

DUST & GLORY

EVERY BULLET TELLS A STORY

BASIC RULES SET



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DUST & GLORY

EVERY BULLET TELLS A STORY

AN OLD WEST TABLETOP ROLE PLAYING GAME



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INTRODUCTION

Welcome to Dust & Glory!

In a land where the horizon stretches wide and wild, and every sunset brings the promise of new beginnings—or new dangers—the frontier calls. Dust & Glory is a tabletop role-playing game that invites you to stride into a world of outlaws and lawmen, settlers and schemers, drifters and dreamers. Whether you're a quick-draw gunslinger, a sharp-eyed scout, or a silver-tongued gambler, your legend is waiting to be written in the dust.

The Setting

The frontier is a living, breathing expanse of untamed wilderness and burgeoning towns. Rolling prairies, arid deserts, and shadowed canyons are dotted with settlements where opportunity and peril go hand in hand. Here, railroads carve new paths, gold rushes spark wild hopes, and every dusty trail might lead to fortune—or a showdown at high noon.

Communities are a patchwork of cultures and ambitions, from ranchers and miners to merchants and marshals. In the shadow of progress, outlaws and rival gangs lurk, and ancient mysteries of the land still whisper in the wind.

The Challenge

This is no place for the faint-hearted. Beyond the safety of town, the wilds teem with danger—bandits, wild beasts, harsh weather, and the ever-present threat of the unknown. Every decision matters, every risk carries weight, and your wits and grit will be tested at every turn. Do you have the courage to stake your claim and carve your name into legend?

The Journey

In Dust & Glory, you'll craft a unique character by choosing from a range of classic Western archetypes—like the bold Lawman, the cunning Outlaw, the steadfast Doctor, or the enigmatic Pinkerton. Your character's abilities, skills, and choices will shape your story, determining how you navigate the challenges of the frontier and how your legend grows.

The Roleplay

At the heart of Dust & Glory lies the spirit of camaraderie and storytelling. Guided by rules that balance strategy and spontaneity, you and your fellow players will spin tales of adventure, danger, and triumph. Every encounter is a chance to make your mark, and every session holds the promise of the unexpected.

The Game

Designed for both newcomers and seasoned role-players, Dust & Glory uses streamlined mechanics to keep the action moving and the drama high. Whether you're riding solo or forming a posse, the system is easy to learn and rich enough to keep every session thrilling.

Dice in Dust & Glory

Dust & Glory centers around the trusty ten-sided die (d10). This familiar die drives the action—resolving shootouts, daring escapes,

fast talk, and feats of skill.

Using the d10:

Action Rolls: When attempting something risky, roll 1d10 and add bonuses from abilities, skills, and gear. Beat the Target Number (TN) to succeed.

Random Events: The d10 is also used to decide the outcome of chance encounters, mishaps, and fortune's twists.

Advantages of a d10 System

- **Simplicity:** All you need is a pair of ten-sided dice—a familiar shape that's easy to incorporate.
- **Speed:** With quick rolls and straightforward math, the story stays front and center.
- **Flexibility:** The system is easy to customize, letting Game Masters adjust difficulty and create memorable moments on the fly.

Where to Begin

To start your journey, create a character who'll blaze their trail across the frontier. Choose from classic archetypes and backgrounds, each offering unique talents and flavor. Your Attributes—like Strength, Speed, Intellect, and Magnetism—define what you can do and how you approach the world. Use the Point Buy system to Flesh out those Attributes to help bring your character to life. You can assign scores within this range of points for your character concept.

Next, pick a job—your role on the frontier—which grants you a Foundation Ability and a set of Custom Abilities, capturing your signature strengths.

Backgrounds and personal history further shape your character, offering hooks for stories and growth.

As you play, your choices, triumphs, and failures will forge your legend—one roll, one showdown, and one dusty trail at a time.



CREATING A CHARACTER

and Intellect for persuasion or deception.

Attribute Scores

Your core Attributes are determined using a fixed point buy system. At character creation, you receive a set pool of points to distribute among your abilities, allowing you to customize your character's strengths and weaknesses. This ensures balance and gives you control over your character's starting attributes.

Job Selection

Your character's job defines their background, skills, and role within the rugged frontier of Dust & Glory. It provides a foundation for your character's abilities, specializations, and story potential. Whether you're a sharpshooting Gunfighter, a cunning Card Sharp, or a hardy Trail Hand, your choice shapes your journey across the wild west.

How to Choose Your Job

1. Review the Available Jobs: Dust & Glory offers a variety of roles, each suited to different play styles and narrative themes:

- Blacksmith / Gunsmith
- Bunco Artist
- Cowboy / Vaquero
- Drover
- Marshal
- Outlaw
- Prospector
- Riverman
- Soldier
- Trailblazer
- Bounty Hunter
- Card Sharp / Gambler
- Doctor / Healer
- Gunfighter
- Native Guide
- Pinkerton
- Ranger
- Scout
- Trail Hand
- Trapper

2. Consider Your Character's Background and Goals:

Think about the kind of story you want to tell. Do you want to be a quick-draw hero, a wandering explorer, or a clever trickster? Your job influences your skills, attributes, and relationships.

3. Match Your Desired Play Style

- Combat-focused: Gunfighter, Marshal, Soldier
- Wilderness Expert: Ranger, Trailblazer, Riverman
- Social/Deception: Card Sharp, Pinkerton
- Versatile/Exploration: Scout, Trail Hand

4. Special Notes for Certain Jobs

- Some jobs, like Ranger or Trailblazer, emphasize Trail Sense and wilderness skills.
- Gunfighter and Marshal often excel in Speed and Agility, favoring quick reactions.
- Pinkerton and Card Sharp rely heavily on Magnetism

5. Job Variants and Regional Flavors

- Cowboy / Vaquero: Depending on your background, you can choose to be a traditional American cowboy or a Vaquero from Latin America, each with unique cultural flavor and skills.
- Ranger: Typically associated with states like Texas, Rangers are wilderness and law enforcement experts.
- Trailblazer: The ultimate explorer, venturing into uncharted territory and facing the unknown.

