

A CURSED SPLATTER WESTERN

# HELLFIRE N' GRIT

PLAY TESTING & UNEDITED

HELLFIRE N' GRIT BLACK SPVRS - ASHEN PREVIEW

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HELLFIRENGRIT.COM

Compatible with  
**MURKBORG**

MAJORITY OF  
BOOK NOT  
INCLUDED. FULL  
ASH CAN PREVIEW  
WILL BE AVAILABLE  
FOR KICKSTARTER.

## Contributors

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The earth split open, and Boot Hill spilled its bones across the world. I didn't summon the whole graveyard - just a smattering of the dead lent their art to this book. But one ghost rides harder than the rest: **William Herbert "Buck" Dunton**. His spirit cuts through every stroke and shadow. Buck saw the West for what it was - brutal, beautiful, and bound to be lost. I didn't raise all of Boot Hill. But I sure as hell borrowed its best.

## Compulsion

Ralph Cotton. S. Craig Zahler. Joe Abercrombie. Pelle Nilsson. Johan Nohr. Brian Colin. John Baltisberger. Tani Herrero. Splatter Westerns - blood-soaked films, dustbitten books. A shit ton of heavy metal: Baphomet, Blessed Hellfire, Rorschach Test, Hell in the Skies, GNOLL, Arch Enemy, Duelist, Dorothy, Eleine, Tyr, Ghoultown. Every Mörk Borg hack that ever lit a match in the dark and dared to watch it burn.

And a wretched, relentless need to blow something to hell in the Old West - but with more Hellfire. More Grit. And no way back.

## CONTENT WARNING

Hellfire and Grit is a dark, violent, and supernatural reimagining of the American West. It blends horror, doom, and apocalyptic themes with twisted folklore and bleak history. This game contains graphic violence, death, body horror, religious and supernatural elements including Hell and demons, lawlessness, moral ambiguity, harsh language, and mature ass subject matter. It is not intended for all audiences. Before play, all participants should discuss boundaries and ensure comfort with the game's themes.

Ride out and fuck up some demons - but mind your tongue when it comes to a Hellrider's race, sex, soul, or who they kiss. That's sacred ground. You're a Posse now - same side, same war. Ride together, or fall alone.

**Hellfire N Grit** is an independent production by **Dan Frederick** and is not affiliated with **Ockult Örtmästare Games** or **Stockholm Kartell**.

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## **WRIT WITHIN**

<b>Gazetter Overview</b> .....	pg. 3
<b>Advancement</b> .....	pg. 7
<b>Class List</b> .....	pg. 8
<b>Create a Player Character</b>	
<b>Abilities</b> pg 5 .....	pg. 9
<b>Gear</b>	
- PACK + CARRY .....	pg. 10
- DUSTY GEAR .....	pg. 11
- FANCY GEAR .....	pg. 12
- HATS WITH HISTORY .....	pg. 13
- COATS WITH HISTORY .....	pg. 14
<b>Weapons</b> .....	pg. 15
<b>Armor</b> .....	pg. 16
<b>Traits</b>	
- VICE .....	pg. 17
- VIRTUE .....	pg. 17
- BRAND .....	pg. 18
<b>Class or Classless</b> .....	pg. 19
<b>Soul-Stitched</b> .....	pg. 19
<b>Equipment</b> .....	pg. 21
<b>The Twelve Classes</b>	
- WITCH-SAINT .....	pg. 23
- WITCH .....	pg. 25
- SNAKE OIL SELLER .....	pg. 27
<b>Arcana-Spells (Quick List/Rules)</b> .....	pg. 29
- SAW BONES .....	pg. 31
- DENTIST .....	pg. 33
- TRAILBLAZER .....	pg. 35
- GUNSLINGER .....	pg. 37
- TEN KILLER .....	pg. 39
- RONIN .....	pg. 41
- VELVET VIPER .....	pg. 43
- RAIL THIEF .....	pg. 45
- PEACEKEEPER .....	pg. 47
<b>Character Sheets</b> .....	pg. 49

**1877**

*What is writ must be reckoned.  
You and your Posse best learn it  
trve.*

*The Nephorim don't conquer.  
They erase.*

**Hear me and hear me well.**

*The West has been torn  
asunder, its soil cracked and  
weeping in fear - not from war  
alone, but from the progression  
of man, from something ancient  
and unchained.*

*The antediluvian seals - those  
old bindings laid long before  
scripture, long before the Flood  
- have been shattered. Split by  
iron. Blown apart by dynamite.  
Torn open by the greed of men  
who didn't know what they  
have unearthed.*

*Towns lie swallowed. Canyons  
scream into the wind. Plains  
rage in heat. Ash falls like snow  
as the sky weeps soot - not  
from coalfire, nor torchlight,  
but the exhale of something  
buried long before the first  
prayer ever left a human  
tongue.*

*The Nephorim have risen.  
Unfettered. Unbound.  
Unstoppable.  
And God is silent.*

*No thunder.  
No wrath.  
No fire from the heavens.  
Only absence.*

*The prayers of the desperate  
echo unanswered.  
The righteous and the wicked  
alike cried out - but no hand  
moved to intervene. No Psalm  
LXVI. No voice from on high.  
Heaven itself recoiled. Its gates  
sealed. Its hosts? Vanished.*

*At first.*

**Then They Came.**

*Not in glory. Not in robes of  
starlight. But in tattered  
banners and on broken wings.  
The last of Heaven's warriors,  
dimmed and scorched, still  
carrying blades of judgment.*

*They did not come to save.  
They did not come to hold the  
line. They came to storm the  
gates of the void.*

*And they were not alone. Hell  
rode with them. Lucifer, the  
Morning Star himself, walked  
free - loosed from the Pit  
alongside his fallen host.  
Not to conquer. Not to revel.  
But to fight - because even he  
knows the truth:*

*The Nephorim will not stop with Earth. They are older than Hell. Older than sin. And when they have stripped this world bare, they will come for the Abyss next.*

*So now the Damned ride with the Holy. Devils in lockstep with angels.*

*Spurs blackened with soot and blood. Six-shooters and swords of fire, raised against a common enemy. And mortals ride with them - saints and sinners, outlaws and lawmen, preachers and killers.*

*The West is no longer frontier. It is the last battlefield before the end of all things.*

*This is not a plague that will stay contained. It will ride the winds. Creep through the cracks of empire. Fester in the heart of every nation. The hunger of the Nephorim is vast. Their reach is endless. The seals are broken. The end has begun.*

### **The Ride Into the Rift**

*When the Great Rift tore open - a wound in the skin of the world - it wasn't just Heaven and Hell who saw. The Nephorim Kings did not crawl free.*

*No - they called. And their Nephoric legions answered, bursting like locusts across the planes, shrieking through the tear. But the Kings remained in the void. Watching. Waiting. Whispering.*

*Then the unthinkable happened. Heaven and Hell - enemies since the first spark of Creation - did what none thought possible:*

*They rode together. Thousands of angels, armor blazing with holy fire. Thousands of devils, wreathed in smoke and screaming fury. A scattering of mortals, bound by blood, oath, or curse. They charged into the Rift - into the black unknown - into the wound gaping wide in the Grand Canyon. To confront what stirred beyond stars and sanity. It was to be swift. Cataclysmic. Cleansing. But none returned. Not one.*

*And worse - none returned to their realms. When angel or devil falls upon the mortal plane, their soul is drawn back.*

To Heaven's light. To Hell's fire.  
They reform. They remember. It  
is the cycle. The law. The way.  
But those who rode into the  
Rift?

They are not dead.  
They are not reborn.  
They are not anywhere.  
No trace. No echo.

Not even the whispers of their  
names in the void.  
Just... gone.  
Like they were never written  
into the story of the world to  
begin with.

**The Silence from Beyond**  
No visions.

No trumpet calls.  
No omens.  
No screams.  
Not even echoes.

The Rift gives nothing back.  
Not light. Not shadow.  
Not even madness.  
The greatest seers, the sainted  
madmen - they stare into it and  
find only absence.  
A silence so perfect, it devours  
prophecy.

"If they were dead," whispered  
an angel - wings smoldering,  
grace unraveling - "we'd hear  
their screams."

"But we hear nothing."  
"Nothing."

And that silence - That silence  
terrifies the world more than  
the Nephorim ever could.  
Because silence implies  
something worse than death.  
Erasure.

**The Few That Remain**  
Only a handful of angels and  
devils still walk the Earth.  
Wounded. Banished. Too  
stubborn - or too cursed - to  
die.

Some were too broken to ride  
into the Rift.

Some were cast down long  
before it tore open.

Some were ordered to stay  
behind - to guide what's left of  
mankind's resistance.

They walk among us:

- Some burn, still wrapped in  
the last flickers of glory.
- Others hide, cloaked in mortal  
flesh, whispering to the  
desperate, the damned, the  
soon-to-be-dead.
- Some manifest as monsters of  
lore
- And some - they mark hosts.

