to remove a Twist mark from The City, describe how this manifests. Spend Brains to Raise the Connection Capacity of one section, the cost is the current capacity of that section x3.

A DEEP CONNECTION

You have a natural connection to those around you. The world seems to listen to you and your actions.

Your Connection track fills up top to the bottom and is split into three sections: Body, Mind, and Spirit. Every 5th Connection gained fills the Change Marker between each section. When a Change Marker is filled, describe the change to that aspect of your being. When losing Connection, the Change Markers become unfilled and you decide if the change remains.

When your Connection fills to the brink, you unleash in an uncharacteristic way more befitting your Partner. Clear all marked Connection, choosing which Changes stay as normal. When your Twist meter fills, you absorb the Sword's spirit into your Being, merging and becoming the Twist's agent for eternity.



A DAILY MIND AND MAGIC

As daily life before finding your Partner, you are familiar with simple magic, minorly bending reality's laws related to a specific Element. Choose a pair of Elements to be your Canvas, your Mote is of the same soul.

A MEELODING BOOBY

Your Mote is always by your side, a friendly sprite bonded to you. Give it a name and look and choose one of your Magical Elements that it's born from.

- To utilize these magics, spend one Connection and pay with 2 mismatched cards from your hand. The higher the value the greater your effect.
- Light & Shadow
- Iron & Earth,
- Heat & Gravity
- Melody & Hope
- Whenever you spend friendly time with your Mote you may erase Connection but the Twist inches closer to Their goal. The more you erase, the greater the consequence. Additionally, pick 2:
- It is connected to another element, allowing simple manipulation
- It always warns you of danger nearby
- It can relay messages from other Motes it has met
- It knows The City and can guide you anywhere within

When you hold someone's well-being in your hands or heart, you may protect them by taking their harm yourself. Describe how your Hope and Will protects them—whether by happenstance, putting yourself in harm's way, or dissuading them from acting.

For NPCs, you gain two Connection whenever this is successful.

For your Partner, you gain up to as much Harm or Twist as they would instead—they take the remainder. (If your Partner would take 3 Harm or mark 3 Twist, you can take 2 as Connection and they take 1)

Body, Mind and Spirit

YOUR CONNECTION track fills up left to right and is split into three sections: Body, Mind, and Spirit.

Every 5th Connection gained fills the Change Marker between each section. When one is filled, describe the change to that aspect of your being.

When losing Connection, the Change Markers become unfilled and you decide if the change remains.

When your Connection fills to the brink, you unleash in an uncharacteristic way more befitting your Partner. Clear all marked Connection, choosing which Changes remain, then permanently mark 1 Twist on your sheet.

When your Twist meter fills, you absorb the Sword's spirit into your Being, merging and becoming the Twist's agent for eternity.

OUR BRAIDS CONNECT US

In addition to GUN&SLINGER's
Braid-spending options, you both may:

GAIN BRAIDS if you:

- ◆ Pushed back the Twist from a district
- ◆ Liberated people and drew them to your cause

SPEND 10 BRAIDS:

- ◆ Find a new place the Twist can't find you
- ◆ Create a situation the Twist must focus its resources on in another district

SPEND 20 BRAIDS:

- ◆ Remove a Twist mark from The City, describe how this manifests

The SWORD

SPEND 15 BRAIDS:

- ◆ Manifest another etching

The BEARER

SPEND 15 BRAIDS:

- ◆ Your Mote gains a new ability, up to a maximum of three abilities

Raise the CONNECTION CAPACITY of one section: The Braids cost is the current capacity of that section x 3

GAME DESIGN

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M E C H
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P I L O T

MECH&PILOT is an alternate **GUN&SLINGER** RPG playset about a war machine and an accidental pilot.

It's designed to be modular-mixing, matching and combining for compatibility.

A Maestro and two Players (Mech & Pilot) tell stories from a planet of a highly advanced magitech civilization's fragments that arrived on massive spaceships.

The legacies buried within these Arks empowered nations to become authoritarian regimes—Sky Sovereigns ruling over divided and oppressed land-bound settlements.

If that wasn't enough, **MAG**—Mobile Aberrant Geoanimus—wander the lands, corrupting everything they touch.

Foul abominations predating recorded history incapable of reason or being controlled.

MAGs are obsessed with the **PILOT** and their **MECH**. During play, the **PILOT** and **MECH** investigate what hunts them, restore the **MECH**'S memories, save the **PILOT** or their community, and maybe—just maybe—topple a self-styled god.

> THE MECH IS A BIOMECHANICAL WEAPON, PART OF THE ARKS' WONDROUS LEGACIES.

> THE PILOT REALIZED THEIR SURVIVAL NOW DEPENDS ON A MECH'S MIRACULOUS POTENTIAL.

> THE MECH DESPERATELY REACHED FOR THE PILOT AND IS PRESENTLY UNCOVERING ITS MEMORIES BY EXPERIENCING THE WORLD WITH THE PILOT.

If **GUN&SLINGER** explores, expands, reclaims and rehashes the Western, **MECH&PILOT**'S main inspiration is big robot stories. This is not, however, a hero's journey. There are no chosen ones, only a strange mortal and machine brought together by desperation.

This game also considers memory and loss, intimacy and distance, identity and community, rebellion and dethroning gods. Human hubris wronged this world, our folly and dark refusal of accountability constructed what we call "Other" or "Monster.". While the Pilot and their Mech can't right everything, they may take tentative steps towards a better tomorrow.

>SHIPS SO LARGE

THEY BLACKENED THE SKIES
REPLACING SUN AND MOON
WITH THEIR RADIANCE

WE BROUGHT THE FIRST GODS, BOUND
THROUGH INNOVATION'S STEELY WILL AND
HUBRIS: PHENOMENAL POWER ROBBED OF
SELF AWARENESS, RESTRAINED BENEATH
MORTAL HANDS.

ALLEGEDLY THE ARKS BROKE APART DURING
THE REMEMBRANCE—THE FIRST GODS FREED
THEMSELVES FROM THE MACHINES.
PUNISHING OUR IMPUDENCE. SHATTERING OUR
DREAMS OF POSSESSING A NEW WORLD IN
OUR PALM - AND MILLIONS OF LIVES.

IT IS UNKNOWN IF WE ARE THE
SECOND, THIRD OR BEYOND OF
OURSELVES. WHAT WE KNOW IS OUR
SKIES CONTAIN NEW GODS, IMPRESSING
THEIR WILL UPON OUR SORRY LOT.

//WHAT IS A GOD

BUT A MORTAL WHO SURVIVED DISCOVERING
THE PATH TO THE HEAVENS, TAKING THEIR
PLACE AMONG THE STARS

>MECH STATS

ARK-GOD How well do you manipulate the God-code? How much do you remember? How deft or devastating is your touch upon this world?