Choosing Your Job — Example

Example:

Name: Jesse "Six-Shooter" McGraw

Job: Gunfighter

Reason: Jesse is quick on the draw, with high Speed and Agility, ready to defend his honor or settle scores.



ATTRIBUTES

Attributes in Dust & Glory

Attributes are the core qualities that define your character's physical, mental, and social capabilities. They serve as the foundation for your character's skills, actions, and overall effectiveness in the wild west environment.

What Are Attributes?

- Attributes are innate traits or learned qualities that describe your character's potential.
- They influence how well you perform in various situations, from shooting accurately to navigating wilderness or convincing townsfolk.
- There are five core attributes in Dust & Glory:
 - Strength
 - Intellect
 - Agility
 - Speed
 - Magnetism

Attribute	Description	Typical Uses	Impact on Gameplay
Strength	Physical power and muscle.	Lifting, fighting, pushing	Determines melee damage, carrying capacity.
Intellect	Mental acuity, reasoning, problem-solving.	Investigation, planning	Affects skills like deduction, crafting, or knowledge checks.
Agility	Dexterity, coordination, reflexes.	Shooting, stealth, acrobatics	Influences attack accuracy, stealth, and quick reactions.
Speed	How fast you can move and react.	Running, quick draws, escaping	Affects turn order, escape chances, and reaction checks.
Magnetism	Charisma, presence, and influence.	Persuasion, deception, intimidation	Impacts social interactions and ability to influence others.

How Attributes Affect Gameplay

- **Checks & Tests:** When attempting an action, the GM sets a Target Number (TN). You roll 1d10 + relevant attribute + ability level.
- **Combat:** Attributes like Speed, Agility, and Strength influence attack rolls, defense, and damage.
- **Skill Use:** Many skills are directly tied to attributes, e.g., Shooting uses Agility, Negotiation uses Magnetism.
- **Character Development:** Attributes can increase over time through experience, training, or story events, making your character more capable.

Building Your Character's Attributes

- During character creation, you will distribute points to raise attributes from a base level.
- Certain jobs may recommend or require specific attribute levels to fit the character concept.
- Use the Point Buy System to customize your attributes to match your vision.

Tips for Choosing Attributes

- Think about your character's role and story—are they a swift gunslinger or a hardy prospector?
- Balance attributes to reflect your character's strengths and weaknesses.
- Remember, higher attributes cost more points but make your character more effective.

ATTRIBUTE POINT BUY SYSTEM

To create a balanced and personalized character, Dust & Glory uses a Point Buy system for assigning attributes. This method allows you to customize your character's strengths and weaknesses while maintaining fairness within the game.

How It Works

1. **Starting Point:** All characters begin with each attribute at Level 0.
2. **Total Points:** You have a pool of **10 points** to distribute among your attributes.
3. **Raising Attributes:** Increasing an attribute costs points based on the level you wish to achieve:

Attribute Level	Cost	Notes
2	1 Point	Slightly above average
3	2 Points	Good for most characters
4	3 Points	High, exceptional
5	4 Points	Elite, master level
6	5 Points	Legendary

4. **Assigning Your Points:** Use your points to raise attributes according to your desired character concept. You cannot exceed the total pool of 10 points.

Example Character Creation

Suppose you want a quick, agile gunslinger with high Speed and Agility:

- Starting attributes: All at Level 0.
- Spend points to:
 - Speed from 1 to 4 (cost 3)
 - Agility from 1 to 4 (cost 3)
 - Distribute remaining points among other attributes as you see fit.

Total points used: 3 (Speed) + 3 (Agility) = 6 points, leaving you with 4 points for further customization.

Tips for Building Your Character

- Consider your chosen job when allocating points. For example, a Gunfighter benefits from high Speed and Agility.
- Balance your attributes to suit your play style and character story.
- Remember: higher attributes cost more points but open up more powerful skills and abilities.

Attribute Points

As your character grows and overcomes the challenges of the frontier, their core attributes may improve—but only with experience and effort.

Gaining Attribute Points:

Every 5 character levels, you gain 1 Attribute Point to assign to any attribute of your choice.

- This point can be used to increase any one attribute by +1, up to the maximum allowed by the game.
- Attribute increases are rare and significant, representing true personal growth and hard-earned skill.
- Choose carefully—each increase is a major milestone, and the attribute you strengthen will shape your character's abilities for the adventures ahead.

Example:

When your character reaches Level 5, you may raise your Strength from 3 to 4 (if you wish), or choose another attribute to improve. At Level 10, you gain another point, and so on.

VITALITY

Vitality represents your character's health and resilience. When your Vitality drops to zero, your character is dead and may not be revived without special means.

Calculating Your Starting Vitality

- **Base Vitality:** Roll 2d10 at character creation. This initial roll reflects your character's toughness, resilience and health.
- **Level Increase:** For each level gained, add 2d10 to your Vitality total. This simulates your character becoming tougher as they gain experience and endure hardships.
- **Strength Bonus:** Add your Strength attribute level to your total Vitality. This bonus reflects your physical power, health, and endurance.

Example Calculation:

Suppose your character has:

- **Initial roll:** 2d10 = 13
- **Level 4 (adding 2d10 three times):** e.g., 7 + 5 + 8 = 20
- **Strength attribute:** 3
- **Total Vitality:** 13 (initial) + 20 (level ups) + 3 (Strength) = 36

Healing and Recovery

Keeping your character in fighting shape is vital for survival on the frontier. Here's how healing works:

Healing Methods

1. Natural Rest and Time

Resting in a safe environment allows characters to recover Vitality gradually.