### **The Makers of Hellriders**

*The celestials that remain - cut off from their legions, stripped of their cause - have turned to humanity.*

*They choose:*

- *The broken.*
- *The wrathful.*
- *The just.*
- *The damned.*

*They whisper in dreams.*

*They appear at the edge of death.*

*They offer power - not as a gift, but as a pact.*

*The price?*

*You share the saddle.*

*Possessed souls, half mortal, half divine or infernal, ride out with fire in their hearts and a stranger in their blood. They are called Hellriders.*

*The Name Was a Curse*

*It was Lucifer who first spat the name into the dust.*

*When the first Posses of mortals, devils, and angels rose to defy the Nephorim, he said:*

*“Hellriders. May you ride against the devourers, and buy this world a little more time.”*

*Now it sticks.*

*Now it spreads.*

*Now the name rides on winds choked with ash.*

### **Fears & Whispers**

*Rumors drift like coal dust - black, bitter, and hard to crush:*

- *That the Nephorim have learned to trap angels and devils inside the Rift.*
- *That Hellriders are bait, their souls leashed to the breach.*
- *That some angels never meant to return.*
- *That Heaven and Hell are already gone—or worse... consumed.*

### **So Now We Ride**

*Hell at our backs. Oblivion ahead.*

*You are not saved.*

*You are possessed.*

*You are damned.*

*But you still draw breath.*

*You still draw steel.*

*And what is writ -*

*must be reckoned.*

## GETT'N MEANER

You don't level up.

You don't get better.

You Get Meaner.

And the world takes notice.

## WHEN DO YOU GET MEANER

Ain't no tallyin' experience points.

The Grit Master calls it.

All characters start at Rank 1.

## WHEN YOU RANK UP, DO THIS:

### ► Max HP increases by +d8

You've been shot, burned, cursed, and forgotten.

And somehow, you're still breathin'.

### ► Roll for Ability Changes. Roll a d6 against every ability.

- Results equal to or greater than the ability increase it by 1, to a maximum of +6.
- Results below the ability decrease it by 1.
- Abilities from -3 to +1 are always increased by 1 unless the d6 result is 1, in which case the ability is then reduced by 1, but never below -3.

### ► Gain a New Class Ability

Pick one from your Class - or another Class with the Grit Master's say-so.

### ► Scavenge the Slaughter

Pick through the blood and ash you left behind. Roll d6:

1.) Nothing. Just buzzards and silence.

2-3.) d4 × 100 Dineros - dug outta a gambler's boot or a dead man's pouch.

4.) Roll once on both the Dusty Gear and Fancy Gear tables.

5.) Roll once on the Hats with History table.

6.) Roll once on the Coats with History table.

## CHARACTER CLASSES

*Pick a Class or roll d12. The Option to go Classless is an option.*

The 12 Classes are:

1. **Witch-Saint** – Branded in blood and brimstone, devoted to darkness or light, rites of fire, faith, or fury.
2. **Vvitch** – Wilder, older, and bound to the rot. You call on roots, bones, storms, and spirits long forgotten.
3. **Snake Oil Seller** – Silver-tongued prophet or conman with a miracle in every bottle. You peddle lies, potions, and power.
4. **Sawbones** – Half healer, half butcher. You mend what you can, and cut the rest loose.
5. **Dentist** – Part doc, part sadist, all steel. You yank pain with pliers and know what makes folks scream.
6. **Trailblazer** – Scout, tracker, survivor. You carve a path through hellscape with grit and guts.
7. **Velvet Viper** – Seduction, secrets, and sharp steel. You kill with charm—or something sharper.
8. **Rail Thief** – You're not just a thief - you're a ghost on steel rails, a whisper between towns. When the train's short a rider, you're the reason.
9. **Gunslinger** – Fast hands, cold nerves. You settle problems at the end of a barrel.
10. **Ten Killer** – You don't just kill. You make it count. Each life taken is a name carved on your soul.
11. **Rōnin** – You left your code behind, but not your blade. Honor is a weapon, even broken.
12. **Peacekeeper** – Whether you were priest, judge, or soldier - you carry the badge, the scars, and the burden of law in a lawless land.

# MAKIN' A CHARACTER

## ABILITIES

Roll 3d6 for each. Cross your fingers, grit your teeth.

- **Strength** - melee, crush, lift, strike, grapple.
- **Agility** - dodge, balance, swim, flee like hell.
- **Presence** - shoot straight, think fast, charm or con.
- **Toughness** - drink hard, fall harder, stay standing.
- **Spirit** - resist madness, wield relics, call on higher (or lower) powers.

## ABILITY SCORE MODIFIERS

Roll 3d6. Match your total to find the modifier - that's what really matters.

3-4   5-6   7-8   9-12   13-14   15-16   17-18  
**-3   -2   -1   ±0   +1   +2   +3**

**Note:** *Modifiers are what you use in the game. Your original roll is just for setting the score.*

*Abilities can't go higher than +6 or lower than -3, no matter how lucky - or cursed - you get.*

## CARRY CAPACITY

Type	Slots Used
Carry Limit	10 normal-sized items
Normal Items.	1 slot: pistol, rope, flask, scroll, backpack
Ammo.	1 slot: 24 bullets, 20 arrows, or 10 bolts
Armor (Worn)	0 slots
Armor (Carried)	1-2 slots
Small Weapons	1 slot: knife, revolver, club
Large Weapons	2 slots: rifle, crossbow, zweihänder
Tiny Items.	3 per 1 slot: nails, chalk, coins, rosary
Bulky Gear.	2+ slots: tent, trap, toolbox, corpse

## OVERLOADED PENALTIES

- -2 Agility rolls
- +2 DR to dodge, flee, climb, hustle
- GM may force a drop, fall, break, or exhaustion event

## STARTING GEAR

You got just enough to stay alive and stay in the saddle.

- Food & Water: d4 days' worth - stale, sun-dried, and barely passable.
- Dineros: 2d6 × 10 - coins, chits, or bloodstained bills, rattlin' in your pocket.
- Stolen, bartered, or saved for the day the buzzards start circlin'.

You can spend your Dineros during character creation to buy equipment.

After that? What you don't have, you'll have to take.

*Then roll for:*

## PACK & CARRY (roll d6)

What you got to haul your sorry gear across the hellacious West:

- 1-2.) Just your boots and a spine full o' grit** - no pack, no help.
- 3.) Saddlebag** - swiped off a dead horse. Carries up to 6 items. No horse. Don't ask.
- 4.) Bandolier Satchel** - slung across your chest, patched and fraying. Holds 5 items if you pack smart.
- 5.) Bedroll & Bindle** - sack tied with a torn blanket. Carries 10 items and smells like bad memories.
- 6.) Hand Cart or Donkey** - or pick from above:
  - Cart hauls 15 items, but rattles loud and bogs down on rough ground.
  - Donkey carries 20 items and makes a hell of a racket.

## DUSTY GEAR (roll d12)

Scraps, castoffs, and hand-me-downs. Ain't much, but it might save your hide.

1. **Rusted Pocketknife** - barely holds an edge. d2 damage.
2. **Tin Cup** - dented, but it don't leak (much).
3. **Worn Playing Cards** - has an extra Ace. Marked, if you're clever.
4. **Flint & Steel** - works... eventually. One free fire-start attempt per rest.
5. **Bandage Roll** - already stained, maybe still good. Heals d4 HP once.
6. **Can of Grease** - good for guns, locks, or slickin' your hair. Advantage on one mechanical test.
7. **Whetstone** - worn thin, but still gets the job done. Sharpen a blade for +1 damage for one fight.
8. **Rusty Bear Trap** - Presence DR14 to spot. Triggers for d8 damage.
9. **Iron Railroad Tie** - rusted and heavy. d4 damage. On hit, Toughness DR14 or take extra d4 from infection.
10. **Cracked Compass** - only works underground. Always points toward the nearest exit.
11. **Dirty Mirror Shard** - palm-sized, good for peeking 'round corners.
12. **Bone Hair Comb** - carved, old, and warm to the touch. Worth \$50.

## FANCY GEAR (d12)

The kind of thing that turns heads—or gets you shot for carryin' it.

1. **Silver-Plated Derringer** - notched and engraved. Two shots, d4 each.
2. **Silk Handkerchief** - embroidered with unknown initials. Can be used to pass as someone you're not - once. Then it disintegrates in your hand, like it was never real.
3. **Monogrammed Whiskey Flask** - half full of the good stuff. Drink to heal d2 HP once.
4. **Ornate Pocket Watch** - ticks like a preacher's guilt. Tells time perfectly, even in the void.
5. **Imported Boots** - snakehide, sharp-heeled, blood red. Stylish as hell. +1 Presence when struttin'.
6. **Gold Bear Tooth** - still stuck in part of the jawbone. Worth \$75 to the right weirdo.
7. **Courtly Cloak** - too fine for the dirt, but you wear it anyway. +1 to Presence in social situations.
8. **Cane with Hidden Blade** - elegant and deadly. d2+1 damage.
9. **Bone Dice** - carved with tiny symbols you don't recognize. In dice games, roll d6 - on 1-3, you win.
10. **Deputy's Badge** - polished, but ain't yours. Might get you in. Might get you shot.
11. **Scrappy Dog** - mangy, mean, and loyal only to you. HP d6, Bite d4.
12. **Velvet Pouch of Rare Herbs** - smells like heaven, priced like sin. Use to poison food or drink for d4 damage.