ARK-HUNTER How efficient are you as a biomechanical weapon? How vast are your data-banks? How sharp is the taste of your enemies' hearts?

ARK-SHEPHERD Are you a temperamental mech? Compassionate? Honorable? Cunning?

PILOT STATS<

GRIT Ultimately, every land dweller is a survivor-fighting, persevering, playing dirty and reading situations.

WORD This is a world of stories-multiple truths and manifold lies. Including rumors, political connections, Ark communities' lore and Sky Sovereign news.

FIRE Gone are the days of bent knees and bowed head! Inspire rebellion, intimidate Sky Sovereigns' servants and cohorts and seize freedom.

SHARED HEART

THE
MECH
AND
PILOT
ARE
ONE
BEING.

> **PILOTED MECHS EXPERIENCE HUMAN PAIN'S SHARPNESS:** flooding their systems, overloading them with compromised data.

> **MECH-BONDED PILOTS' BODIES** are several cuts above a mortal's fragile form, capable of transcendent physical feats.

> **HIT A PILOT ENOUGH, HOWEVER,** and their supernally reinforced bones and musculature still wears, tears and breaks.

> **IN MECH&PILOT PLAYERS SHARE A 'HEALTH' POOL** whenever one takes a hit or suffers injury, the other also marks 1 wound.



WHEN
COMMITTING A
VIOLENT
REBELLIOUS ACT
PREPARE FOR
CONSEQUENCES.

ACTS OF VIOLENCE

> EVEN SEPARATED PILOTS AND MECHS CAN ATTACK.

However, they always mark 1 wound for every attack made separately.

> AN ATTACK WHILE THE PILOT IS IN THEIR MECH CANNOT BE MADE UNLESS BOTH AGREE TO FIGHT.

Before attacking, both Players draw a card, making any new Pairs. Attacks are always Blind Pays unless another Move is chosen.

> A SINGLE HIT DEFEATS A REGULAR ENEMY, but those protected (by armor or other means) or MAGs may take more. If the Pilot defeats an enemy, they draw a card. If the Mech defeats an enemy, they draw a card.

If all wounds are marked and someone is hit again, clear all wounds and both Mech and Pilot mark 1 Assimilation. All physical damage instantaneously heals—including lost limbs and wrecked systems. However, the Pilot's body transforms and the Mech adapts an increasingly bestial appearance.

Play it quick, loose and easy with what hurts. If the table agrees something won't mess a Pilot or Mech up, it doesn't. A Maestro can always invent another complication keeping things interesting—and, as always, Players proffer their own suggestions.

It's possible, of course, Harm isn't physical. When dealing with emotional pain or mental stress, however, be mindful of Lines and Veils.

> RESPECT THE X-CARD

WOUNDS

BEWARE OF MOVES
AND CONSEQUENCES
THAT COULD LOSE A
MECH'S MEMORY.

MEMORY SEPARATION ASSIMILATION

> THE PAST EVENTS TIED TO THIS MEMORY DON'T NECESSARILY DISAPPEAR. Instead, corruption begins compromising the Mech's system, making them more susceptible to their wondrous legacy's fearsome power

> AS MEMORY DISAPPEARS AND ASSIMILATION ADVANCES, the Mech's personality collapses and overwhelmed by desires to rend, conquer and devour.

> AS FAR AS ANYONE CAN TELL, a Mech and Pilot's union renders both immortal. Their existence only "ends" via extended separation and Assimilation.

> FOR EVERY WEEK SPENT WITHOUT THE PILOT ENTERING THE MECH'S COCKPIT SO THE MECH CAN SYNCHRONIZE WITH THEIR SOUL, permanently mark 1 Assimilation, which is unclearable, indicated some special way (i.e. use another color, scratch it up).

> A PILOT WHOSE ASSIMILATION GAUGE FILLS PHYSICALLY MELTS INTO THE MECH'S CORE. This traumatic process wipes the Mech's memories, reverting them to a feral state until they meet another Pilot or a MAG devours them.

> A MECH WHOSE ASSIMILATION GAUGE FILLS loses its physical form with frightening speed. It transforms into a nanomachine virus driven to possess the Pilot devouring their soul's warmth.

> WITHOUT PROTECTION, THE VIRUS DEVOURS THE PILOT FROM WITHIN. They "resurrect" as a feral Mech, devoid of sense and memory, until they meet their own Pilot or a MAG devours them.

!! WARNING !!

A MECH AND PILOT WHOSE ASSIMILATION GAUGES FILL SIMULTANEOUSLY BECOME A MAG.

THE ONLY WAY TO PREVENT ASSIMILATION IS BY COMPLETELY FILLING THE MECH'S MEMORY GAUGE.

!! WARNING !!

> INSTALLING: SETTING

WHAT COULD POSSIBLY THRIVE IN THIS VAST AND TURBULENT SPACE?

> **THE SURFACE IS DOTTED WITH ARK RUINS:** massive spaceships of unknown origin, filled with such comparably advanced technology that it's practically magic.

> **THE ARKS HOUSED A CIVILIZATION THAT BOUND GODS TO THEIR SPACESHIPS ON THEIR DYING ORIGINAL PLANET.** These gods powered all technology and harvested their essence for mankind's benefit. Eventually, the gods broke their mortal-imposed shackles in "the Remembrance."

> **ENRAGED, THEY OBLITERATED THE ARKS,** remaking mortals without any memory, locking the past's truths within their blood, waiting to reawaken.

> **SKY SOVEREIGNS—A RULING ELITE WHO UNLOCKED SOME OF ARK'S MORE POWERFUL SECRETS OR REDISCOVERED A SLEEPING GOD—SAIL SERENELY ON RESTORED ARKS.**

For the Sovereigns, surface people are chattel that exist as labor or entertainment.

> **SKY SOVEREIGNS FANCY THEMSELVES AS GODS,** presenting themselves to common people as such.

> **SOME BENEVOLENT DICTATORS DEMAND WORSHIP** and promise the flock's worthy will "ascend."

> **SOME FEARSOME TYRANTS GLUT THEMSELVES** on the land's bounty, leisurely taking whatever they will.

> **THE LAND-BOUND, SOVEREIGN-ENSLAVED SETTLEMENTS** huddle desperately around ruined Arks. They scavenge among left behind legacies, hoping roaming MAGS won't devour them.

> **MECHS ARE BIOMECHANICAL WEAPONS THAT ARE CONSTANTLY EXCAVATED FROM ARK RUINS.**

It's hard to say what activates them. Some claim mortal blood; others they stir arbitrarily. They appear to have been the Arks' evolving, sentient defense systems against the spaceship's machine-bound gods.

