

ADIOS
DESPERADO!
A WESTERN ADVENTURE PAMPHLET

Name:

Description:

ATTRIBUTES

Finesse:

D

Prowess:

Δ

Vigor:

D

Toughness:

Δ

Wits:

D

Grit:

Δ

Presence:

D

Luck:

Δ

SPECIALITIES

ABILITIES

EQUIPMENT

NOTES

TESTS

A **test** occurs any time a desperado is required to roll a dice pool against a **difficulty rating (DR)** to determine the outcome of a situation.

To made a test, a desperado declairs any actions actions they will attempt. They then build a dice pool consisting of: 1 Attribute die, 1 Speciality die, and (optionally) 1 Equipment or Ability die, or 1d4.

After rolling, the desperado then selects and adds together any two of the dice to form their **effort (Ef)**; the value of the remaining dice becomes the test's **effect (Fx)**.

A desperado is successful if their Ef is equal to or greater than the test's DR. In situations where the the effect of the test's victory is important, the total amount of Fx is determined by subtracting the test's DR from the desperado's Ef and then adding the test's Fx.

Total Fx = (Ef - DR) + Fx

If needed, it total Fx of a test can be converted into effect dice (EΔ) or resource dice (RΔ) on a 1 die-step per point basis.

CONTESTS AND COMBAT

A **contest** occurs when multiple desperados are required to roll opposing dice pools to determine a situation's outcome. Contests follows the same procedures as a test, but includes the actions of all involved parties, and incorporates a target's armor EΔ as damage reduction.

Attack Fx = (Attack Ef - Defense Ef) + Fx

Net Attack Fx = Attack Fx - Armor Fx

The net attack Fx is the total amount of steps that a desperado's ProwessΔ and ToughnessΔ or a desperado's GritΔ. is reduced by an attack.

A stalemate occurs when the desperados involved in a contest roll equal amount of effort (Ef). No one wins; in combat, a stalemate may result in the opposing desperados simultaneously striking each other or parrying each other's attacks.

TEST RESULTS

Roll	Ef / Fx Modifier	Difficulty Rating (Req Ef)
< 3	+0	---
4 - 7	+1	Easy (+1)
8 - 11	+2	Average (+2)
12 - 15	+3	Challenging (+3)
16 - 19	+4	Difficult (+4)
20 - 23	+5	Extremely Difficult (+5)
24 - 27	+6	Nigh Impossible (+6)
28 - 32	+7	
32 -35	+8	
36 - 39	+9	
40 +	+10	

SOAKING DAMAGE

A desperado may attempt to **soak** an attack's damage, once per attack, by preforming a soak test. A soak test reduces an attacks net Fx by 1 per point of total Ef rolled.

If the damage soaked exceeds an attack's Fx, the soak roll's remaining Ef may be used to recover damage that a desperado previously endured. When this happens it is called a **second wind**.

Physical soak tests utilize: Finesse + Vigor.

Psychological soak tests utilize: Wits + Presence

RECOVERY

Within one hour of injury, a desperado may attempt a medicine test on another to recover an amount of damage equal to their test's Fx.

To heal naturally, a desperado can attempt an easy **recovery test** using vigor for pyshical damage or wits for psychological damage. Once every 30 minutes a desperado may attempt to recover GritΔ; ProwessΔ once every hour; ToughnessΔ once every 8 hours.

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by Relique du Madde

INTRODUCTION

Adios, Desperado! is an Old School Renaissance and indie inspired adventure RPG set in a lawless frontier where violence and depravity reign supreme.

In this game, the players are **desperados** who wander the badlands seeking adventure, fortune, fame, or infamy; often finding themselves entwined in the machinations set forth by the **Marshal**. If they are lucky, a desperado may live on to become a folk legend; however, unfortunately, it is likely that a desperado may ultimately suffer a cruel fate.

WARNING!

Adios, Desperado! is not meant for the feint of heart. This RPG is a classless system that utilizes various dice mechanics, including dice pools and exploding dice, to create an player experience that feels exaggerated, over-the-top, cinematic and swingy.

These rules are meant to be open to interpretation, discussion, improvisation, and are best played in a narrative style within the theatre of the mind. Battle mats are not necessary, but may be used to illustrate possitioning. Desperados are not limited to rules written on their character sheets, nor are players required to memorized encyclopedic volumes of rules before rolling a single die. This pamphlet and the combined judgement and creativity of everyone at a gaming table should be enough to handle most situations that may occur during play.

- To play *Adios Desperado!* you will need:
- At least one copy of this pamphlet.
 - A set of writing implements.
 - A set of polyhedral dice or a die roller.
 - Your imagination.

DICE MECHANICS

Adios, Desperados! uses dice pools consisting of up to four polyhedral dice as its primary resolution mechanic. In this pamphlet, dice will be referred to using **standard (Xd#)** or **delta (XΔ#)** notation. **Δ#** is used whenever a die’s max value can be increased or reduced. Whenever an XΔ# rolls a 1, its max die value is reduced by one step. If the trait, or item has two XΔ# values, a desperado chooses which die values is affected by the roll.

Δ12 <-> Δ10 <-> Δ8 <-> Δ6 <-> Δ4 <-> Δ0

Every time any die rolls it’s max value, it “aces.” Acing allows a desperado to roll an additional die to increase the roll’s total value. There is no limit to how many times a single die may ace.

ATTRIBUTES

Desperados have four primary attributes and four derived secondary “resource-like” attributes. The primary attributes are meant to be interpretive and may potentially be used in any situation with justification.

- Finesse (Fd)** measures of agility, reflexes, and coordination. It determines a desperado’s **Prowess**.
- Vigor (Vd)** measures physical strength and health. It determines a desperado’s **Toughness**.
- Wits (Wd)** measures mental strength and acuity. It determines a desperado’s **Grit**.
- Presence (Pd)** measures a desperado’s ability to influence or manipulate others. It determines their **Luck**.