- **Standard Recovery:** After a full night's rest, characters recover a number of Vitality points equal to their Level or half their maximum Vitality (whichever you prefer).
- **Example:** Level 3 character with max Vitality 36 recovers 3 Vitality points after resting.

2. Medical Assistance

Skilled healers or doctors can restore Vitality more effectively:

- **Healing Check:** The healer makes an Ability Check (e.g., Medicine skill + relevant attribute).
- **Success:** Restores a number of Vitality points equal to the ability level or a fixed amount (such as 4-6).
- **Critical Success:** Restores additional Vitality or heals significant wounds.
- **Time Required:** Usually takes 10-30 minutes per healing attempt.

3. Herbs and Trail Finds

Using Wilderness or Trail Sense skills, characters can search for medicinal herbs:

- **Herbal Remedy:** Finding and applying herbs can restore a small amount of Vitality (e.g., 2-4 points) or grant other bonuses like temporary resistance.

Healing & Recovery Tips

- **First Aid:** Basic first aid can stabilize a wounded character, preventing further loss of Vitality and buying time for more extensive healing.
- **Repeated Attempts:** Multiple healing checks can gradually restore Vitality, especially for serious injuries.
- **Special Abilities:** Some jobs (e.g., Doctor, Healer) may have abilities that improve healing efficiency or reduce recovery time.

ABILITIES

Abilities represent your character's innate talents, learned skills, and special traits that define how they perform in various situations. They add depth to your character, allowing you to excel in specific areas and adapt to different challenges.

What Are Abilities?

- Abilities are specific skills or expertise your character possesses, such as shooting, riding, negotiation, or tracking.
- They are tested using a d10 roll, combined with relevant attributes to determine success or failure.
- Abilities can be learned, improved, or gained through experience, training, or story development.
- Each ability, like your character, start at level 1.

How Abilities Work

- When faced with a challenge, you will be asked to make an Ability Check.
- To do this, roll 1d10 and add your relevant attribute and ability level.
- The total is compared to a Target Number (TN) set by the GM.
- If your total meets or exceeds the TN, you succeed!

Example:

You want to pick a lock.

- Your Lockpicking Ability is Level 2.
- Your Agility attribute is 3.
- The GM sets the lock's TN at 6.
- Roll $1d10 + 2$ (Ability) + 3 (Agility).
- If the total is 6 or higher, you unlock the door.



Improving Abilities

- Abilities can be improved over time through experience, training, or story progression.
- Increasing an ability level costs points or is earned as a reward.
- Higher ability levels make checks more likely to succeed.

How Many Abilities Do I get?

Abilities are determined by the job you choose at character creation. Each job grants a base number of abilities, reflecting the core skills and talents typical for that profession. For each job there is a list of **Base Ability Categories**. You must choose one of these as your Foundation Ability Category - a signature skill category that defines your role and ensures every character in the job shares a fundamental trait. For example, a Scout might begin with four abilities focused on tracking, wilderness survival, herbal lore, and camouflage (with Wilderness & Tracking as their Foundation Ability), while a Doctor starts with abilities related to pharmacology and basic medicine (with Medical as their Foundation Ability). You may also choose to divide your Base Abilities between all of the Foundation Ability Categories. For example, a Cowboy with three Base Abilities with Categories in Fighting, Leadership, and Cowboy might put one point in Quick Draw, one point in Survival / First Aid, and one Point in Trail Sense. Base Points and Custom Ability cannot be double or tripled on one Ability, such as expending all three base points on Quick Draw or adding Custom Ability Points to increase numbers beyond one in the initial character creation

In addition to your job's starting abilities, you also roll 1d10 and gain that many additional abilities called **Custom Abilities**. This allows for personal customization and ensures that even characters with the same job can feel distinct from one another. These abilities can be selected from any Ability Category.

However, your character's growth doesn't stop there. As you progress through the game, you'll have opportunities to learn new abilities—either by training, experience, or through special story events. This means your character can adapt beyond their original job, picking up new tricks, specialties, or even cross-training into other fields. This system ensures that your character feels unique and skilled from the start, while also leaving room to grow, specialize, and surprise both friend and foe as your adventures continue.

ABILITIES & EXPLANATIONS

FIGHTING

ABILITY	Description	Typical Use	Gameplay
Quick Draw	Drawing and firing weapons with remarkable speed.	Beating an opponent in a duel, reacting instantly to danger.	Essential for duels, ambushes, and surprise attacks.
Deadly Shot	Delivering powerful, accurate shots with firearms.	Taking down foes with one shot, hitting vital targets.	Useful for combat and making a strong impression.
Melee Mastery	Expert skill with close-combat weapons or techniques.	Winning brawls, disarming opponents, handling knives or clubs.	Vital for hand-to-hand and melee encounters.
Intimidation	Using presence or threats to influence others.	Scaring off rivals, forcing confessions, commanding respect or fear.	Useful for social encounters, negotiations, and control.
Sharpshooting	Exceptional precision with ranged weapons.	Hitting distant or moving targets, shooting from cover or concealment.	Key for sniping, hunting, and challenging shots.

WILDERNESS & TRACKING

Tracking	Following trails left by people or animals.	Finding a fugitive's footprints, following animal tracks.	Essential for hunts, rescues, and pursuits.
Wilderness Survival	Enduring and thriving in wild, untamed environments.	Foraging for food, building shelter, purifying water.	Vital for long journeys or getting lost in the wild.
Herbal Lore	Identifying plants and their uses, medicinal or otherwise.	Finding healing herbs, avoiding poisonous plants, making poultices.	Useful for healing, survival, and crafting remedies.
Camouflage	Concealing oneself or objects in natural environments.	Hiding from pursuers, setting unseen ambushes, blending in.	Key for stealth, ambushes, and evasion.
Wilderness Navigation	Finding your way using natural landmarks and tools.	Navigating forests, using the sun or stars to plot a course.	Important for safe travel through unfamiliar terrain.
Desert Navigation	Traveling and surviving in arid, harsh desert conditions.	Finding water in the desert, avoiding mirages, reading sand dunes.	Crucial for crossing or surviving desert
River Navigation	Traveling along or across rivers safely and efficiently.	Piloting a boat, fording rivers, avoiding rapids or hazards.	Necessary for river expeditions, crossings, or escapes.
Evasion	Avoiding pursuit or detection in hostile situations.	Losing trackers, escaping search parties, hiding traces of passage.	Useful for escapes, stealth missions, and survival.