## HATS WITH HISTORY (d12)

Every Hellrider needs a good hat - shade for the eyes, shield for the soul. Every one's got a story, and most end in gunfire, gallows, or ghosts.

1. **The Blackthorn Bowler** – Once worn by a crooked banker who crossed the wrong man. Inside: A single \$5 Confederate note - worthless to some, priceless to others.
2. **The Dust-Stained Stetson** – Pulled from a fallen lawman. The blood never truly faded. Inside: A folded, unsigned warrant - name unknown.
3. **The Cattle Rustler's Crown** – Wide-brimmed, with a hidden pocket stitched inside. Inside: Two tarnished silver dollars and a worn wanted poster.
4. **The Widowmaker's Sombrero** – Last seen on the head of a legendary bandit who vanished in smoke. Inside: A bronze medallion of Saint Judas, Patron of Lost Causes.
5. **The Gambler's Top Hat** – Made for sleight of hand - or sleight of blade. Inside: A sweat-stained ace of spades, marked for cheating.
6. **The Blood-Striped Bowler** – Worn by a preacher turned hangman. The red band holds sorrow. Inside: A vial of thick, black liquid - maybe ink, maybe not.
7. **The Snake Oil Shady** – Left behind by a wandering salesman who vanished overnight. Inside: A tiny bottle labeled "Cure-All," full of amber ooze.
8. **The Shadow's Fedora** – Found on a headless corpse in the desert. Inside: A scrap of parchment marked with strange, unreadable runes.
9. **The Lone Vaquero's Hat** – Bullet hole through the crown - but never the second shot. Inside: A pristine bullet, engraved "R.C."
10. **The Blessed Bonnet** – Belonged to a holy woman - or a witch. Depends who you ask. Inside: A dried sprig of lavender, still sweet after all these years.
11. **The Coon-Skin Cap of Caleb Grey** – Tail still twitchin'. Said to be worn by a boy who never grew up - and never stayed dead. Inside: A fingerbone tied with a red ribbon.
12. **The Duelist's Derby** – Crisp black with a charred edge. Worn at thirty paces. Inside: A spent bullet casing etched with the phrase: "He blinked first."

## COATS WITH HISTORY (d12)

Every Hellrider's coat tells a tale - stitched in gunpowder, blood, and regret. Most end in gunfire, gallows, or something worse.

1. **The Revenant's Duster** – Pulled from a grave, still stiff with desert night. Bullets tend to veer off. Pocket: A silver dollar with a hole shot clean through the middle.
2. **The Lawman's Last Stand** – Found draped over a dead marshal in a burned-out town. Pocket: A scorched badge, dented but recognizable.
3. **The Dustwalker Duster** – Charred at the hem, stiff with old ash. Pocket: A map to nowhere - scribbled in coal and bone.
4. **The Preacher's Overcoat** – Black as sin and cut long like a sermon. Pocket: A flask engraved with "To the Flock."
5. **The Widow's Mourning Coat** – Trimmed in lace, stained with rust. Pocket: A letter addressed to "My killer."
6. **The Undertaker's Wrap** – Smells faintly of cedar and gravesoil. Pocket: A list of six names. All crossed out but one.
7. **The Witch's Patchwork** – Sewn from other coats, other lives. Pocket: A sealed wax envelope labeled "Burn this."
8. **The Widow's Weeds** – A mourning coat, faintly scented with funeral flowers. Pocket: A lace handkerchief embroidered with a name that isn't yours.
9. **The Vaquero's Poncho** – Woven with wards - whether they protect or imprison, no one's sure. Pocket: A bone charm, carved into the shape of an eye.
10. **The Rustler's Overcoat** – Heavy brown coat, ideal for hiding contraband—or corpses. Pocket: A worn set of lockpicks, still sharp.
11. **The Duelist's Tailcoat** – Black, elegant, riddled with old bullet holes—none fatal. Pocket: A crumpled note: "Sunset. No second chances."
12. **The Cursed Fur Mantle** – Thick, shifting pelt from no known beast. Some claim it still breathes. Pocket: A jagged tooth, unnaturally warm.

# MAKIN' A CHARACTER

## **WEAPON (d20) - Fists d2. Always armed, one hopes.**

Roll a d20 or pick your poison. Either way, you're now armed... or cursed. Most classes provide additional weapons.

1. **Bone Club** - A chunk of someone's femur, still stained. Deals d6 damage.
2. **Spear** - Long, worn, and wrapped in sinew. Reach weapon. Can be thrown. d6 damage.
3. **Bow** - Bent wood and tension string. Silent but deadly. d6 damage at Near range.
4. **2-Shot Derringer** - Palm-sized and pearl-handled. Two quick shots, d4 damage each.
5. **6-Shot Pistol** - Standard sidearm of the desperate. d6 damage. Jams on a natural 1-2.
6. **6-Shot Revolver** - Reliable iron with a smooth draw. d6 damage. Classic.
7. **Rifle** - Heavy and long-barreled. d8 damage. Reaches Far. Makes a loud statement.
8. **Sharps .50 Rifle** - Big iron meant for beasts. d10 damage. Pierces armor. Long range.
9. **Double-Barrel Shotgun** - Two thunderclaps in your hands. Fire one or both barrels. d6/d6 damage.
10. **Cutoff Shotgun** - Sawed down and mean. Easier to stash. d4/d4 damage.
11. **Bowie Knife** - Big blade for close work. d4 damage. Quick-draw and concealable.
12. **Logging Hatchet** - Chops trees or folks. d6 damage. Looks good blooded.
13. **Cavalry Saber** - Polished steel, Civil War relic. d6 damage. +1 Presence in duels.
14. **Tomahawk** - Balanced and brutal. d6 damage. Can be thrown at Near range.
15. **Bolo** - Weighted cords for tangling legs. d4 damage. Target must roll DR12 Agility or fall prone.
16. **Lasso** - No damage, but deadly all the same. Use to grapple or trip. DR12 Agility to escape.
17. **Whip** - Leather coil of pain. d4 damage. Has Reach. Disarm on natural 20.
18. **Black Powder Pistol** - Old, loud, and unreliable. One shot. d6 damage. Reload takes an action.
19. **Grapeshot LeMat** - Nine rounds of death plus one hidden shotgun shell. d6 per bullet, d8 for the shotgun. Heavy and slow to reload.
20. **Dynamite** - A stick of judgment. Deals d10 + fire to all in Close range. 1-in-6 chance it's a dud.

# MAKIN' A CHARACTER

## ARMOR (d4)

Roll a d4 to see what's protecting your hide:

### 1-2: **No Armor**

Just your skin and whatever luck ain't run out yet.

### 3: **Light Armor (Tier 1) - Soaks -d2 damage**

Keeps the worst from spilling your guts, most days.

*Examples:*

- Duster Coat – Worn, patched, and stained with a lifetime of regret.
- Buffalo Hide Vest – Tough enough to turn a blade.
- Cowboy Leathers – Reinforced chaps and gloves.
- Sheriff's Old Coat – Lined with hidden steel plates.

### 4: **Medium Armor (Tier 2) - Soaks -d4 damage**

Heavier. Louder. Might save your life - or slow your ride.

*Examples:*

- Chainmail Shirt – Heavy, rattles when you move.
- Reinforced Leathers – Thick hides strapped for protection.
- Padded Overcoat – Lined with old cavalry padding.
- Scrap Metal Plating – Bolted from salvaged armor and wagon parts.

## About Shields & Hats

Sometimes it ain't armor that saves you, it's what you've got in your hands or on your head.

- Shield (see equipment) - Reduces incoming damage by -1.
- Shield or Hat - Either one can be destroyed to ignore all damage from a single attack.

When you do, describe how it went out - splintered, shot through, or blown clean off.

**Note:** You can only sacrifice one item per attack. No stackin' miracles.

*It ain't much.*

*But it's yours - for now.*

*Everything else? You'll have to steal, scavenge, or bleed for it.*

## TRAITS

Roll a d12 or choose one from each list. Your Vice, Virtue, and Brand mark the scars on your body, soul - and the ghosts festering in your past. All are Optional tables.