The majority of a desperados’ secondary attributes represent a desperados capacity to withstand certain harmful effects.

- Prowess (PΔ)** is the amount of physical harm that can be glanced off by a desperado. A desperado becomes injured once at PΔ0.
- Toughness (TΔ)** is the amount of physical injury a desperado can withstand before being knocked out at TΔ0 or dying at TΔ(-Vd).
- Grit (GΔ)** is the amount of psychological harm a desperado can withstand before becoming demoralized at GΔ0 or catatonic at GΔ(-Wd).

LUCK

Luck (LΔ) is a desperado’s ability to change the whims of fate. Any time a LΔ rolls a 1, a desperado’s LΔ loses 1 step of effectiveness. A desperado may reduce their LΔ by 1 to preform one of the following actions:

- Add a LΔ to a test or contest.
- To reroll and keep one or more dice.
- “**Soak,**” or reduce, the amount of damage cause by a physical or a psychological effect.
- Affect the events of a session in minor ways.

Desperados may replenish or increase their LΔ as a reward from the Marshal for clever thinking, excellent role-playing, or by temporarily depriving them of their abilities or signature equipment.

SPECIALTIES

A speciality is any skill that a desperado has an expertise in as a result of extensive training. Specialities allow a desperado to roll a skill die greater than a d4 while attempting a test or contest.

SPECIALTIES EXAMPLES

Academics, athletics, bartering, carousing, fighting, gambling, gunsmithing, intimidation, law, mad science, medicine, the occult, persuasion, riding, stealth, survival, shooting, and thievery.

ABILITIES

Desperados are larger than life and are often rumoured to possess abilities that are supernatural in nature. Abilities are player defined traits that may add an additional die to a test (or contest), introduce a narrative plot element, and most often has an associated effect or resource die. Abilities are considered to be one of a desperado’s innate features and may only temporarily be rendered inoperable. An ability costs a number of **character points (CP)** equal to its total number of effect die (EΔ) and resource die (RΔ) steps.

ABILITY EXAMPLES

Deadeye: You are exceptionally deadly with a gun.
Evil Eye: You can curse others with misfortune.
Mother Lode: You have abundant wealth.
Silvered Tounge: Your powers of persuason are legendary.

EQUIPMENT

Desperados may purchase two types of equipment, **standard equipment**, which is aquired using wealth, and **signature equipment** which is aquired using CP. A piece of equipment costs an amount of CP equal to the total number of effect die (EΔ) and resource die (RΔ) steps minus 1 CP.

The key difference between standard equipment and signature equipment is that signature equipment cannot be permanently lost, stolen, or destroyed since it is considered part of the desperado’s identity. Standard equipment, however, may be lost or destroyed.

SELECT EQUIPMENT

Axe	EΔ6; 1 CP
Bow	EΔ6; 2 CP
Breastplate	EΔ8 armor; 2 CP
Calvary Sabre	EΔ6; 1 BP
Caske of Alcohol	EΔ4, RΔ6; 2 CP
Club	EΔ6; 1 CP
Dynamite	EΔ10 RΔ4; 4 CP
Fancy Clothing	EΔ8; 2 CP
Horse	EΔ6; 2 CP
Katana	EΔ8; 2 CP
Knife	EΔ4; 0 CP
Leather Duster	EΔ4 armor; 0 CP
Marked Dice/Cards	EΔ6; 1 CP
Medical Bag	EΔ6, RΔ8; 4 CP
Neconomicron	EΔ8, RΔ10; 6 CP
Revolver	Ed6, RΔ8; 4 CP
Rifle	Ed8, RΔ8; 5 CP
Shotgun	Ed8, RΔ6; 4 CP
Throwing Knives	EΔ4, RΔ8; 3 CP

WEALTH

A character’s **wealth die (\$Δ)**, can be used to purchase equipment with the the Difficulty Rating (DR) is equal to +1 per 2 CP (round down).

A \$Δ# can be divied and combined so that each time you step down a \$Δ, it creates an additional \$Δ4. It costs \$Δ4 to step up a \$Δ to the next die.

5\$Δ4 can be combined into a \$Δ12 and a \$Δ12 can be divided into a \$Δ10 + \$Δ4.

CHARACTER CREATION

CONCEPT

- Start by creating a general idea of what kind of desperado you want to play.

DESPERADO CONCEPT EXAMPLES

Drifter: A down on their luck desperado that travels from town to town, never settling down, and always running from their past.

Grifter: A con artist who makes a living by swindling unsuspecting townsfolk of their hard earned money and leaving town before the townsfolk realize that they have been defrauded.

Outlaw: Some desperados are fugitives who wander the frontier in an attempt to escape from law enforcement and opportunistic bounty hunters.

ATTRIBUTES

- Every attribute starts at D6.
- You can raise an attribute one step by lowering another attribute by one step.
- Prowess equals Finesse; Toughness equals Vigor; and Grit equals Wits.

SPECIALTIES

- You have 5 character points (CP) to purchase specialities.
- Each speciality costs 1 CP to obtain, and have an initial rank of d6.
- It costs 1 CP per step to improve a speciality

ABILITIES & EQUIPMENT

- You have 5 CP to spend on abilities or on obtaining signature equipment.
- The CP cost of an ability is equal to its total number of EΔ and RΔ.
- The CP cost of signature equipment is equal to its total number of EΔ and RΔ steps -1.
- Make a note of which pieces of equipment are your desperado’s signature equipment.
- Desperados receive 5 points worth standard equipment. Unused equipment points may be converted into \$Δ at a rate of 2 points per \$Δ4.