LEADERSHIP

Inspire	Uplifting others with words or actions, boosting morale.	Delivering a rousing speech, calming panic, helping allies push through.	Essential for leadership and turning the tide of events.
Tactics	Planning and executing effective strategies in conflict.	Formulating battle plans, setting ambushes, coordinating group actions.	Crucial for overcoming challenges and achieving victory.

ABILITY	Description	Typical Use	Gameplay
Motivate	Encouraging or driving others to action or perseverance.	Rallying a weary team, urging someone to keep going, sparking enthusiasm.	Useful for team cohesion and accomplishing tough tasks.
Moral Compass	Guiding decisions with a strong sense of right and wrong.	Resisting temptation, making ethical choices, inspiring trust.	Important for roleplaying, leadership, and reputation.
Survival / First Aid	Enduring harsh conditions and providing emergency care.	Building shelter, finding food and water, treating injuries in the wild.	Vital for staying alive and healthy in the frontier.

MEDICAL

Basic Medicine	Treating common injuries and illnesses with first aid skills.	Bandaging wounds, stopping bleeding, treating fever or infection.	Essential for immediate care and stabilizing patients.
Minor Surgery	Performing simple surgical procedures and interventions.	Removing bullets, stitching deep cuts, setting broken bones.	Useful for dealing with frontier injuries and emergencies.
Major Surgery	Conducting complex or life-saving surgical operations.	Amputating limbs, repairing internal injuries, advanced trauma care.	Critical for severe injuries and saving lives.
Pharmacology	Knowledge of medicines, drugs, and their effects.	Prescribing remedies, compounding medicines, understanding dosages.	Important for treating illness and poisoning.
Herbology	Identifying and using plants for healing or other effects.	Gathering medicinal herbs, making poultices, brewing herbal teas.	Useful for natural remedies and survival situations.

SOCIAL & PERSUASION

Negotiation	Reaching agreements and compromises through discussion.	Settling disputes, brokering deals, haggling over prices.	Crucial for diplomacy, trade, and avoiding conflict.
Disguise	Altering appearance to conceal identity or intent.	Wearing costumes, using makeup, adopting new mannerisms.	Essential for undercover work and evading detection.
Persuasion	Convincing others through logical or emotional appeals.	Inspiring a crowd, winning someone to your side, calming tensions.	Useful for leadership and building alliances.
Manipulation	Influencing others' decisions subtly or behind the scenes.	Planting ideas, exploiting weaknesses, guiding choices without notice.	Useful for intrigue and covert influence.
Seduction	Using charm and allure to gain favor or information.	Flirting for secrets, distracting adversaries, winning romantic interest.	Useful for gathering intel or swaying key individuals.

ABILITY	Description	Typical Use	Gameplay
TECHNICAL & CRAFTING			
Gunsmithing	Crafting, repairing, and modifying firearms and ammo.	Fixing a jammed revolver, customizing a rifle, making bullets.	Essential for weapon upkeep and customization.
Blacksmithing	Forging, repairing, and shaping metal tools or equipment.	Creating horseshoes, repairing wagon wheels, forging blades.	Vital for equipment maintenance and crafting metal goods.
Lock Picking	Opening locks and securing mechanisms without a key.	Breaking into safes, opening jail cells, bypassing padlocks.	Useful for infiltration, heists, and escapes.
Safe Cracking	Bypassing complex locks and security mechanisms on safes.	Opening bank safes, cracking train vaults, bypassing combination locks.	Crucial for high-stakes heists and big scores.
Mechanical Repair	Fixing and maintaining machines and mechanical devices.	Repairing wagons, clockwork gadgets, or steam engines.	Important for keeping vehicles and devices operational.
Trap Setting	Constructing and disarming traps for hunting or defense.	Setting snares, rigging tripwires, disabling enemy traps.	Useful for hunting, defense, and ambushes.
INVESTIGATION & DEDUCTION			
Detective Skills	Investigating and piecing together clues or evidence.	Solving mysteries, analyzing crime scenes, finding hidden connections.	Essential for uncovering plots and resolving mysteries.
Interrogation	Extracting information through questioning or pressure.	Questioning suspects, breaking down alibis, reading body language.	Useful for law enforcement and uncovering the truth.
Observation	Noticing details, changes, or hidden elements.	Spotting a hidden weapon, noticing a secret signal, reading a room.	Key for detecting danger or opportunities.
Deception	Lying, bluffing, or disguising the truth.	Lying to guards, creating false identities, faking emotions.	Handy for infiltration.
Photography	Capturing images with a camera for records or evidence.	Taking surveillance photos, documenting a crime scene, making wanted posters.	Useful for gathering evidence or storytelling.
COWBOY			
Horse Breaking	Taming and training wild horses.	Calming a wild mustang, teaching horses commands.	Essential for acquiring and handling new mounts.
Cow Punching	Herding, managing, and driving cattle.	Moving a herd, branding, separating strays.	Vital for ranch work and cattle drives.

ABILITY	Description	Typical Use	Gameplay
Trick Riding	Performing advanced or acrobatic maneuvers on horseback.	Riding at full speed while shooting, standing on a saddle.	Useful for showmanship or daring escapes.
Roping	Lassoing animals or objects with skill.	Catching runaway cattle, disarming a foe, tying up targets.	Handy in a variety of frontier situations.
Solar / Sidereal Timekeeping	Telling time by sun, stars, and celestial bodies.	Navigating by the stars, knowing time of day without a watch.	Useful for survival, navigation, and planning long journeys.
Trail Sense	Prairie awareness, prairie tracking, navigation.	Prairie tracking, prairie survival, finding paths	Critical for prairie adventures and exploration.
Horse Sense	Understanding animals, riding, and natural instincts.	Riding, animal communication	Useful for managing horses, understanding wildlife.