> **PILOTS ARE NEVER BORN; THEY ARE MADE.**

Some Pilots find a Mech delving ruins, others are rescued from a MAG and discover their mechanical hero needs saving. Regardless, initial synchronization irrevocably bonds them. There is no known way to deprogram the connection.

> **SKY SOVEREIGNS WILL MERCILESSLY PURSUE ANY PILOTED MECH.**

FACTIONS + THREATS

MAGS CORRUPT, DEVOUR AND DEFILE. THEY'RE BESTIAL AND INCAPABLE OF REASONING. WHATEVER THEY ASSIMILATE GAINS TWISTED, TRANSFORMATIVE QUALITIES. MAGS SHAPE THE WORLD BY SWALLOWING IT IN DARKNESS, SEEMINGLY ONLY DEFEATABLE BY PILOTED MECHS. FEW KNOW WHAT MAGS TRULY ARE.

SKY SOVEREIGNS ARE GLUTTONOUS OPPRESSORS ROAMING THE SKIES IN RESURRECTED ARKS HOARDING THE SURFACE'S REMAINING ARKS' LEGACIES. THEY ARE NOT UNITED—IN FACT, SOVEREIGNS OFT WAR AMONGST THEMSELVES USING LAND DWELLERS AS PAWNS.

SKYSTRIKERS COLLECTIVELY REFERS TO ANY FACTION REBELLING AGAINST THE SKY SOVEREIGNS. SOME ACT FROM A SENSE OF JUSTICE; OTHERS SECRETLY HOPE TO USURP THE SOVEREIGN'S POWER. THOSE WITHOUT MECHS CONSTANTLY SEEK TO BEFRIEND MECHS AND THEIR PILOTS. OF COURSE, THEY MAY ALSO SEEK TO DIVEST A PILOT OF THEIR MECH.

// *CORRUPTED.MEM>



/MAGS+TWIST

> THE PLANET'S ROGUE NANOMACHINES, 'THE TWIST' MAY BE RUNNING ON INSTINCTS, AN EXTENSION OF A MAG'S POWER OR HAVE THEIR OWN GOALS. WHATEVER IT IS, LAND DWELLERS CONSIDER THE TWIST AN UNSTOPPABLE, CORRUPTING FORCE.

> ENCOUNTERS WITH MAGS OR THE TWIST SHOULD BE TERRIFYING. SUCH CREATURES DON'T NEED STATS AND THEIR CAPABILITIES ARE INFINITELY FLEXIBLE. OF COURSE, MAGS ARE INTENDED TO BE SHADOWY BERSERKERS UNCANNILY SIMILAR TO A BONDED MECH AND PILOT. Their sentence is at your discretion.

> MAESTROS. WHEN CONCEPTUALIZING THE TWIST'S NEXT THREAT, CONSIDER: THE NANOMACHINE CLUSTER'S ORIGINAL PURPOSE AND HOW A MAG OR REMEMBRANCE TRAUMA SCREWED EVERYTHING UP. A terraforming nanomachine cluster, for example, could spew toxic waste upon a verdant field attempting a total biome kill. Alternatively, one intended to restore living creatures could be stuck in an infinite restorative improvement loop, horrendously mutating entrapped animals.

FOR THE TABLE

> **THE TWIST TERRORIZES THE PLANET, CLAIMING WHATEVER IT WANTS.** WHAT NEW THREAT WAS INTRODUCED IN THE LAST DECADE? HOW'S DAILY LIFE CHANGED? HOW HAVE SKY SOVEREIGNS CAPITALIZED ON IT?

> **RECENTLY, THE SOVEREIGN DEFEATED THEIR STRONGEST SKYSTRIKER OPPOSITION.** WHAT TRANSPIRED? HOW ARE THEY MADE AN EXAMPLE?

> **AN AREA PREVIOUSLY SHROUDED IN TWIST-INFESTED FOG WAS CLEARED,** REVEALING A VIRGIN ARK IN A FERTILE LAND. WHO'S ATTEMPTING TO OCCUPY IT?

> **WHAT MAJOR LANDMARKS DO ALL THE CONTINENTS' LARGE SETTLEMENTS AND TRAVELERS KNOW?** EVERYONE CREATES AT LEAST ONE.

> **HOW DOES THE POPULACE PERCEIVE MECHS? HOW COMMON ARE THEY LOCALLY?** DO SKY SOVEREIGNS OFFER TEMPTING REWARDS OR BOUNTIES FOR BONDED PAIRS?

> **ARE OTHER SENTIENT OBJECTS AND MACHINES COMMONPLACE OR LEGENDARY?** WHAT STORIES ARE TOLD?

FOR THE PILOT

> **YOU HAD A MOMENT OF TRUTH ABOUT... WELL, EVERYTHING, BEFORE THE MECH.** WHAT LIE WERE YOU AND YOUR COMMUNITY TOLD? WAS ENLIGHTENMENT WORTH IT, OR DO YOU MISS THE COMFORTING LIE?

> **WHAT IS YOUR HOME LIKE? DOES IT STILL EXIST?** WHAT TRINKET FROM HOME DO YOU CARRY? WHAT'S ITS PERSONAL MEANING?

> **THERE'S SOMETHING ARK-LIKE ABOUT YOU, NO MATTER HOW YOU OBSCURE IT.** WHAT ARE YOUR SCARS OF TRANSFORMATION?

> **IS YOUR JOURNEY ABOUT PERSONAL SURVIVAL, HELPING YOUR MECH OR SAVING LOVED ONES?**

FOR THE MECH

> **WHAT WOKE YOU?** THE PILOT OR YOUR MEETING?

> **WHAT WEAPON SYSTEM DO YOU GRAVITATE TOWARDS?** DOES IT REFLECT YOUR PILOT OR DOES IT HARKEN BACK BEYOND RECOLLECTION?

> **MAGS AND THE TWIST SPEAK TO YOU.** DO YOU OPEN YOUR EARS OR TURN YOUR SENSORS AWAY?

> **HOW DOES DEPENDENCE ON A MORTAL PILOT'S LIFE ESSENCE AND SOUL FIRE FEEL?**

FOR THE MECH+PILOT

> **HOW DID YOU SYNCHRONIZE?** HOW LONG HAVE YOU WANDERED TOGETHER?