### Vice (what tempts you to fall) Optional d12

1. **Drink** – You've never met a bottle you didn't want to crawl inside.
2. **Greed** – Nothing's ever enough. Not gold, not power, not love.
3. **Wrath** – Rage simmers behind your teeth. All it needs is a name.
4. **Lust** – Flesh distracts you. Love destroys you.
5. **Pride** – You know you're better. And that's the problem.
6. **Sloth** – The world burns. You just watch it flicker.
7. **Envy** – You'd kill to have what they do. Maybe you already have.
8. **Doubt** – Every step forward feels like a lie.
9. **Gambling** – You'd wager your soul—and maybe already did.
10. **Revenge** – Your map is drawn in blood and old names.
11. **Secrets** – You know too much. And you'd rather die than speak.
12. **Despair** – You smile so folks don't see you dying inside.

### Virtue (what keeps you from falling all the way) Optional d12

1. **Loyalty** – You don't break your word. Even if it breaks you.
2. **Mercy** – You've spared worse folk than yourself.
3. **Justice** – You carry a noose and a name.
4. **Courage** – You ride into hell. Might as well do it proud.
5. **Faith** – You still believe. In something. In someone.
6. **Hope** – Even after everything, you think it can get better.
7. **Wisdom** – You've seen the signs. You know what's coming.
8. **Honor** – You'll do the wrong thing the right way.
9. **Endurance** – You don't stop. Can't. Won't.
10. **Forgiveness** – You've let go of worse than most can hold.
11. **Love** – There's someone—or something—you'd die for.
12. **Sacrifice** – You give what others won't. Even when it hurts.

## Brand (Distinct Physical Trait) Optional d12

1. **Scarred** - Your back is a roadmap of whip lashes. Something punished you - and it shows.
2. **Anisocoria** - One pupil's wide as a well, the other a pinprick. You see the world differently now.
3. **Hollow-Cheeked** - You look like someone who's been starving for years... even when you eat.
4. **Split Lip** - Your bottom lip's torn through. Healed wrong. Never quite stops bleeding.
5. **Branded Palm** - A symbol burned into your hand. Ain't from any alphabet on Earth.
6. **Burned Ear** - One ear is black and shriveled. You say it heard a name it wasn't meant to.
7. **Sickly Cough** - You hack up phlegm or black flecks every dawn. Ain't contagious - just cursed.
8. **Fused Fingers** - Two of your fingers are fused like candle wax. It hurts when it's cold.
9. **Sunken Eyes** - Deep-set and dark. Looks like you've seen something no one should.
10. **Ritual Scars** - Carved into your chest, maybe by you, maybe not. Raised, precise, and ugly.
11. **Ash-Stained Teeth** - Always gray at the edges, like smoke never left your mouth.
12. **Twitching Eye** - One eye never stops jittering. You blame the stitching. Everyone else blames madness.

## MAKIN' A CHARACTER

### CHOOSE A CLASS OR CLASSLESS

***Hold yer horses.***

***The trail splits here.***

***You've got two ways forward:***

### GO CLASSLESS

Skip pickin' a class.

Instead, grab yourself d4 × 100 extra Dineros to spend in the Equipment section.

Also, add a +1 bonus to any one Ability of your choice.

You're tougher, meaner, or luckier—but you ain't trained. Still counts. Some of the worst bastards in the West never had a title.

OR

### PICK A CLASS

Roll or Pick a Class from the list of 12 and continue to build the Character.

*Either way, after going with or without a Class head over to the optional **SOUL-STITCHED** section if you're willing to take that step.*

## SOUL STITCHED

### **SOUL-STITCHED (Optional)**

*Hellrider ain't just a name.*

*It's a curse. A covenant.*

*A blessing wrapped in barbed wire.*

*When you became a Hellrider, you were Soul-Stitched to something ancient - an Angel or a Devil.*

*You didn't choose it. It chose you. It rides with you now. And it won't shut up.*

# SOUL STITCHED

## **NAME YOUR SOULRIDER**

It has a name. Old and wrong.

Write it down.

Examples: - Mikel - Ahrakhaz - Hosh-Ra - Zurek'ta

## **CHOOSE WHAT RIDES YOU**

### **ANGEL**

Burned. Broken. Still holy enough to hurt.

Wings erupt from your back.

Once per day, you can fly for d6 rounds.

It's radiant. It's painful. The wounds never fully heal.

### **DEVIL**

Charming. Cruel. It wants your story - and your soul at the end.

Horns burst from your skull when needed.

Once per day, you can gore enemies for d6 damage per hit (Close range) for d6 rounds.

## **SOUL-STITCHED STRENGTH**

Your body begins to twist - shaped by the thing inside.

Pick one Ability and gain +1: Strength, Agility, Toughness, Spirit, or Presence. Choose based on what your Rider is shaping you into.

This bonus is permanent - unless your Soulrider is somehow torn out.

## **POWER**

Once per day, draw deep from your Soulrider's essence.

Roll Spirit DR10

- Success: The power works.
- Failure: Try again after a long rest.
- OR spend 1 GRIT to activate the power without rolling. Using GRIT forces the connection. It always works - but the voice inside gets louder.

### **ANGEL – Smite**

Call down radiant judgment on a foe.

Deals d10 damage to one target.

If the target is undead, possessed, or demonic, they are blinded for d4 rounds (they act with Disadvantage during that time).

### **DEVIL – Hellfire**

Unleash black flame that burns flesh, soul, and sanity.

Deals d12 damage to one target.

Anything flammable on or near the target ignites.

## EQUIPMENT LIST

What you carry might keep you alive. Or get you killed slower.

You'll find most of this gear in a busted general store, a rusted wagon, or looted off someone who don't need it no more.

- **Saddlebag** (6): Carries up to 7 items. Slung over your shoulder or strapped to your mount - your lifeline on the trail.
- **Bedroll** (4): Smells of smoke and regret. Keeps you warm, barely.
- **Tin Mess Kit** (5): You can eat from it, cook with it, or clobber someone if it comes to it.
- **Flint & Steel** (4): Sparks when you need 'em. Fire keeps the dark at bay.
- **Plain Rations** (1/day): Dry and joyless, but they'll keep your feet moving.
- **Dried Jerky** (1): Salted, stringy, probably meat. Maybe.
- **Canteen** (4): Holds water - or whatever you're calling whiskey these days.
- **Chewing Tobacco** (1): Steadies nerves. Brownies your teeth. Fills the silence.
- **Fancy Cologne** (25): For bluffing your way into parlors, sermons, or sin.
- **Small Mirror** (3): Signal with it. Spy with it. Shave if you're fool enough.
- **Pry Bar** (8): Pops locks, crates, and skulls with equal ease.
- **Pick Set** (5): DR10 for common locks, DR14 for the nasty kind. Steady hands required.
- **Hammer** (8): For building up - or breaking down.
- **Nails** (5): A bundle of 10. Seal a coffin. Nail a threat to a wall.
- **Collapsible Ladder** (7): Folds up easy. Reaches 10 feet. Light enough to run with.
- **Lasso** (12): 15 feet of braided fate. DR12 to catch someone mid-run.
- **Heavy Chain** (10): Holds prisoners, gates, or judgment.
- **Spiked Caltrops** (7): Tossed behind in a chase. d4 damage. One-in-six chance of foul infection.
- **Bear Trap** (10): DR14 to notice. d8 bite. If it closes, it doesn't let go.
- **Bowie Knife** (15): d4 damage. Carves meat, monsters, and myths.
- **Butcher's Hook** (9): For haulin' meat - or makin' more of it.
- **Snake Venom** (20): DR14 Toughness or d6 damage and paralyzed. Comes in three glassy vials.
- **Scorpion Venom** (20): DR12 or take d4 damage. Burns like betrayal.
- **Shackles** (10): Clink with weight. Used for prisoners or partners. Sometimes both.

## BUYING EQUIPMENT

- **Silver Cross** (60): Wards off the worse. If you believe. Even if you don't.
- **Wooden Cross** (8): Faith carved in splintered pine.
- **Hangman's Noose** (5): From a real hanging. Not that it matters.
- **Oil Lamp** (10): Burns 6 hours. Just enough light to regret by.
- **Lamp Oil** (1): Each flask burns for 6 hours. Or explodes. Your call.
- **Bacon Grease** (5): Cooks meals, lubes hinges, and sets traps if you're clever.
- **Medicine Pouch** (15): Stops the bleeding. Fights infection. Heals d6 HP.
- **Scalpel** (9): Clean blade. Cold edge. Cuts where it counts.
- **Work Gloves** (2): Save your skin when wrangling fence or beast.
- **Rope, 50 ft.** (5): Strong enough to hang a man or pull him free.
- **Tarp** (3): Keep dry. Wrap a body. Build a lean-to.
- **Cowboy Hat** (10): Wide-brimmed, weather-worn, and full of attitude.
- **Bandana** (2): Dust filter, mask, or makeshift bandage.
- **Whetstone** (3): Keeps your blade hungry.
- **Horse Brush** (2): Your steed won't thank you - but it'll last longer.
- **Tinderbox** (4): A few dry scraps and a bit of spark.
- **Soap Bar** (1): Rare luxury. Used more for trade than for cleaning.
- **Tonic Bottle** (6): Claims to cure everything. Might fix thirst.
- **Bullet Belt** (10): Carries ten extra rounds. Makes you look serious.
- **Sharpening File** (5): For blades, bars, or breaking cuffs.
- **Spade** (6): Bury your past. Or someone else's future.
- **Wood Axe** (8): Chops more than trees. d6 damage if swung right.
- **Coffee Tin** (6): Keep your eyes open and your hands from shaking.
- **Iron Pot** (5): Stews, boils, and brains in equal parts.
- **Mule Feed Sack** (3): Keeps your beast fed and quiet.
- **Lantern** (12): Brighter than oil lamps, greedier too.
- **Canvas Sheet** (5): Shelter, sail, or stretcher.
- **Pocket Watch** (18): Ticks louder at midnight. Sells fast in the wrong town.
- **Journal & Charcoal Pencil** (4): Sketches, maps, and dying words.