CHEMISTRY & EXPLOSIVES

Mixing Compounds	Creating or identifying chemical mixtures, from gunpowder to medicine.	Brewing moonshine, concocting poisons, making homemade explosives.	Useful for crafting items, sabotage, or healing in the field.
Explosive Handling	Safely handling, arming, and disarming explosives.	Setting dynamite charges, defusing bombs, rigging traps.	Essential for heists, sabotage missions, and demolition tasks.
Pyrotechnics	Safely handling, arming, and disarming explosives.	Making smoke bombs, signaling allies, causing distractions.	Useful in escapes, ambushes, or as non-lethal tactics.
Analytical Testing	Identifying substances, testing quality or purity, detecting toxins.	Spotting contaminated water, identifying poison, checking explosives for defects.	Great for investigation, survival, or avoiding sabotage.
Improvised Devices	Crafting gadgets or tools from available materials.	Making Molotov cocktails, creating fuses, rigging chemical / explosive booby traps.	Encourages creativity and problem-solving in the field.
Safe Storage	Knowing how to transport and store dangerous chemicals or explosives.	Packing dynamite in a wagon, building a safe explosives bunker.	Prevents accidents, keeps the gang's supplies secure.

HUNTING

Animal Track Recognition	Identifying tracks, scat, and signs left by animals.	Recognizing deer hoofprints, detecting wolf scat, reading trail signs.	Useful for locating prey, avoiding predators, and navigation.
Animal Tracking	Following animal trails and predicting their movement.	Tracking a wounded bear through the forest, anticipating herd migration.	Essential for pursuing game or escaping dangerous wildlife.

ABILITY	Description	Typical Use	Gameplay
Animal Preparation	Skinning, butchering, and preparing hides, meat, and furs.	Skinning a deer, preparing pelts, curing meat, making leather goods.	Vital for survival, crafting, and trade.
Venomous Animal Identification	Recognizing venomous creatures and understanding their behavior.	Spotting a rattlesnake, identifying poisonous spiders, avoiding dangerous insects.	Important for safety, medical treatment, and avoiding hazards.
Animal Trapping	Setting, baiting, and disarming traps for hunting or defense.	Rigging snares for rabbits, setting bear traps, disabling enemy snares.	Key for efficient hunting, defense, and ambushes.
Animal Hunting	Stalking, ambushing, and taking down game.	Bow hunting elk, shooting birds, silent approach to prey.	Central to acquiring food, pelts, and fulfilling hunting missions.

Ability Level Points

As your character journeys across the frontier, they'll grow and hone their skills—not just through experience, but through the choices they make and the challenges they overcome. Ability Points represent this ongoing development.

Earning Ability Points

At the end of each game session, the Game Master (GM) may award Ability Points to players. These points are earned for:

- Using Abilities Creatively: Clever or daring use of your abilities during play.
- Roleplaying Your Strengths: Leaning into your character's signature skills in memorable ways.
- Overcoming Challenges: Succeeding at difficult tasks that test your abilities.
- Teamwork: Supporting allies or helping others shine with your unique talents.

Ability Points can be spent in two ways:

1. Improve an Existing Ability:

- To increase the level of an ability, spend Ability Points equal to the new level.

(For example: raising an ability from Level 2 to Level 3 costs 3 points.)

2. Learn a New Ability:

- To acquire a new ability from your Custom Abilities category, spend 3 Ability Points. You must meet any prerequisites set by the GM or your job.

Note: The GM may adjust costs or requirements for learning rare or especially powerful abilities.

Why Ability Points?

This system ensures that character growth is gradual, meaningful, and directly tied to your actions at the table. Players are rewarded for engaging with the game world, making bold choices, and helping the story unfold in exciting ways.



Blacksmith / Gunsmith

OVERVIEW:

Blacksmiths and Gunsmiths are skilled artisans of metalwork, forging and repairing weapons, tools, and equipment vital to frontier life. They combine technical expertise with a keen eye for craftsmanship, making them indispensable for those who rely on durable gear and finely tuned firearms. Whether crafting a new rifle or repairing a wagon wheel, they are the backbone of frontier mechanics and weaponry.

PAY: \$110 / month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Technical & Crafting
- Leadership
- Fighting

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Social & Persuasion
- Cowboy

SUGGESTED ATTRIBUTE FOCUS:

Strength Agility
Intellect

IDEAL FOR:

Players who enjoy working with their hands, creating and repairing gear, and solving technical problems. This role is perfect for tacticians who want to support their group with crafted weapons and equipment and mechanics of frontier technology.



Bounty Hunter

OVERVIEW:

Bounty Hunters are the relentless pursuers of outlaws and criminals. Skilled in tracking, combat, and deception, they operate outside the law but are often hired by towns or factions to bring in dangerous targets. Their resourcefulness and tenacity make them feared and respected.

PAY: \$50 / month + Rewards

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Fighting
- Tracking & Wilderness
- Cowboy
- Social & Persuasion

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Leadership
- Technical & Crafting

SUGGESTED ATTRIBUTE FOCUS:

Strength Agility
Speed

IDEAL FOR:

Players who enjoy dynamic combat, riding, and outdoor survival. This role suits those who want to be quick on the draw and excel in outdoor, action-packed scenarios.



Bunco Artist / Con Man

OVERVIEW:

Bunco Artists are master manipulators, skilled in deception, persuasion, and the art of the con. Whether running a shell game, forging documents, or charming the gullible, they live by their wits and their talent for trickery. Bunco Artists excel at reading people, creating false identities, and getting out of trouble with a silver tongue.