> **WHAT DISAGREEMENTS DO YOU HAVE?**

> **HOW DOES SHARING THOUGHTS AND SENSES FEEL?**

> **YOU ARE EACH-OTHERS' TETHER TO THE COMPLICATED WORLD BEYOND YOUR OWN.**



> **FOR THE MECH, THE PILOT IS A LIFELINE TO THE PHYSICAL LIVING WORLD.**

> **FOR THE PILOT, THE MECH IS A FRIGHTENING LEGACY THE WORLD WISHES LOST.**

> **WHAT IS SUCH AN ALIEN CONNECTION LIKE?**

THE MECH

YOU ARE A BIOMECHANICAL WEAPON WITH A FORGOTTEN PURPOSE

Your initial memories were of desperately reaching out for THE PILOT's soul and letting it inflame your chassis' internal circuitry. At that moment, you recognized your mother-frame's deep emptiness. A keen sense of something missing, something lost.

Remembrance consists of disorienting technobabble flashes and complex data strings. You adapt like scintillating liquid metal to THE PILOT's situation and desires—an extension of their limbs as they became your Core.

With prolonged contact, your respective psyches' separation blurred.

**DO YOU ACCEPT THIS
CONFLUENCE'S PROFFERED TRUTHS
OR FEAR THE CHANGE?**



YOU ARE A WEAPON

INTENDED TO
GRANT MORTAL
HANDS THE
POWER TO
SLAY GODS.

Your evolution has a phenomenal pace, adapting within the blink of an eye. Your databanks are full of information you don't initially understand, but the right stimulus unlocks your mother-frame's digital gates.

WITHIN YOU IS GOD-CODE. THE ARK'S GREATEST LEGACY.

Every Arc-born Mech's mother-frame possesses a God-Code, whose nature and summoned nanomachines' capabilities are shaped by your Core's protocol.

CHANNEL YOUR GOD-CODE TO FLY AND TEAR OPEN PORTALS

When you fly, flip the Deck's top card: its value determines how many hours you stay airborne without cost. If it is a Face card, put it on the bottom of the Deck and flip again.

You're faster than anything, save an Ark. By sacrificing a Memory, you can rip a hole into reality to any location on, below or above this world and step through.

THE STRENGTH OF YOUR GOD-CODE

A weapon fit to slay gods must be honed reaching for infinite possibilities. Your God-Code becomes capable of more Complex feats as you gain Advancements and grow its Strength.

You advance your Strength the same as you would in GUN&SLINGER by spending Braids.

> LIMITED CODE:

BASIC, SIMPLE NANOMACHINE MANIPULATION

Power small Ark relics, transform weapons, generate minor energy shields

> COMPLEX CODE:

PERMITS COMPLICATED MANIPULATION

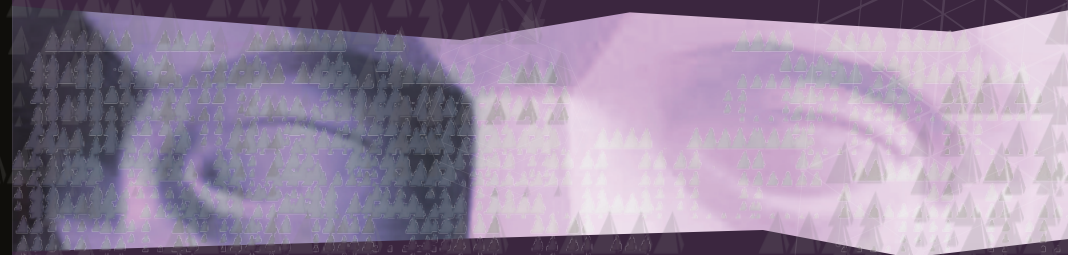
Extend perception through a nanomachine wave, communicate with Twist beings and MAGs, transform

> SUBSTANTIAL CODE:

THE STRONGEST POSSIBLE, THINGS AT A LARGER, MORE COMPLICATED SCALE MAY REQUIRE A CHECK

Expand your form, summon multiple weapons, create temporal black holes

> YOU CAN PERFORM STRONGER FEATS AT LEVELS BEYOND YOUR CURRENT COMPLEXITY BY MARKING 2 LIMITERS PER ADDITIONAL COMPLEXITY LEVEL.



NAME

PROVINGS

FORM

STATS

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

ARK-GOD

ARK-HUNTER

ARK-SHEPHERD

CONNECTION

A weapon fit to slay gods must be honed reaching for infinite possibilities. You begin with a limited God-Code complexity growing stronger as you gain advancements.

STRENGTH

You begin with limited strength, growing stronger as you accumulate advancements.

LIMITED

Basic, simple nanomachine manipulation.

COMPLEX

Permits complicated manipulation.

SUBSTANTIAL

The strongest possible, may require a check.

You can perform beyond your current Connection Strength by spending 2 extra Connection per additional Strength level. Regain Connection by either resting (regain 1/2 Connection) or spending a single (regain the card's value).

WOUNDS

MEMORY

ASSIMILATION

Players share a "healer" pool. Whenever one takes a hit or suffers injury, the other also marks 1 Wound.

If all Wounds are marked and someone is hit again, clear all Wounds and both Mech and Pilot mark 1 Assimilation. All physical damage independently heals—including lost limbs and wrecked systems. However, the body transforms and the Mech adopts an increasingly bestial appearance.

PROTOCOL

Within you is God-Code, the Ark's greatest legacy. Choose a Protocol. Mark a Limiter to use it.

MERLIN PROTOCOL

Rip away the world's deceitful veil.

Pick a random card from the deck. For value seconds everything within infinite probabilities are revealed. Your systems instantaneously calculate you and your Pilot's best route. If you draw a face card, put it at the bottom and re-draw.

GALAHAD PROTOCOL

Take heaven between your fangs.

Pick a random card from the deck. The value targets are speared by multiple energy swords summoned from pocket dimensions. If you draw a face card, put it at the bottom and re-draw.

MORDRED PROTOCOL

Become like a god.

Pick a random card from the deck to exercise temporary, crushing control upon the Twist and MAGs. Higher values are more beneficial, lower values turn the Twist and MAGs against you. If you draw a face card, put it at the bottom and re-draw.

> BY MARKING A LIMITER, YOU CAN MANIPULATE YOUR SURROUNDINGS beyond your usual Abilities. Small augmentations such as boosting your sensors' range or altering the sort of damage you deal.

> NOT EVERY ACTION ACCOMPLISHED BY MARKING A LIMITER REQUIRES A CHECK, but the Maestro may decide something more involved requires one.

YOU CAN CLEAR YOUR LIMITERS BY:

- > RESTING: CLEAR 1/2 USED LIMITERS.
- > SPENDING A SINGLE: CLEAR ITS VALUE IN LIMITERS.

CHOOSE A PROTOCOL. MARK A LIMITER TO USE IT.

MERLIN

> PROTOCOL:

RIP AWAY THE WORLD'S DECEITFUL VEIL. Pick a random card from the Deck. For value seconds everything within sensory range's infinite probabilities are revealed. Your systems instantaneously calculate you and your Pilot's best route. If you draw a face card, put it at the bottom and re-draw.