## ANIMALS

- **Horse** (100): Carries you and 15 items. Comes with a saddle and an attitude.
- **Mule** (75): Carries up to 30 items. Pissier than a preacher and twice as stubborn.
- **Dog** (25): Loyal. Alert. DR10 to defend or attack. Bite does d4. HP 6.
- **Hawk** (35): Can scout or attack. DR10 to claw or dive. d4 damage. HP 6.

# THE WITCH-SAINT

## THE WITCH-SAINT

A cursed preacher, witch, cultist, or nun. Call yourself what you will.

**Abilities** +2 Spirit, -1 Strength, -1 Toughness

**HP** d8 ± Toughness

**Starting Daily Grit** d4

### Starting Gear

- A symbol of faith (book, beads, dagger, or talisman)
- May wear Tier 2 armor or lighter and still cast Rites

### RITES (SPELLS)

You begin with 1 Rite (roll or choose from the list below).

Each time you improve (level up), learn 1 new Rite (reroll duplicates).

**You may cast d4 + Spirit Rites per day.** Casting takes 1 Action.

No roll is necessary unless otherwise stated.

A failed Rite simply cannot be used again until after a Long Rest.

The Witch-Saint may also learn **ARCANA - SPELLS (PRAYERS AND CURSES)** from a separate casting system (see page XX). **Can cast d4 + Spirit Spells per day.** Can learn Spells as spoken or inscribed paths.

### Witch-Saint Rites (d10)

1. **Blood Favor** - Sacrifice d4 HP to give an ally +2 to any roll.
2. **Smite the False** - Spirit DR10: Deal d8 radiant or unholy damage to a visible foe.
3. **Ward of Ash** - Choose a 10 ft radius; supernatural creatures cannot enter for d6 rounds.
4. **Ghostlight** - See invisible, hidden, or possessed creatures for 10 minutes.
5. **Speak the Name** - Target suffers +2 DR to all rolls until dawn.
6. **Black Sermon** - All enemies within Near range suffer -1 Morale.
7. **Sanctified Touch** - Heal d6 HP or cure one minor affliction (poison, sickness, fear).
8. **Rebuke the Host** - Force a possessing spirit or demon to flee or reveal itself.
9. **Ember Chant** - Emit bright light and searing heat (Near); enemies take d4 fire damage.
10. **Suffering Sigil** - Etch a symbol that explodes if touched or crossed; d6 damage, DR12 Agility to avoid.

# THE WITCH-SAINT

## You Serve

Roll d8 or choose. Your power has a name—spoken, hidden, or long forgotten.

1. **Lucifer** – The rebel. Lightbringer. Pride made flesh.
2. **The Christian God** – Judgment and mercy, silent through the storm.
3. **An Eldritch Power** – Vast. Silent. Unknowable.
4. **The Nephorim** (secretly?) – Pre-flood monsters. You serve what crawled up first.
5. **Mother Nature** – Wild and cruel. She blooms where blood is spilled.
6. **Old God or Pantheon** – Forgotten idols, hungry again.
7. **Great Spirit / Ancestors** – Their memory rides in your blood.
8. **Fate** – No name. No face. Just the road laid before you.

# THE VVITCH

## THE VVITCH

A dark whisper in the woods. A crooked finger in the dust. A soul with one foot in the grave.

You don't ask the spirits. You tell them.

**Abilities** +2 Spirit, -1 Strength, -1 Toughness

**HP** d8 ± Toughness

**Starting Daily Grit** d4

### Starting Gear

- Weapon – Bone-handled knife or jagged root-club (d6)
- Drawback – You may wear Tier 2 armor, but lose all spellcasting and passive powers while touching cold iron or using metal weapons

### Trusty Familiar

You begin with a spirit-bound animal (cat, fox, raven, or serpent).

- HP 4, Attack d4
- Warns of danger, scouts, or shares senses
- If slain, reforms in d4 days at dawn

It doesn't eat. It doesn't sleep. It never blinks. It's part of you now.

### MALISONS (Hexes & Rites)

You begin with 2 Malisons (roll or choose from the list below).

Gain 1 new Malison each time you level up (reroll duplicates).

**You may cast d4 + Spirit Malisons per day.** Resets at dawn.

Casting takes 1 Action. No roll unless stated.

The Vvitch may also learn **ARCANA - SPELLS (PRAYERS AND CURSES)** from the core Casting system (pg. XX).

**Can cast d2 + Spirit Spells per day.** Spells are learned through spoken or inscribed paths.

# THE VVITCH

## MALISON TABLE (d12)

Dark blessings, cursed bargains, and unnatural whispers:

1. **Tangletooth Curse** – Target's mouth fills with phantom roots. Disadvantage on speech, casting, and leadership for d6 rounds.
2. **Spinebloom** – Thorny growths erupt beneath the skin. Target takes d4 damage every time they act or move (3 rounds). Ignores armor.
3. **Witchflame** – Set a non-living object ablaze with green fire (d6 if touched). Burns 1 hour. Spirits avoid the light.
4. **Blood Mirror** – For 10 minutes, see through the eyes of a creature marked with your blood or hair. They feel your presence.
5. **Rootwalker** – Pass silently through brush, ruins, or forest for d6 minutes. Ignore difficult terrain. Cannot be tracked.
6. **Pale Tongue** – Speak with one corpse or ghost. Ask 1 question it must answer truthfully. One use per target.
7. **Crowskin** – Transform into a flock of crows for 1 round per Spirit point. Fly Far, slip bonds. Cannot attack.
8. **Night Hag's Mark** – Curse a sleeping target. They wake fatigued, lose their first turn, and suffer Disadvantage for 1 round.
9. **Hollow Hex** – Target's weapons deal -1 damage for d6 rounds.
10. **Wane the Moon** – Enshroud a Near area in unnatural shadow for d6 rounds. Only you and undead see clearly.
11. **Charnel Spite** – Touch a wounded target. Their injuries rot. Target takes d6 damage and cannot heal until washed in running water.
12. **Witch's Nails** – Your hands twist into claws. Deal d6 + Spirit damage in melee for d6 rounds. Cannot wield weapons while active.

# SNAKE OIL SELLER

## THE SNAKE OIL SELLER

Ain't a doctor. Ain't a prophet. But if folks believe it works, maybe it does. Maybe you believe it too. Miracles bottled. Lies weaponized.

**Abilities** +2 Presence, -1 Strength, -1 Spirit

**HP** d6 ± Toughness

**Starting Daily Grit** d4

## Starting Gear

• Mobile Case – A creaky, oil-stained leather case with padded slots and a secret compartment for “premium blends.” Holds up to 10 potions. The whole kit counts as 1 Slot for Encumbrance.

## POTIONCRAFT & Casting

You begin with the Core Power: Liquid Salvation (see below).

Each dawn, you may craft:

- d6 + Spirit brews using the Snake Oil Potion Table.
- d2 + Presence brews from known Spells (Prayers & Curses), bottled as tonics or elixirs

You may only cast spells via potions - drank, splashed, inhaled, injected, or rubbed on.

- Casting a potion takes 1 Action
- On-the-fly brews (1 per round) are allowed but risky
- Failed improvisations trigger Spell Failure or Critical Mishap (pg. XX)

Declare your Liquid Salvation potions each dawn. Spell Potions may be improvised later, up to your daily limit.

## Core Powers - Liquid Salvation

Once per day, brew d6 + Spirit potions or poisons.

- Each lasts 24 hours
- Roll on the Snake Oil Potion Table
- Delivery: Drink, splash, inhale, slather, inject - whatever sells it

# SNAKE OIL SELLER

## Snake Oil Potion Table (d12)

Roll when brewing - or pick the flashiest one you can sell.