PAY: \$60 / month (often more, but rarely honest)

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

FOUNDATION ABILITY CATEGORIES:

Social & Persuasion Investigation & Deduction
 Technical & Crafting

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Medical
- Cowboy

SUGGESTED ATTRIBUTE FOCUS:

Intellect Agility
 Magnetism

IDEAL FOR:

Players who enjoy clever schemes, fast-talking, and outsmarting adversaries. If you like bluffing, manipulation, and social intrigue, the Bunco Artist is a natural fit.



Card Sharp / Gambler

OVERVIEW:

Gambler and Card Sharps are masters of deception, persuasion, and reading opponents. Skilled at bluffing and risk-taking, they thrive in social situations and high-stakes games, often using their cunning to turn the tide in their favor—whether at a poker table or in a tense negotiation.

PAY: \$100 / month

BASE ABILITIES: 3

CUSTOM ABILITIES: 1d10+1

FOUNDATION ABILITY CATEGORIES:

- Leadership
- Social & Persuasion
- Technical & Crafting

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Investigation & Deduction

SUGGESTED ATTRIBUTE FOCUS:

Intellect Speed
 Magnetism

IDEAL FOR:

Players who enjoy social intrigue, quick thinking, and manipulation. If you like the thrill of bluffing and outwitting opponents, this role offers plenty of opportunities for clever play.



Drover

OVERVIEW:

Drovers are the backbone of the cattle industry, responsible for herding, driving, and caring for large groups of livestock across the open range. Skilled in animal handling, navigation, and endurance, they brave harsh conditions, wild animals, and rustlers to deliver herds safely to market. Drovers excel at coordinating teams, managing resources, and surviving long journeys—often forging strong bonds with both their animals and their companions.

PAY: \$45 / month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Cowboy
- Wilderness / Tracking
- Technical & Crafting

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Fighting
- Leadership
- Social & Persuasion

SUGGESTED ATTRIBUTE FOCUS:

Strength Agility
Intellect

IDEAL FOR:

Players who enjoy the challenge of long journeys, animal wrangling, and teamwork. If you like survival, and navigation with a frontier flavor, the Drover is a natural fit.



Gunfighter

OVERVIEW:

Gunfighters are legendary figures of the frontier—masters of speed, precision, and nerve. Whether hired as mercenaries, bodyguards, or outlaws, they rely on quick reflexes and deadly aim to survive in a world where disputes are settled with lead. Gunfighters excel at dueling, intimidating foes, and surviving dangerous encounters.

PAY: \$90 / month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Fighting
- Social & Persuasion
- Cowboy

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Leadership
- Technical & Crafting
- Wilderness & Tracking

SUGGESTED ATTRIBUTE FOCUS:

Speed Agility
Magnetism

IDEAL FOR:

Players who enjoy fast-paced action, high-stakes duels, and living (or dying) by their wits and their gun. If you like thrilling shootouts, intimidation, and the wild romance of the gunfighter's life, this role is for you.



Marshal

OVERVIEW:

Marshals are the front-line enforcers of frontier law. Skilled in investigation, tactics, and combat, they uphold justice in a lawless land. They excel at tracking criminals, leading investigations, and maintaining order—often putting themselves directly in danger to protect the innocent.

PAY: \$75 / month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Fighting
- Leadership
- Investigation & Deduction

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Cowboy
- Wilderness & Tracking
- Social & Persuasion

SUGGESTED ATTRIBUTE FOCUS:

Intellect Agility
Magnetism

IDEAL FOR:

Players who enjoy playing lawmen, solving crimes, and enforcing order. If you like strategic planning and direct confrontation, this role is a natural fit.



Native Guide

OVERVIEW:

Native Guides are intimately familiar with the land and wilderness. They excel at tracking, navigation, and survival, often acting as essential guides through treacherous terrain. Their knowledge of the wilderness makes them invaluable for exploration and avoiding danger.

PAY: \$50 / month

BASE ABILITIES: 3

CUSTOM ABILITIES: 1d10+2

BASE ABILITY CATEGORIES:

- Leadership
- Wilderness & Tracking
- Cowboy

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Hunting
- Technical & Crafting

SUGGESTED ATTRIBUTE FOCUS:

Intellect Agility
Trail Sense

IDEAL FOR:

Players who love exploration, survival, and wilderness skills. Perfect for those who want to be the group's expert on navigating and surviving the frontier.



Outlaw

OVERVIEW:

Outlaws are the roving antiheroes of the frontier—skilled in stealth, combat, and bluffing their way through trouble. They thrive on independence, quick thinking, and daring deeds, often operating outside the law but essential for those who live by their wits.

PAY: What they can take

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- All are Available

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Cowboy
- Wilderness & Tracking
- Technical & Crafting

SUGGESTED ATTRIBUTE FOCUS:

Strength Agility
Speed Magnetism

IDEAL FOR:

Players who enjoy daring escapes, quick combat, and social deception. If you like playing the rebel or lone wolf, this role lets you embrace the frontier's outlaw spirit.



Pinkerton

OVERVIEW:

Pinkertons are sharp-eyed investigators and undercover agents. Skilled in deduction, disguise, and investigation, they excel at uncovering secrets, solving mysteries, and tracking down outlaws. Their keen minds and analytical skills make them the front-line problem solvers of the frontier.

PAY: \$90 / Month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Leadership
- Social & Persuasion
- Investigation & Deduction

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Fighting
- Technical & Crafting
- Medical

SUGGESTED ATTRIBUTE FOCUS:

Intellect Agility
Magnetism

IDEAL FOR:

Players who enjoy solving puzzles, uncovering secrets, and outsmarting opponents. Perfect for those who like a strategic, detail-oriented play style.



