

WILD WEST RULESET ALPHA 0.3

DESIGN INTENTIONS

- Improve playability
 - Simplify systems
 - Confidence revamp
 - Implement Skill Points
 - Simplify health
 - Remove overcomplicated equations & replace them with more intuitive options
- Move away from 5e mechanics
 - New dice system
- background replaces class
 - Non magic classes (such as the ones in this system) are just what people spent all their time doing & what skills they've developed. These should be packaged with additional backstory choices similar to cyberpunk red.

DICE SYSTEM

Rolling to do something is a three step process.

ROLL TALENT

Talent is a secondary resource that represents the character's proficiency in a certain skill. Talent is awarded every roll and does not persist between rolls.

CALCULATE TALENT

Relevant stat value	X	Relevant stat value	X
8	0	14	1d6
10	1d2	16	1d8
12	1d4	18	1d10
		20	1d12

Talent = X + Skill bonus

Talent should be balanced for 2 talent per extra +1 on a roll.

If the above proves to be broken as shit, take everything down a die size.

SPEND TALENT

Once you've rolled and calculated your talent on a roll, then you can spend it. Each skill or individual roll should offer certain options for what one can spend their talent on. Despite this, there are still some options that exist universally, regardless of specific roll, as detailed below. GMs are encouraged to offer players situational effects on top of the provided ones, to promote player creativity and situational opportunities. All unspent talent is lost.

Effect	Talent Cost
+1 to roll total	2
-1 to roll total (max -2 from this effect)	-1
Ignore confidence changes from the outcome of this roll	3

TALENT DESIGN INTENTIONS

Talent should be used to guarantee secondary roll effects that take place regardless of success on the primary roll.

THE ROLL

Only done after spending Talent. Rather than set DCs (as in 5e), roll difficulty is defined by a negative modifier. Roll 1d20 and add/ subtract the relevant modifiers. Finally, refer to the following table.

ROLL OUTCOME TABLE

Roll	Outcome
1-2	Crit Fail
3-11	Fail
12-19	Success
20+	Crit Success

STATS & SKILLS

BRAWN

Physical Prowess and ability to take a hit.

ATHLETICS

Attempt to move something heavy or physically overpower an adversary.

REFLEXES

Speed and ability to quickly react to something.

ACROBATICS

QUICKDRAW

FINESSE

Level of control over fine motor movement.

STEALTH

SLEIGHT OF HAND

STEEL

Mental fortitude.

SURVIVAL

MEDICINE

LOGIC

Aptitude for critical thought and analysis.

PERCEPTION

DEDUCTION

KNOWLEDGE

MOXIE

Social mastery.

ANIMAL HANDLING

INTIMIDATION

CHARM

INFLUENCE