1. **Nerve Elixir** – Restores 1d6 HP. +2 to resist Fear for 1 hour.
2. **Lightning Tonic** – Add +1d6 damage to your next firearm or thrown attack.
3. **Slickskin Serum** – Escape grapples/restraints at -2 DR. Lasts 10 minutes.
4. **Iron-Lung Vapor** – Inhale to speak in tongues; communicate with one non-human creature.
5. **Glowblood** – Body glows bright red for 1 hour. Acts as light source. +2 to Intimidate, but easy to spot.
6. **Witch-Water** – Acts as Holy Water and Demon Bane.
7. **Sting of the Scorpion** – Apply to blade. Next strike adds +2 poison damage and causes Disadvantage on target's next roll.
8. **Dust of Vanishing** – Throw at feet to vanish for 1d4 rounds. You can still be heard and smelled.
9. **Devil's Breath** – Blow a red powder cloud. Near-range enemies must pass DR12 Presence or flee in panic for 1 round.
10. **Moonshine Shroud** – Drink to become hazy and hard to hit. All ranged attacks against you are made with Disadvantage for d6 rounds.
11. **Snakeheart Extract** – Gain +2 to the next roll to resist poison, charm, or temptation. Lasts 1 hour.
12. **Tincture of Truth** – When secretly slipped into someone's drink, they must speak only truths for the next minute (DR14 to resist).

## ARCANA – MAGIC IN THE WEST (Quick List/Rules)

### Forms of Magic

- **Spoken** – Cast aloud.
- **Inscribed** – Carved into things.
- **Bottled** – Potions, smoke, or cursed liquor.

### Daily Uses of Spells

- SPIRIT + Class Specific (**Witch-Saint** d4, **Vwitch** d2)
- Roll to cast: d20 + SPIRIT vs DR12
- Fail = spell fizzles for 1 hour
- Fumble (nat 1) = Roll on Hex-Touched Table, spell locked until Long Rest

### SPELLS (d20)

1. **Above Snakes** – At 0 HP, go to 1 HP instead.
2. **Gutshot Gospel** – d2 foes take d8. All nearby: Disadvantage SPIRIT.
3. **Paint the Town Red** – d6 bolts (d4). Choose 1 per target, rest hit randoms.
4. **Riding for the Brand** – Ally +2 to all rolls d6 rounds. Betrayal = 2d6 psychic.
5. **Bark at a Knot** – Target repeats last action d2 rounds (SPIRIT DR14 resists).
6. **Feather in Your Cap** – +4 to one roll. Everyone notices.
7. **All Hat, No Cattle** – Target: Disadvantage PRESENCE d4 rounds.
8. **Dance with the Devil** – Reroll 1 die. If worse, take d6, demon learns name.
9. **Hog-Tied** – STRENGTH DR14 or restrained d4 rounds.
10. **Hell-Bent for Leather** – Ally: double move, +2 AGILITY 3 rounds. Then TOUGH DR12 or lose 1 HP.
11. **Cold as a Wagon Tire** – AGILITY DR16 or lose next action.
12. **Crooked as a Dog's Leg** – Target can't tell the truth for 1 hour.
13. **Riding the Gravy Train** – +1 to rolls d2 rounds, Advantage once.
14. **Give the Devil His Due** – Sac 1 HP, force reroll of enemy success.
15. **Snakebit** – +2 DR to all rolls, –2 defense d4 rounds (SPIRIT DR16 resists).
16. **Boot Hill's Calling** – TOUGH DR10 or d8 dmg & lose turn. Target doubles move.
17. **Starched Up** – Target paralyzed 1 round.
18. **Kickin' Up Dust** – Dust cloud. Caster hidden. Lasts d3 rounds.
19. **Fork-Tongued** – Target speaks nonsense 1 hour (SPIRIT DR12 resists).
20. **Devil's in the Saddle** – Spectral rider charges for 2d6 damage.

## INSCRIBED RITES (d8)

Some spells ain't meant to be spoken. They're meant to be carved into the world. (Witch-Saint and Vvith).

**To create:** SPIRIT DR12

**To trigger:** SPIRIT DR12 (fail = d4 damage)

1. **Speak True, Bleed Clean** – First strike = double dmg. Target tells a truth.
2. **Ash to Ash** – Bullet ignores armor, +d4 dmg.
3. **Knock Once for the Dead** – Doorframe: next opener hears whispers. SPIRIT Disadv. 6 hrs.
4. **Blood Walk Again** – Walk over fire, ash, water d4 rounds.
5. **Hollow Eyes of the Betrayed** – Close eyes = 1 min True Sight, bleed from eyes.
6. **Speak Not My Name** – Skull screams. d6 to all Near. SPIRIT DR14 flee.
7. **Wait Beneath Skin** – At 0 HP, rise w/ d6 HP. +1 to all rolls 1 round.
8. **One Last Ride** – Mount = double move, trample Close (d6), ignore fear. 3 rounds.

## DIVINE OR DAMNED MIRACLES

**Must be granted by an entity after “Getting Meaner” twice/ Rank 3 + Characters** (Witch-Saint, Vvith and Snake Oil Seller).

1. **Blessed/Cursed Iron** – Weapon +1 damage die, now Hellforged/ Sanctified. Ends on fumble.
2. **Raise the Dead** – Revive dead ( $\leq 1$  hr). Half HP. Can't heal past half till Long Rest. +2 DR to all rolls.
3. **Summon Imp** – HP 6, d6 attack. Obeys unless offended. Only 1 at a time.
4. **Flame of Alatiel** – Summon blade of light: 2d6, ignores armor. Lasts d6 rounds.
5. **Shadow of Bezaliel** – Teleport anywhere in sight. Costs 1 HP. Leave a whispering shadow.
6. **Let My People Go** – Free all restrained/charmed Near. SPIRIT DR14 or mute 1 hour.
7. **Veil Over Their Eyes** – Invisible for d10 rounds. Ends if you speak, attack, or cast. Animals/mirrors react.

# SAW BONES

## THE SAW BONES

A battlefield butcher. A saloon surgeon. You cut, stitch, and curse - but you get the job done.

When someone's screaming and bleeding out, you're the one they call.

Not a doctor. Just the last damn hope.

**Abilities** +1 Presence, +1 Agility, -1 Spirit, -1 Strength

**HP** d6 + Toughness

**Starting Daily Grit** 2 Grit

### Starting Gear

- Rusted Surgical Blade (d4) – stained, worn, but sharp where it counts

### Core Abilities

#### Torn Flesh, Steady Hands

Once per Long Rest, reroll a failed healing attempt on a target.

#### Doctor or Butcher?

When using melee weapons, roll damage twice and take the better.

You know where to cut.

### Features

**Patch 'Em Up, Send 'Em Off** - Once per Long Rest, heal 1d6 HP to a target without rolling. They always remember how it felt.

**No Time for Clean Work** - Standard & Quick Healing (for self or others):

- Test Presence DR10
- On success, heal d6 HP
- On failure, no healing - and the wound worsens (take d4 damage)

# SAW BONES

## When You Get Meaner

(d6, reroll duplicates. Pick or roll one at character creation.)

1. **Grave Confidence** - Healing others restores +1d4 additional HP.
2. **Field Surgeon's Grip** - Your melee attacks inflict Bleed – 1 damage per round until DR12 Toughness is passed.
3. **Cannibal Knowledge** - Once per day, harvest a “meat patch” from a corpse. Restore 1d6 HP to someone else - if they're desperate enough to accept it.
4. **Never Let Go** - Once per day, when stabilizing a 0 HP ally, they rise with 1d6 HP instead.
5. **Surgical Cold** - You may reroll each healing roll once (not just one per rest).
6. **Morbid Reputation** - Non-supernatural enemies are wary. Once per day, if they can attack someone else instead of you, they will.

# DENTIST

## THE DENTIST

The laughing tooth-puller. The red-fingered man with the pliers. Folks think you're a joke - until they see what's in the jar.

You've worked back rooms and wagons, with whiskey, wire, and willpower. You pull pain out by the root - or shove it in.

**Abilities** +2 Presence, -2 Strength

**HP** d6 + Toughness

**Starting Daily Grit** 2 Grit

### Starting Gear

- Iron Pliers – d4 damage, Grapple weapon
- Jar of Teeth – Some human, some not

### Core Abilities

**Pliers and Pain** - After combat, roll Presence DR12 on a fallen foe or corpse. On success, roll once on the **Tooth Table**.

**Unnerving Grin** - Once per long rest, smile and lie. Roll Presence DR12. Success: they believe you. Nat 20: they'll believe anything - even that the devil rides with you.

**Jaws of Death** - Your fists deal d4 damage.

### Tooth Table (d8)

Roll when extracting:

1. **Gold Tooth** – Worth 10 chits. Sell or bribe.
2. **Witch's Fang** – Rattles in your pouch. +1 to next Spirit test.
3. **Cursed Molar** – Holding it causes nausea. Use to hex someone (once).
4. **Hollow Fang** – Contains black ichor. Drink: Spirit DR14 or take 1d6 damage.
5. **Child's Milk Tooth** – Still bleeding. Use in a ritual. Spirits notice.
6. **Beast Tusk** – Not human. Once, make a bite attack (d6; Bleed on crit).
7. **Silver-Capped Incisor** – Repels minor spirits. Auto-pass one Fear test.
8. **Runed Bone Tooth** – Glows under moonlight. Reroll one failed Presence test.