Prospector

OVERVIEW:

Prospectors are resourceful miners and explorers, skilled at finding valuable minerals and navigating rugged terrain. Their patience and keen eye for ore and geology make them essential for any gold rush or frontier economy.

PAY: \$36 / month

BASE ABILITIES: 3

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Leadership
- Wilderness & Tracking
- Technical & Crafting

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Social & Persuasion

SUGGESTED ATTRIBUTE FOCUS:

Intellect Strength
Trail Sense

IDEAL FOR:

Players who enjoy patience, analysis, and the thrill of discovery. If you like searching for riches and working with tools, this is a fitting role.



Ranger

OVERVIEW:

Rangers are masters of wilderness survival, skilled in tracking, stealth, and combat. They thrive in remote areas and are crucial for exploration, hunting, and protecting the land. Their deep connection with nature makes them formidable and resourceful.

PAY: \$50 / month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Fighting
- Wilderness & Tracking
- Leadership

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Social & Persuasion
- Investigation & Deduction
- Technical & Crafting
- Cowboy

SUGGESTED ATTRIBUTE FOCUS:

Strength Agility
Trail Sense

IDEAL FOR:

Players who love outdoor adventure, stealth, and nature. Perfect for those who want a versatile, self-reliant character with a deep connection to the land.



Riverman

OVERVIEW:

Rivermen are experts at navigating rivers and waterways. Skilled in boating, navigation, and survival along aquatic routes, they are essential for crossing or controlling frontier waterways. Their knowledge of currents and watercraft makes them invaluable in river-based adventures.

PAY: \$100 / month

BASE ABILITIES: 3

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Wilderness & Tracking
- Leadership

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Fighting
- Technical & Crafting

SUGGESTED ATTRIBUTE FOCUS:

Strength Agility

Trail Sense

IDEAL FOR:

Players who enjoy water-based adventures, navigation, and exploration. If you like navigating rivers and mastering watercraft, this role is a good fit.



Scout

OVERVIEW:

Scouts are the eyes and ears of any expedition. Masters of reconnaissance, stealth, and speed, they excel at gathering information and avoiding danger. Their keen senses and quick reflexes make them indispensable for exploration and early warning.

PAY: \$30 / month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Wilderness & Tracking
- Leadership
- Cowboy

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Fighting
- Technical & Crafting

SUGGESTED ATTRIBUTE FOCUS:

Agility Speed

Trail Sense

IDEAL FOR:

Players who love exploration, stealth, and gathering intelligence. Perfect for those who want to be the group's early warning system.



Soldier

OVERVIEW:

Soldiers are disciplined combatants trained in tactics, team maneuvers, and weapons handling. They excel in organized warfare, discipline, and supporting their allies. Their strategic mindset makes them versatile in battle and leadership.

PAY: \$15 / month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Fighting
- Cowboy
- Leadership

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Investigation & Deduction
- Wilderness & Tracking

SUGGESTED ATTRIBUTE FOCUS:

Strength Intellect
Agility

IDEAL FOR:

Players who enjoy structured combat, strategic thinking, and leading others. Great for players who want to command or fight as part of a team.



Trail Hand

OVERVIEW:

Trail Hands and Cattle Ranchers are the backbone of frontier cattle life. Skilled in herding, riding, and survival, they thrive on working the land and cattle. Their resilience and outdoor skills make them essential in ranching communities.

PAY: \$30 / month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Cowboy
- Leadership
- Wilderness & Tracking

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Fighting
- Technical & Crafting

SUGGESTED ATTRIBUTE FOCUS:

Strength Agility
Trail Sense

IDEAL FOR:

Players who enjoy outdoor work, livestock handling, and rugged living. Perfect for those who want a down-to-earth, hardworking character.



Trailblazer

OVERVIEW:

Trailblazers are explorers and pioneers, adept at navigating unknown terrain and overcoming obstacles. They possess a versatile skill set suitable for deep wilderness exploration and discovering new frontiers. Their adaptability and resourcefulness make them natural leaders.

PAY: \$30 / month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10+2

BASE ABILITY CATEGORIES:

- Cowboy
- Leadership
- Wilderness & Tracking

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Hunting
- Technical & Crafting

SUGGESTED ATTRIBUTE FOCUS:

Strength Intellect
Agility Speed

IDEAL FOR:

Players who enjoy discovery, exploration, and overcoming challenges in uncharted territory. Perfect for those who want a versatile, adventurous persona.



Trapper

OVERVIEW:

Trappers are the hardy, resourceful loners of the frontier, thriving in the wild where others fear to tread. Skilled in animal tracking, survival, and crafting, they move silently through forests and mountains, setting traps and snares for valuable pelts.

PAY: \$40 / month

BASE ABILITIES: 4

CUSTOM ABILITIES: 1d10

BASE ABILITY CATEGORIES:

- Wilderness & Tracking
- Cowboy
- Technical

SUGGESTED CUSTOM ABILITY CATEGORIES:

- Hunting
- Chemistry & Explosives

SUGGESTED ATTRIBUTE FOCUS:

Agility Speed
Strength

IDEAL FOR:

Players who enjoy survival challenges, stealth, animal tracking, and rugged self-reliance. If you like mastering the wilderness, outsmarting nature, and living by your wits, the Trapper is a natural fit.

ADVENTURE POINTS

Adventure Points & Character Level Advancement

As your character explores the frontier and overcomes its challenges, they earn Adventure Points (AP)—the measure of their growth, experience, and accomplishments.

Earning Adventure Points

At the end of each adventure, the Game Master (GM) awards Adventure Points to each character. These points reflect your progress, successes, and memorable moments throughout the session. AP can be earned for:

- Completing objectives or missions
- Role playing your character's personality and goals
- Overcoming obstacles and challenges
- Making bold or creative decisions
- Contributing to teamwork and group success

Leveling Up

Progression in Dust & Glory is straightforward:

- Once your character accumulates 10 Adventure Points, they advance to the next level.
- Each new level brings increased opportunities for growth—such as improving attributes, learning new abilities, or gaining special perks.