GALAHAD

> PROTOCOL:

TAKE HEAVEN BETWEEN YOUR FANGS. Pick a random card from the Deck. The value targets are speared by multiple energy swords summoned from pocket dimensions. If you draw a face card, put it at the bottom and re-draw.

MORDRED

> PROTOCOL:

BECOME LIKE A GOD. Pick a random card from the Deck to exercise temporary, crushing control upon the Twist and MAGs. Higher values are more beneficial, lower values turn the Twist and MAGs against you. If you draw a face card, put it at the bottom and re-draw.



THE PILOT

**YOU ARE A LAND DWELLER
WHOSE LIFE TOOK AN
UNPRECEDENTED TURN AS YOUR
SOUL SYNCHRONIZED WITH A MECH.**

You were irreversibly changed, now serving as
THE MECH's newfound core.

Your kind's lot is enslavement and exploitation
by SKY SOVEREIGNS if they have any say - and
they have for a very long time. As THE PILOT,
you're an affront to their senses. If you and
THE MECH will not bow to them, they will plan to
crush you under their heel.

Together, you and THE MECH can strive to exist
as a new powerful force among the stars.

**WILL YOU CHOOSE SURVIVAL OR
TURN YOUR EYES HEAVENWARD TO
SELF-STYLED GODS' THRONES?**

HAND OF THE GOD-KILLER

STEADY AT
THE HILT OF
A WORLD
ENDING
BLADE.

Synchronization permanently flooded your body with the purest Ark nanomachines, shifting your biological makeup. At first glance, nothing sets you apart—but unlike your less resilient peers you bleed blue and circuitry.



EVERYTHING CARRIES A BIT OF THE TWIST OR A GOD'S SOUL- FLAME'S DYING EMBERS WITHIN

By tapping these forces, you can talk to inanimate objects and sense a sentient creature's emotions or surface thoughts.

THE BUSINESS OF SLAYING GODS

MIXES OPPORTUNITY, HUBRIS, AND SHEER LUCK

In addition to wounds and Assimilation, the Pilot has an Integrity meter that starts full (at 5 out of 5) and decreases as it's used.

Integrity is a representation of your physical and mental integrity, the strength of your form, the nanomachines in your body, and your will.

SUMMON A MICROSCOPIC ARMY AND ALTER YOUR PHYSICAL CAPABILITIES

Spend 1 Integrity to draw upon your changed nature and command the nanomachines embedded with you. You may harden your skin and become temporarily impervious, triple your sight past human capacity, ignore the need to eat or drink, shift your appearance, or anything else you can dare to imagine. At the cost of Integrity, there is few limitations to subsuming your human nature for the God-Code's power.

> IF YOU WISH TO MANIPULATE THE NANOMACHINES THAT INHABIT YOUR BODY WHEN ALL INTEGRITY IS EMPTY, YOU MAY TAKE 1 WOUND TO DO SO.

NAME

PROMONUNS

LOOK

STATS

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

GRIT

WORD

FIRE

INTEGRITY



Begin with five points of Integrity. Restore your Integrity by Resting: regain $\frac{1}{2}$ used Integrity. Spending a Single: Regain Value Integrity.

Spend 1 Integrity to draw upon your changed nature. You may harden your skin and become temporarily impervious or triple your sight past human capacity or ignore the need to eat or drink, shifting your appearance... anything goes when subsuming your human nature for the God-Code's power.

If you wish to manipulate your body's nanomachines with full Integrity, you may take 1 Wound.

WOUNDS



ASSIMILATION



Players share a "health" pool. Whenever one takes a hit or suffers injury, the other also marks 1 Wound and someone is hit again: clear all Wounds and both Mech and Pilot mark 1 Assimilation. All physical damage intentionally heals—including lost limbs and wrecked systems. However, the Pilot's body transforms and the Mech adapts an increasingly bestial appearance.

MOUES

HEART

MACHINE

OF

THE

Choose one Move. Draw a random card from the deck and check the results.

Reaching through the bond you grant yourself and your Mech new power.

Before drawing a card, declare a value. If the card drawn is equal to or within two points of it, you and your Mech restore 2 Assimilation. If you draw a face card, put it at the bottom and re-draw.

SIX MILLION GODS & DEVILS

You impose your will upon the God-Code drawing upon its strength.

You produce weaponry, tools or gear. (You choose) using your Mech's nanomachine colonies. The higher the value, the better quality or more produced lasting value days. If you draw a face card, put it at the bottom and re-draw.

SKY'S THE LIMIT

You surrender, briefly, to the Twist. If you survive unscathed, you gain a little power. Draw three cards at random from the deck after declaring: a single value or specific face card. If you get one, put it in your deck. If two appear, place them in your hand. Discard the rest.

YOU CAN REGAIN INTEGRITY BY:

- > RESTING: REGAIN $\frac{1}{2}$ USED INTEGRITY.
- > SPENDING A SINGLE: REGAIN ITS VALUE IN INTEGRITY.

CHOOSE A MOVE. USING IT COSTS ONE INTEGRITY.

HEART OF THE MACHINE

REACHING THROUGH THE BOND YOU GRANT YOURSELF AND THE MECH NEW POWER. Declare a value then draw a card. If the card drawn is equal to or within two points of it, you and THE MECH can restore 2 Assimilation. If you draw a face card, put it at the bottom and re-draw.

> SIX - MILLION GODS AND DEVILS

YOU IMPOSE YOUR WILL UPON THE GOD-CODE DRAWING UPON ITS STRENGTH. Draw a card to produce weaponry, tools or gear (your choice) using THE MECH's nanomachine colonies. The higher the value, the better quality or more produced lasting value days. If you draw a face card, put it at the bottom and re-draw.

SKY'S THE LIMIT

YOU SURRENDER, BRIEFLY, TO THE TWIST. IF YOU SURVIVE, YOU MAY GAIN A LITTLE POWER. Declare a single value or specific face card then draw three cards at random from the Deck. If you get one, put it in your Deck. If two appear, place them in your hand and discard the rest.

SPENDING BRAIDS

> IN ADDITION TO THE APPLICABLE OPTIONS IN GUN&SLINGER, THE MECH AND THE PILOT MAY SPEND THEIR COLLECTED BRAIDS TO ENHANCE THEMSELVES...

MECH

> STRENGTHEN THE COMPLEXITY OF YOUR GOD-CODE

Cost of access to Complex Code: 10 Braids

Cost of access to Substantial Code: 15 Braids

PILOT

> RAISE THE CAPACITY OF YOUR MAXIMUM INTEGRITY

Cost to increase capacity is current Integrity +3

MECH+PILOT

> COLLECTIVELY SPEND 5 BRAIDS

To clear a marked point of Assimilation

> COLLECTIVELY SPEND 20 BRAIDS

To raise both Assimilation caps by 1

THANKS FOR YOUR SUPPORT!

