

CONNECTIONS

Anyone can reject.

A brand I am still trying to get off you

A scar I recognize

Who rode with you when the last well went dry

A bullet you still owe me

Why I did not leave you in the dust

BACKSTORY

DUST

CHARACTER CREATION

CHARACTER CREATION - SRD 2.0

1

Choose a Class and Subclass

Take that class sheet and character guide. Choose a subclass and take its Foundation card.

2

Choose Your Heritage

Ancestry + community. Write both in Heritage. Mixed Ancestry: top feature from one, bottom from another.

3

Assign Character Traits

Agility, Strength, Finesse, Instinct, Presence, Knowledge. Assign +2, +1, +1, +0, +0, -1 in any order.

4

Record Additional Character Information

Level 1. Starting Evasion from your class. Starting HP from your class. 6 Stress slots. Start 2 Hope.

5

Choose Your Starting Equipment

Tier 1 weapons (two-handed primary, or one-handed primary + secondary) and one Tier 1 armor. Proficiency 1. Add level to armor Base Thresholds. Inventory: torch, 50 feet of rope, basic supplies, a handful of gold; a Minor Health Potion or Minor Stamina Potion; your class-specific item.

6

Create Your Background

Answer the background questions on your class guide, or modify them. Background has no explicit mechanical effect.

7

Create Your Experiences

Two Experiences at +2. A word or phrase for skills or aptitudes. Not too broadly applicable. No special abilities.

8

Choose Domain Cards

Two level-one cards from your class's domains. One from each domain, or two from one.

9

Create Your Connections

Describe characters to each other. Suggest at least one connection with each other PC. Anyone can reject.

IDENTITY

NAME

PRONOUNS

LEVEL

HERITAGE

CLASS

SUBCLASS

AGILITY

STRENGTH

FINESSE

INSTINCT

PRESENCE

KNOWLEDGE

SURVIVABILITY

EVASION

ARMOR

SLOTS

THRESHOLDS - ADD LEVEL

MINOR

MAJOR

SEVERE

HIT POINTS

STRESS

HOPE - START 2 - MAX 6

HOPE FEATURE (3 HOPE)

EXPERIENCES

GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

ACTIVE WEAPONS

PRIMARY

NAME

TRAIT

RANGE

DMG

FEATURE

SECONDARY

NAME

TRAIT

RANGE

DMG

FEATURE

PROFICIENCY

ACTIVE ARMOR

NAME

BASE THRESHOLDS

FEATURE

INVENTORY

DUST GUIDE

AMMO

Six tokens. The Revolver spends them.

REVOLVER / RIFLE

Revolver - Finesse, Far

Six Shot - Action: This weapon holds 6 Ammo tokens. Spend 1 Ammo to attack. Mark a Stress to regain spent Ammo.

Rifle - Agility, Very Far

Sightline - Action: Spend 2 Hope to gain advantage on an attack.

SHOTGUN / LASSO

Shotgun - Strength, Very Close

Scattershot - Action: When you attack with this weapon, you attack all creatures in front of you within range.

Lasso - Agility, Very Close

Roped - Action: On a success, you can Restrain the target and make them Vulnerable instead of dealing damage. A Strength Reaction Roll keeps them Roped.

SMALL / DYNAMITE

Small Revolver - Finesse, Far

Quick Shot - Action: Spend 2 Hope for +4 primary weapon damage.

Dynamite - Close toss, Very Close blast

Light dynamite and toss it at Close range. Anyone in Very Close makes a Reaction Roll against 14. On a failure they take 1d20+5 physical damage. On a success they mark a Stress. Dynamite deals double damage to objects and structures.