# DENTIST

## When You Get Meaner (d6 – reroll duplicates; pick or roll at creation)

1. **Blackroot Anesthetic** - Once or twice per day (d2 uses), reduce incoming damage by -1d6 as your body numbs to pain.
2. **Tooth-for-a-Tooth** - Once per long rest, when you take melee damage, if the attacker is in reach: Roll on the Tooth Table and deal d2 damage to them - you took something back.
3. **Tincture of Screams** - Once per day, coat your weapon. For d4 rounds, it deals +d4 damage. The weapon screams on hit.
4. **Smiling Skull** - You gain +2 to Trust tests and -2 to Intimidation tests. (You look like a lunatic. Folks don't know whether to run or laugh.)
5. **Red Ribbon** - Tie a tooth to your wrist with red thread. Once per day, gain Advantage on one Presence-based social roll (intimidation, persuasion, lying, etc.).
6. **Midnight Extraction** - Once per combat, make an unarmed attack as a bonus action.

# TRAILBLAZER

## THE TRAILBLAZER

Vaquero, Maverick, Miner, Drifter, Wrangler, Settler.

You got dust in your teeth. Ash on your boots. Wind at your back.

You ride like the land owes you a debt. You survive what others don't.

You ain't a drifter - you're the storm they warn about.

**Abilities** +2 Toughness, +1 Strength

-1 Presence, -1 Spirit

**HP** d10 + Toughness

**Starting Daily Grit** 3 Grit

## Starting Gear

Roll or pick once on each Trail Gear table and choose one weapon.

## Trail Gear (d6)

1. **Worn Poncho** – Resists light weather and minor curses. Armor -d2
2. **Powdered Scent** – Once per day, become untrackable for d6 hours
3. **Favored Lasso** – Presence DR10 to trip, disarm, or yank from saddle
4. **Gold Pan & Pickaxe** – Reroll one loot/salvage roll per session
5. **Signal Whistle / Bone Whistle** – Once per long rest, call a random beast (GM decides)
6. **Bearskin Cloak** – Armor -d2 and Advantage on Stealth tests

## Weapon (d6)

1. **Rusty Revolver** – d6, can't roll a 1; reroll it
2. **Crowbar** – d6, good for breaking & bashing
3. **Whip** – d4, disarms on nat 20
4. **Skinning Knife** – d4, +1 to survival tasks
5. **Dynamite** (1d4 sticks) – Presence DR12 to land. Blast: d10, Near range
6. **Branding Iron** – d4, sets foes ablaze on crit (d2 for d4 rounds)

# TRAILBLAZER

## Core Features

### Born to Ride

Mount-related rolls at -2 DR: riding, stunts, taming, escaping.  
No penalty for firing ranged weapons while mounted.

### Wilder Than the Wild

Roll twice and take the better when tracking, hunting, foraging, or sneaking in natural terrain.

### Crit & Gristle

Ignore penalties for sleeping rough, riding long, or eating spoiled food.

You can always find shelter - though it might not be safe.

### Hard to Kill, Harder to Catch

Once per session, reroll a failed Agility or Toughness test to avoid damage, traps, or pursuit.

### Goldnose

Once per session, the GM must reveal something nearby of value - even if it's cursed, guarded, or dangerous.

### Getting Meaner

(d6 - reroll duplicates, pick or roll at creation)

1. **Ride or Die** - All Ride-related tests are -2 DR for you.
2. **Dustwalker** - You leave no tracks. Cannot be followed in natural terrain.
3. **Boom & Bite** - Dynamite now lands at Far range, DR12. Once per rest, find d4 more sticks.
4. **Rope Devil** - Lasso deals d6. On nat 18-20, restrain target for d2 rounds.
5. **One With the Wild** - +2 Agility to sneak, hide, or track in the wild. Animals don't spook near you.
6. **Ghost of the Range** - Gain Advantage on Fear/Morale checks. Once per session, nearby allies do too.

# GUNSLINGER

## THE GUNSLINGER

Steel nerves. Iron aim.

You don't miss - you end.

When death stares you down, you draw first.

**Abilities** +2 Presence, +1 Agility, -1 Toughness, -1 Spirit

**HP** d8 + Toughness

**Starting Daily Grit** 2

### Starting Gear

- **Carved-grip revolver** (d6 damage)
- **Long duster**, riddled with bullet holes (Tier 1 armor, -d2 damage)
- **A wanted poster** with your face on it

### Class Features

**Faster Than the Devil** - If you lose Initiative (individual or posse), you may draw and fire a melee-range pistol once for free, simultaneous with the enemy's action. If your shot kills them, their attack still happens - but you go out blazing.

**Lead and Smoke** - When you fire your last bullet, roll Presence DR10.

On a success, there's one more round in the chamber.

**Tombstone Reputation** - In every town, someone knows your name.

Could be a bounty. Could be a grudge. Could be a legend. The GM decides who comes calling - and when.

**Dead Man's Draw** - In a one-on-one duel, your first shot automatically hits, - unless your opponent passes Agility DR16.

# GUNSLINGER

## Getting Meaner (d6)

### Reroll duplicates. Pick or roll at creation.

1. **Ricochet Devil** - Once per day, bounce a bullet. Hit two targets near each other with one shot (split damage evenly).
2. **The Good Bullet** - Pick one round at dawn - it's marked. That bullet automatically hits and deals max damage.
3. **Deathblow Swagger** - When you kill an enemy with a firearm, gain +2 to your next Presence or Morale test.
4. **Fan the Hammer** - Once per combat, unleash hell with a revolver: Roll up to 6 attacks in one round (normal to-hit, normal damage). At the end, your gun is empty and must be reloaded (takes 1 turn).
5. **Killer's Eyes** - Reroll one missed shot per combat. The second roll stands.
6. **Walkin' Iron** - Once per long rest, reroll a fumble (nat 1) when firing a gun. The second result stands - hope it ain't worse.

# TEN KILLER

## THE TENKILLER

You don't speak your name.

Your kills speak for you.

Every step echoes with the souls you've sent down.

**Ability** +2 Strength, +1 Agility, -1 Presence, -1 Spirit

**HP** d10 + Toughness

**Starting Daily Grit** 2

### Starting Gear

- **Hawkbone Bow** – d6+2 damage, silent, sacred, rare
- **Spirit-Blessed Tomahawk** – d8 damage, hungers for blood, rare

### Class Features

**One More for the Count** - The first time you kill an enemy in combat, take one extra action immediately.

**I Don't Miss Twice** - If you miss an attack (not a Fumble), you may choose to hit anyway - but you must pay one:

- Take d4 damage
- Break your weapon (it deals double damage, then is destroyed)
- Suffer -2 DR to all Tests for the rest of the day

**Graveyard Reputation** - If you speak your name ("Tenkiller") during a fight, all enemies that target you must roll Spirit DR12. On a fail, their first attack against you is Disadvantaged.

**Ghost Walker** - You make no sound when you move - unless you choose to. You automatically succeed on stealth checks that rely on silence.

# TEN KILLER

## Getting Meaner (d6)

### Reroll duplicates. Pick or roll at creation.

1. **Dead Quiet** - Your melee kills make no noise. Even death dies silently.
2. **Marked for Death** - Once per day, whisper a target's name. Your first attack against them deals +d6 bonus damage.
3. **Crimson Toll** - After your first kill in combat, all your damage is increased by +2 until the fight ends.
4. **Arrow-Eater** - Once per day, reduce any ranged attack to 0 damage—you catch or deflect it by hand, blade, or sheer spite.
5. **Rattle the Bones** - Once per session, slam your tomahawk into the dirt. For d4 rounds, or until destroyed, d2 skeletons claw free and fight beside you. Each has 4 HP, attacks with bone spike fists (d4 damage), and obeys without question.
6. **The Tenth Name** - Once per long rest, your next attack is a critical hit, no roll needed.

## THE RŌNIN

You left your code behind.  
But not your blade.  
Honor is a weapon - even broken.

**Abilities** +1 Agility, +1 Strength, -1 Presence

**HP** d8 + Toughness

**Starting Daily Grit** 2

### Starting Gear

- **Katana** – d8 damage (Once per day, strike with d12 instead - discipline cuts deeper)
- **Faded Traveler's Coat** – once ceremonial, now patched and weathered (Tier 1 Armor, -d2 damage)
- **A Letter of Exile** – written in red ink

### Class Features

**Steel Knows No Mercy** - If you draw your blade before initiative is rolled, your first melee attack that fight deals +2 bonus damage.

**Cut the Wind** - Once per combat, roll Agility DR10 to dodge or deflect a ranged attack. Success: No damage. Fail: Take half damage instead.