1954796132, 12Noon12, 2nd 2sday, 9thLevel, A, a, fell, Aaron, Aaron Griffin, Aaron Lim, Ada Nakama, Adam "hypeserver" McGready, Adam Baffoni, Adam Bell, Adam Boyd (greater_nemo), Adam Buehler, adam burns, Adam Coker, Adam Doochin, Adam Farber, Adam Howe, Adam Krump, Adam Makey, Adam Mertes, Adam Richmond, Adam Vass, Adam Weiler, Adira SlaCery, adrian ridley, Adriano Anastácio, AE Jonesy, afensch26, Aidan McHugh, Aiden, Aisling Jensen, AJ Hileman, Ajey Pandey, Akemi Maniwa, Akvo, Alaiziadarkstar, A l e x, Alex "Grassdragon" CorbeG, Alex Gillies, alex kasten, Alex Rinehart, Alex Silverstein, A l e x a n d e r, Alexander Beowulf Sutherland, Alexander Cunningham, Alexander F Geck, Alexander Hollis, Alice Tobin, Alicia, Alienea, alienmandy, Alina, McCue, Alissa Hahne, A l l e n C o x, Alyssa, Amelia SpringeG, America Masarod, Anders C., Andre Canivet, andre Ragsdale, Andrew, DeLorenzo, A n d r e w F o x, Andrew Hurley, LaFrance, Andrew Mauney, Andrew Michaud, Russell, Andrew Russell, Andrew Schubert, Swaffer, Andrew Turner, Andromeda Taylor, Kitkowski, A n d y W i l l i a m s, Andy Zeiner, Jones, A n n e M o r r i s o n, anonymous1453, Anthony Gilkison, Anthony Haeuvermaet, Grigoryev, Ari, Ari Giroux, Arlene Benningfield, Roberson, Ashley Graham, Ashlyne, Aslan Silva, Aurelia Scordato, Austin C Williams, Austin AvianOptometrist, Avinash Jeyadev, A z u l, Ghanoush, B A D J R M, Barry Hatchel, Holt, Bec McKenzie, becomeinchoate, Ben, Ben, Ben Harvill, Ben Novack, B e n P o p e, Ben Verschell, Ben W, Ben Wilson, BenDanaj, "BlackLotos" W e l k e, Benjamin Dawes, Benjamin McMullen, Benjamin Vannel, Warner, Benn Mace, B e t s y, C a t, Blaine Stand, B l u e, Boris Karl, Boutrose Norr, Brad Davies, Braden Todd Curtis, Brandon Corey, Brandon Brett, Breaze, Brenda, BreG"Nerdhex" Hibl, Johnson, Cooksey, B r i a n Deisher, Brian, Brian Stafford, Brian Weisberg, Bruce Kroeze, C Ssthisto Reid, C. Fili, Caleb HueG, Calliope, Calvin Johns, Calvin Ng, Cam Collins, Camila Havrda, cancelvision, Russell, C a r ó g G r e e n, Carolyn Bray, C a s, C a s s a n d r a B e r r y, CDGuano, C e c e r o n 4 4, Celeste Shepard, Wysor, C h a r l i e U-M, CharloCe Foran, Charu Patel, C h e l s e a M i r e l e z, Chelsea Brent, Chet Gray, Chong Jin, Chris BisseGe, C h r i s C a s s i n o, C h r i s K r a m e r, Langlais, C h r i s L i n, C h r i s L o n g h u r s t, C h r i s M i l e s, c h r i s Snyder, Chris Walter, Christian Irwin, Christian Palmer, Christopher Fisher, Christopher kiGrell, Christopher Lee, Christopher Newton, Claudia D., Jacob, Clay Gardner, Clay McDermog, Clément ALEXANDRE, Cliff Taylor, CobaltBlue, CobblePath Games, Cody, Cody Arnold, Cody Duncan, Cody Woods, Cole R, Cole S., Colin Hartwig, Colin McInerney, Colin Urbina, ConcreteGolem, Connie, Connor, Contesse, Cooper Jones, Corben Jubian, Cordell Michaud, Corinne Williams, Crabmarx, Craig Hackl, Craig Page, Craig Smith, Cristopher Frank, Crow, Curtiss West, Cypress Bromaz, CZGrey, Dad?, DAIROCKETTO, Dakota Sky Bloom, Dalton Murray, Damian Baeslack, D a n, Dan Jensen, Dan Phipps, Dan Powell, Daniel, Daniel Gutiérrez, Daniel Mason, Daniel Maxwell-Ross, Daniel Mercer, Daniel Rodriguez, Danielle Lincoln, Danny Tirtosasmito, DannyK, Dante Cosentino, Dany D,

Alfredo A m a t r i a i n, Alice, Alison F l e m i n g, Alison Amber K o u, Ambs, Amelia, Hällzon, Anders Smith, Andi Andrew B a i l e y, Andrew Andrew Johnston, Andrew Andrew Robertson, Andrew Andrew S e a l, Andrew Andrzej Krakowian, Andy Anestis Kozakis, Angela Anthony C o c h e t t i, Anthony Meleah, A n t o n Arvid Kopp, A s h, Ash Astrid Tomićić, Auggie, Stanley, A v a D i s k e G, Azuretruth, B a b a Bartimaeus, Bavo Th., BE Ben BarreG, Ben Clark, Rosenbloom, B e n Benjamin, Benjamin Benjamin Hartman, Slates, B e n j a m i n Bimblewort, Black bobbybroccoli, Brad Roberts, D, Brandtley Cangro, Volz, Bri Crick, Brian Brian M a n i q u i s, Bryan BoN, BuraIEX, Narcissa R a n n i s, Cameron MacVean, cardwrecks, C a r l Rowland, Carver ccrunnertempest, Charles F r a n k CharloCe LuGrell, Riexinger, Cheryl Berger, C h r i s Chris Giesy, Chris L, Chris Chris L o n d o n, Chris M a l o n e y, mobberley, C h r i s Christian Ch i n g, Christopher Fisher, kiGrell, Christopher Lee, Christopher Newton, Roberts, chronoVesper, Chuck Dee, C i a r a n O'Brien, Jacob, Clay Gardner, Clay McDermog, Clément ALEXANDRE, Cliff Taylor, CobaltBlue, CobblePath Games, Cody, Cody Arnold, Cody Duncan, Cody Woods, Cole R, Cole S., Colin Hartwig, Colin McInerney, Colin Urbina, ConcreteGolem, Connie, Connor, Contesse, Cooper Jones, Corben Jubian, Cordell Michaud, Corinne Williams, Crabmarx, Craig Hackl, Craig Page, Craig Smith, Cristopher Frank, Crow, Curtiss West, Cypress Bromaz, CZGrey, Dad?, DAIROCKETTO, Dakota Sky Bloom, Dalton Murray, Damian Baeslack, D a n, Dan Jensen, Dan Phipps, Dan Powell, Daniel, Daniel Gutiérrez, Daniel Mason, Daniel Maxwell-Ross, Daniel Mercer, Daniel Rodriguez, Danielle Lincoln, Danny Tirtosasmito, DannyK, Dante Cosentino, Dany D,

Darky (le jeu), Darold Ross, David, David & Mareike, David Childs, David Church Rodriguez, David Esarey, David Lee Terhune, David Lewis, David Milne, David Morgen, David Nelson, David Notar, David Paul Guzmán, David Vehonsky, Dazmondal, Declan Geoffrion Scannell, Dee Dennis, DelzaArmy, Derek, Derek Guder, Derek M, Devin Blong, Devin Jessup, Devin Meeshkul Sayers Helmgren, Devin White, D e x t e r Cantellay, dionDecamate, Dominic, Donogh, Donovan, Dorian, Doug Mosher, Douglas, Douglas Best Whitley III, Dragonova, Drew Doucet, Drew Fisher, Drew Morgan, Drew Rosenheim, Drew Wendorf, Duck, Duncan Allaire, Dustin Headen, Dustin K. Miller, Dustin Yager, Dylan "Dink" Overstreet, Dylan Lewis, dzonewolf, Earl Corey Brown, Echo, Ed Gonzalez, Eddie Horn, Eeleye, Eike Kronshage, E-J, E I, Elaine Montgomery, Elena, Eleri Elouie Eichler, Elfy, Eli Seif , Elias Hunt, eliXa, Elizabeth Axworthy, Elle, Elliot, Emil, Emily R, Emmelyn, Eric DeCoursey, Eric Fowler, Eric Grossman, Eric Guzman Skotnitsky, Eric Koch, Eric Stewart, Eric Tataru, Erich L., Erich Paddock, Erick Vallejos, Erik Ingersen, Erika Maybe, Erin H, Erin Miller, Ernesto, Ernesto Pavan, Eruanad Serrare, Ethan Grier, Ethan Krebs, Ethan Treaster, Eva, Evan Nyquist, Evan Saft, experimentally Arcane, Fabio Endrizzi, FeatherlessBird, Felicia DesJardins, Felix Gregory, FelTK, Fenris, Fionn O Maoileoin, Fire Broadside!, Fireballjack, FlacoAlto, Flavio Mortarino, FlawlessLosses, Francesco SigneXo, Frank K, F r a n k Orr, F r e d V o s v e n i e k s, FredH, Gabriel Komisar, G a b r i e l Robinson, Gabriela Rica Gonzalez, Gannon Moon, Gary, Gary, Gary George Morcos, G e s i n e P o h l, Gonzalez, Giuseppe, gnapo, Gnoll, Murphy, Graeme Lewis, Graham McLaughlin, G r a n t W a l k e r, Greg,

Burgoyne, Harkonen, I I I, Harold H a t e p i g, Hayley B, H e l e n L, H e n r y, heroed, Hiyuga82, H o l l y, HTTPaladin, Huffa H u n t e r, Hunter, I. J. Dean, ialpiriel, Ian, I a n Hart, Ian Hirschfeld, Ian J o h n s t o n, Ian N Howard, Ian Nowell, I a n Icareon Grey, Ido Magal, Ieuan San Jose Jones, InvaderZahn, Isaac GarreX, Isaac Holland, Isabelle McGuire, Itai Sanders, Ithry, Ivan Milovanov, J. P. Rockin', J.M.Harper, Jabbar Haider, Jace Ridley, Jack Gulick, Jack Krause, Jack PiXaway, Jackalgirl, Adams, Jacob Cadena, Jacob MacDonald, Jade Jaeden, Jaime, jaime a layton jr, Jaime Thayer, Jensen, JAM my beautiful and amazing wife L, james "hotcyder" d, James Aitken, James O'Connor, JamesHerkleson, J a m e y Jams Mastodon, Jane Dataghosts, J a n e Buckley, Jared Mitchell, Jason, Jason Jason Brown, jason e. bean, Jason E. Hinklin-Lauderdale, Jason Marks, Simmons, Jason Welby, Jasper Doise, Whitaker, Jay Dragon, Jay Moore, Wimble Games Ltd, Jeff Branion, Jeff Stormer, Jennifer Adcock, Jeremiah Coley, J e r e m y Jeremy Springer, Jerry Sköld, Alford, Jessica, Jessica Meier, Burzelic, J i m D a g g, Jim Jim Mullen, Jim Pacek, Jim Ryan, Jimmy Weishaus, JJ, João Brasil Sullivan, Joe Zehnder, Joeseeph john, John, John Backers, John C John Kurf , John McIntosh, John Jolene Jones, Jon Babineau, Jon Jonathan Finnegan, J o n a t h a n Davis, J o n a t h a n MacDuffie,

Jayne @ Jeff kosko, Jenny Trinh, Kostiew, Jeremy Jes Folden Hyldig, Jessie Arvin, jex thomas, DelRosso, Jim Grace Rogers, Jim Stickell, Jimmy Rogers, Melo, Joe B., Joe DeSimone, Joe Simon, J o e y "No Hands", John, Hay, John Di Pietro, Jr., john geary, Olin, John Ostermiller, John Thomas, Boylan, Jon East, Jon Hietbrink, Jon Yuen, H i x o n, Jonathan K o r m a n, Jonathan Ly Jonathan Mendoza, Jonathan Ricks,