**Precision by Discipline** - Once per combat, if you miss a melee attack, you may reroll it. The second result stands.

## Getting Meaner (d6)

### Reroll duplicates. Pick or roll at creation.

1. **Way of Ashes** - Once per day, deal +d4 fire damage to a melee strike - your blade burns with inner fury.
2. **Disarm the Proud** - Once per long rest, if your target is armed and you roll a natural 19–20, you may disarm them instead of dealing damage.
3. **Twice-Cut Path** - You may now reroll two melee misses per combat, not one.
4. **Last Breath Strike** - If you're reduced to 0 HP, you may immediately strike once before falling. This attack is automatically a hit.
5. **Cracked Blade, Whole Soul** - Cut the Wind may be used twice in a combat session.
6. **Broken Kata** - Once per Long Rest, after an enemy misses you with a melee attack, you may immediately counterattack. If it hits, roll damage twice and take the better result.

# VELVET VIPER

## THE VELVET VIPER

Be you Dove, Gambler, or just a pretty smile.

Silver tongue. Hidden blade. Loaded dice.

Luck don't last - but you do.

**Abilities** +2 Presence, +1 Agility, -1 Strength, -1 Spirit

**HP** d8 + Toughness

**Starting Daily Grit** 3

## Starting Gear

A set of travel clothes and a fine set of fancy attire.

Choose (or roll) 1 from each list:

### Concealed Weapon (d6)

1. **Stiletto Blade** – d4, DR -2 if target is distracted
2. **Hairpin Spike** – d2, ignores armor
3. **Spring-loaded Wrist Knife** – d4, can be drawn instantly
4. **Poison Perfume** – Presence DR12; target disoriented for d2 rounds
5. **Boot Blade** – d4, auto-hit on a surprise attack
6. **Kiss of Death** – Poison lipstick or ring; once/day, d6 damage on touch

### Lucky Trinket (While carried: +1 to all non-combat Presence tests) (d6)

1. **Marked Deck**
2. **Bullet-Dented Coin**
3. **Twitching Rabbit Foot**
4. **Ring from a Dead Lover**
5. **Snake-Eyed Dice**
6. **Labeled Vial: "Luck – DO NOT DRINK"**

# VELVET VIPER

## Class Features

**Read the Mark** - Once per long rest, study someone for a few minutes. The GM reveals their greatest fear, desire, weakness, or a dark secret.

For the rest of the day, you or one ally gain +2 to rolls or impose -2 on that target's tests and defenses.

**Lucky Bastard** - The first fumble (nat 1) you roll each long rest becomes a critical success instead.

## Getting Meaner (d6)

### Reroll duplicates. Pick or roll at creation.

1. **Venom in Velvet** - Once per day, deal +d6 damage to someone who trusts or underestimates you.
2. **Snake Eyes** - Once per day, force an enemy to reroll their attack, defense, or save.
3. **Feign Weakness** - Presence DR10. On success, your enemy hesitates—attacks against you are +2 DR for d6 rounds.
4. **Loaded Luck** - Reroll any one roll per day. No questions asked.
5. **Silk & Blood** - Once per long rest, add d4 to your or your Posse's Initiative roll.
6. **Gamble Your Soul** - Once per long rest, roll a d20:
  - 15+ → Gain Advantage on all rolls for d6 rounds.
  - 1-4 → Lose 1 Grit or take d4 damage - your call.

# RAIL THIEF

## THE RAIL THIEF

You ride light.

You vanish fast.

You live on the edge of a crowbar.

You're not just a thief - you're a ghost on steel rails, a whisper between towns, a problem for lawmen and barons alike. When something goes missing in the night and the next train's short a rider - you're the reason.

**Abilities** +2 Agility, +1 Presence, -1 Spirit, -2 Strength

**HP** d8 + Toughness

**Starting Daily Grit** 2

## STARTING GEAR

### Rail Weapon (d6)

1. **Crowbar** - d6; Advantage on prying or breaking objects
2. **Railroad Spike** - d4; Ignores 1 point of enemy armor
3. **Sawed Pipe** - d6; Can be thrown (Near)
4. **Loose Chain** - d4; Reach
5. Hidden **Derringer** - d4; One shot per combat
6. Broken Lantern - d4; On a crit, target catches fire

### Stolen Item (choose one)

- **Bag of Loose Keys** (Works on a 1 on a d8)

or

- **Sheriff's Badge** (Definitely stolen)

### Other Gear

- **Lock-picks** (Advantage on Agility lockpicking tests)
- **Satchel** with 3d6×10 dinero

# RAIL THIEF

## CLASS FEATURES

**Stash Spot** - You always know how to hide contraband, yourself, or what you've taken. -2 DR on any Stealth or Smuggling test.

**Skilled** - DR for Agility-based Sneak checks is always 8 - no matter the odds.

## GETTIN' MEANER (d6)

**Pick or roll at creation. Reroll duplicates.**

1. **Ghost on the Rails** - Stealth tests are always DR10, no matter the situation.
2. **Fast Hands** - Once per long rest, you can palm a small object - coin, key, bullet, blade—without being noticed.
3. **Trap Sense** - You gain Advantage on all rolls to detect or avoid traps, ambushes, or pickpockets.
4. **Jump the Coupling** - Getting on or off a moving object - train, coach, horse, cart - is a free action for you.
5. **Rail Runner** - When shooting from a moving object, you suffer no added DR on attack rolls.
6. **Snatch & Grab** - Once per long rest, pull a hidden knife from nowhere, d4 damage, counts as concealed.

# PEACEKEEPER

## THE PEACEKEEPER

Out here, justice is a loaded gun and a shallow grave.

Some keep order.

Some punish chaos.

Some just don't know how to stop.

Whether you were once a priest, mother superior, deputy, judge, soldier, or secret agent - you've got one foot in the grave and one eye on the gallows.

You are the thin line.

You are the fist that knocks.

You are the barrel that judges.

**Abilities** +1 Toughness, +1 Presence, -1 Agility, -1 Spirit

**HP** d8 + TOUGHNESS

**Starting Daily Grit** 2

## STARTING GEAR

- A badge (choose: bent star, blackened tin, etched federal mark, or iron cross)
- A weapon of your choosing: Revolver (d6), Sawed-off double-barrel shotgun (d6/d12), Military rifle (d8), or Judge's hammer (war hammer, d8)
- Rope or handcuffs
- A worn coat or uniform from a job you no longer serve

## CLASS FEATURES

**By Iron or By Rope** - Publicly declare a target "Wanted" or "Condemned." All allies gain -1 DR to hit that target for the rest of the encounter.

**Sworn Oath** - Once per session, reroll a failed test tied to justice, vengeance, or protection.

**No One Escapes the Law** - You may track a known fugitive or marked target without fail across any terrain. Once per day, ask the GM one question about their current location or plans.

# PEACEKEEPER

## GETTIN' MEANER (d6)

Pick or roll at creation. Reroll duplicates.

1. **Eyes Everywhere** - Roll Presence DR10 to spot hidden weapons, lies, or ambushes - even if you weren't looking. You just know.
2. **Guilty as Sin** - Once per long rest, damn a foe aloud. For d6 rounds, your attacks tear through them with +1 die of damage.
3. **Bloodhound's Mark** - When chasing prey - outlaw, beast, or worse—you gain Advantage to track, corner, and break them. You smell guilt like rot in a church.
4. **Summary Judgment** - When enemies roll Reaction, you may shift their result up or down one step (e.g., Hostile → Cautious). If they try to flee, you can sway them to surrender instead.
5. **The Badge Still Burns** - Once per session, invoke your old title - Judge, Marshal, Hell's own Chaplain. NPCs must pass DR14 Presence or obey for d4 rounds. You don't need the law. You are the law.
6. **Executioner's Precision** - Once per combat, if your attack drops a target to 0 HP, immediately strike again against a different target in range. Justice don't wait.



STRENGTH

AGILITY

SPIRIT

PRESENCE

ARMOR  
T1 T2 T3  
-D2 -D4 -D6



HIT POINTS  
Max Current



EQUIPMENT

Mount \_\_\_\_\_  
Features \_\_\_\_\_  
Hat \_\_\_\_\_  
Coat \_\_\_\_\_

\_\_\_\_\_

SOUL STITCHED \_\_\_\_\_

Relics & Potions (Spirit DR12 after using) \_\_\_\_\_

DINERO & GOLD


NUMBER OF PACTS FORMED 1-12.

GRIT \_\_\_\_\_  
Use GRIT to ...  
☉ Boost Initiative, +2 on d6 roll  
☉ Lower DR by -4  
☉ Form a Pact

- Make a Pact:
- Reroll any one die (yours or another's)
  - Cast a known spell once more (if beyond daily use, does not allow use of spell if it is burned for day from catastrophic failure)
  - Negate all damage to you from a single source
  - Deal max damage on one attack
  - Neutralize a Critical Hit or a Fumble

STR +8 items or DR +2 on Agility and Strength rolls.

SPELLS or Notes

HELLFIRE  
GUNGRIT  
Compatible with  
**WARHAMMER  
40,000**

WITCH-SAINT: Rites  
or WITCH: Malfisons

Soul-stitched Rider (Angel or Devil)

# HELLFIRE ENGRIT



BLACK SPYRGE  
BUSHY PREVIEW

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