Jonathan Sheets, Jonathan Takagi, Jonathon Merefield, Joni Johnston, Jordan Leary, Jordan Palmer, Jordan Richards, Jordan Richer, Jorden Varjassy, Jordy van Opstal, Jorge Palacios Jr./@JorgetheDM, Joseph Ahmad, Joseph r west, Joseph Talavera, Josh, Josh Green, Josh H., Josh Kroger, Josh Lyons, Josh Sorey, Josh Zhanson, Joshua Aaron, Joshua Binder, Joshua Brubaker-Salcedo, Joshua Cardno, J o s h u a F u r m a n, Joshua Nanke-Mannell, J o s h u a Pevner, Joshua Woodbury, Joshua Wright, Josiah R i s e, Josiah Song, JRob, Juan Mejia, Jude, Juice_bax, Jules Corby, Julia Pope, Julian H., J u s t C h r i s, J u s t i n "hypercamera3" Brookes, K a i Rara, K a t Katherine, K e l l e y B., K e v i n, K r u s e, Nguyen, KH Kisa Griffin, Kamieniecki, Weems, L. L. Master, L a n d o n L a v a B o m b s, Leah Weir, Leandro Pondoc, Lee, Lee Miller, Leigh A. Jones, LeK00, Leo Browning, Leslie, Lester Dizon, Levente Barczy, Liam, Liam DiNapoli, Liam Moher, Lillie H, Lily Niehaus, Lisa Padol, Liz Weir, Logan, Logan Dwight, Loki Carbis, Loki, Tilly, & Murphy, Longspeak, Loren Peterson, Lorenzo Caselli, Louis Newton, Luis E Cardenas, Luis Fernández González, Luismiguel Rodriguez, Luna Carter, LXV, Lydia Bernatovicz, Lyse McToaster, M, M Palladino, Madison, Maggie, Majdi Badri, Malvoes, Mongoose, ManieGe, Marblekick, Marc Majcher, March4fun, Marco Antonio Ross Ibarra, Marco Giunti, Maria, Maria McWilliams, Mariah Leah Jensen, Marina de Santiago Buey, Mark Fenlon, Mark Frederick, Mark Solino, Markus P, Marshall Brengle, Martin Cahill, Martin MoreG, Marty Chodorek, Marz Valentine, Mason "NCPtarmigan" KorN, Matsci, MaG Corluka, MaG Corluka, MaG Fennell, MaG Frazita, MaG Metford, MaG Rainwater, MaG Zeman, MaGeo Baschiera, MaGhew BaGen, MaGhew Bradley, MaGhew Coverdale, MaGhew Cranor, MaGhew Edwards, MaGhew Gravelyn, MaGhew Hale, MaGhew Hemler, MaGhew Hoffman, MaGhew McFarland, MaGhew McGrath, MaGhew Molumby, MaGhew Nielsen, MaGhew Phillips, MaGhew Plank, MaGhew Senecal, MaGhew von Kampen, Max Baldovin, Max Dev, Max Glasner, Max Kämmerer, Max Melendez, Max Parker, Max Redmond, Max Verbludenko, Max WhiGer, Max Woerner Chase, Maxfield Klein, Maximilian "Zhemni" Haas, Maxwell S Hallock, Mcfood, McGravin, Megan from Tabletop Potluck, Megan S., M e g a n e, Meghan Cross, Meghan Molinari, Mel Pink, Melody Nielsen, Mendel, Meredith, Meve A., Michael, Michael, Michael Addison, Michael Bowman, Michael Calhoon, Michael E, Michael J. Miller, Michael Klamerus, Michael Lehmann, Michael P. Charlton, Michael Poulin, Michael Raichelson, Michael Ramsey, Michael Roebling, Michael T Lombardi, Michael WiGg, Michele "Snake" Gelli, Michele Holmes, Michelle, Michelle, Michelle Resnick, Mi-hye, Mikaela Irish, Mikah, Mike, Mike Carlson, Mike Ratliff, Mike S., M i k e y Z e e, Mikhail Bonch-Osmolovskiy, Milenko Vuckovich, Minchowski, Miranda Mels, Mitch Harding, Mitchell, Mitchell Wallace, Mithrull, Monica Bies, Monte Lin, Morgan, Morgan Hill, Morgan Leliana Aitken, Morgan McEvoy, MORGAN&PHILLIPS, Mr.Hales, Naiki Artemis Kaffezakis, Nat "Öb" Walker, Nathan Black, Nathan Wells, Nathaniel Southworth-Barlow, nayod78, Neil Chandler, Neil M. Conkle, Nem, Nessalanth, Nghiem Pham, Nicholas Ager, Nicholas Hoare, Nicholas PoGer, Nicholas Robinson, Nicholas Trafananko, Nick, Nick Bate, Nick Cadigan, Nick D., Nick Hopkins, Nick M., Nico, Nicole Flippin, Nikolas Christian, NilkadNaquada, NimbleNonsense, Noah Brown, Noah Powell, Noel Tobin, norvell hardy, Ocean Druen, Oddtwang, Odins.Sage, Oliver, Oliver, Oliver "Muffin" Neleski, Omar Baig, Oren Leifer, Paige L. Harvey, Paisley Jazz Yardley, pamel pepper, Paradise, Paris Borge, Parker Balzarini, Parker Dvaenport, Pat M, Patrice Hallé, Patrice Mermoud, Patrick, Patrick, Patrick & Samantha Harris, Patrick Flood III, Patrick Haugh, Patrick McCarthy, Patrick Monroe, Patrick O'Duffy, Paul, Paul Frank, Paul Newsham, Pavel P, Penguin King Games Inc., Pepper Fresolone, Percy, PerrydoGo, Pete Goderie, Pete Petrusa (Imagining Games), Peter Brown, Peter Mazar, Peter Ramon, Peter Stefan Goering, Phil Corpuz, Philip, Picard Jean-Vincent, Plural_J, Pocco, PreGyObvious7, PuckeG, Puella Corvus, Quinn Armstrong, QuoteStar, Rachel BenneG, Rachel Bryant, Rachel Callagher, Rachel R, Rachel Stevens, RadiationDude, Randall J. Harris, RandomWalker, Rane, RareKarma, Rashamon, Rasheed Knox, Realitie ViGoria Butler, Rebecca B, Rebecca Whitehead, Reed Macomber, Reimundo C Shaw, Reli, Rhi Mitera, Rich Fowler, Richard, Richard Barnhouse, Richard Evans, Richard Greene, Richard KreuN-Landry, Richard Lees, Richard Magnelli, Richard Mundy, R i c k R, Rick Wilson,

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To all my Maestros, Guns, Slingers, Swords, Bearers, Mechs, Pilots, and Demons-

Thank you so, so much for helping bring this project to life. It may not be my first finished and printed game, but it's my first time taking something on of this scale. Thanks to each and every one of you, this thing- this book you just got in the mail, this game that I've poured hours into- is finally real. Really real!

It's wild to me! It's amazing! And I'm so, so happy! I hope you're all as excited to explore this wonderful world as I am, and I hope to see you when my next project rolls around!

To my team of fantastic artists, writers, and editors-

Thank you for your involvement in this project! Your lines and words have helped bring the world of GUN&SLINGER, as well as the worlds of your own creation, to life in a way beyond what I'd hoped for when I started this project.

To my friends in the Brain Trust and elsewhere,

There are so many of you who've pushed me to get to this point, and I can't thank you enough. Without your excitement for my little projects when I was starting out I don't think I would've come this far. Thank you so much.

-Nevyn Holmes, The First Twistkeeper

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