Example:

If you finish an adventure with 7 AP and earn 3 more at the end of the next session, you now have 10 AP and level up!

Easy Tracking

- The AP requirement is the same for every level: 10 Adventure Points per level.
- You can track your AP on the back of your character sheet, making it easy to see when you're ready to advance.

GM Tip

The GM may adjust AP awards for exceptional achievements, story milestones, or to match the pace of your campaign. For most adventures, awarding 2–4 AP per session keeps advancement steady and rewarding.

ABILITY LEVEL POINTS

As your character explores the frontier and overcomes its challenges, they earn Adventure Points (AP)—the measure of their growth, experience, and accomplishments.

YOUR CHARACTER SHEET

Creating a character in Dust & Glory is a straightforward and engaging process, designed to get you into the action quickly while giving you all the tools you need to bring your hero to life.

Your Character Sheet puts everything front and center. On the front page, you'll find all the essential information you need to run your character during play—attributes, abilities, equipment, and more—clearly organized for easy reference. There's even a dedicated section to track your ammunition: jot down the types you carry, how many rounds you have for each, and exactly where you keep them, so you're never caught unprepared in the heat of the moment.

But your character is more than just numbers and gear. That's why the back of the Character Sheet is reserved for the heart of your hero:

- Detailed History: Chronicle your character's past, from humble beginnings to defining moments, personal triumphs, and tragic losses.
- Brand: Describe your character's unique mark, reputation, or legacy—the impression they leave on the world and the tales others tell about them.

With everything in one place, your Character Sheet makes it easy to keep track of your story, your progress, and your most important gear, all while allowing you to dive deep into the personality and legacy of your frontier legend.

CHARACTER BIRTHPLACE: Brownsville, Texas

BIRTH YEAR: 1851

FAMILY ORIGIN COUNTRY: England

PLACES VISITED: Texas, Kansas, Louisiana, Oklahoma Territory

NOTED RUN-INS: Captain Leander McNelly / 1875 Brownsville

HORSE: Mustang named Obstinado



BRAND

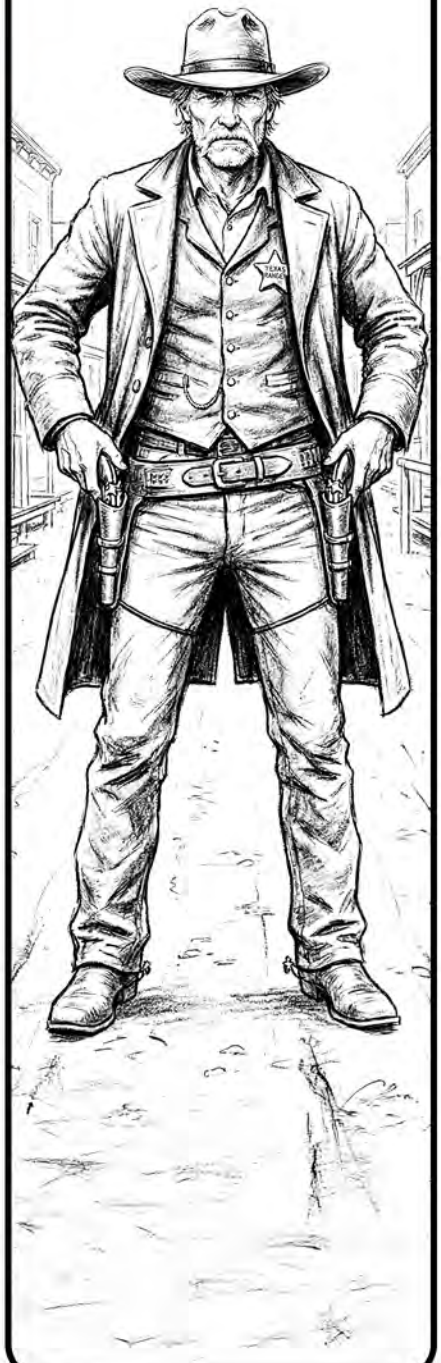
HISTORY: Born under the relentless sun of the Hill Country of Texas, Kyle Soren grew up riding the dusty trails and learning right from wrong at his father's knee—a man who wore the star before him. When outlaws raided their homestead and left Kyle an orphan at fifteen, he swore to uphold the law and protect those who couldn't protect themselves.

Kyle's reputation as a tracker and marksman grew quickly. He earned his Ranger's badge after single-handedly bringing a cattle rustler gang to justice, all without firing a shot. Known for his calm resolve and sharp instincts, Kyle carries the weight of his past with quiet determination. He's seen the best and worst the frontier has to offer, and he's made a name for himself as a man who stands tall in the face of danger—no matter the odds.

Whether riding into lawless border towns, negotiating with reluctant sheriffs, or following a faint trail through the mesquite, Kyle Soren is guided by a simple code: justice rides with him, and mercy follows close behind.

SAMPLE

SKETCH



ADVENTURE POINTS

0

SHOOTOUTS

In Dust & Glory, combat is designed to be quick, intuitive, and exciting—allowing players to focus on storytelling and strategy rather than complex rules. Here's how it works:

1. Gumption

At the start of combat, each participant rolls a **1d10 + Speed**.

- If you have **Quick Draw** as an Ability add the modifier to the roll as well.
- The highest total acts first, followed by others in descending order.
- This roll determines who reacts and acts quickly in the chaos of a fight.

2. Taking Action

On your turn, you can do one of the following:

- **Attack** an enemy
- **Move** to a new position (up to your movement limit)
- **Use a special ability or tactic**

Optional: If you want to do a second action, you can, but it costs a -1 penalty to your roll or limits your options.

3. Attacking

When you attack:

- **Roll 1d10 + relevant ability** (such as Deadly Shot or Sharpshooting).
- Compare your total to a **Target Number (TN)** set by the situation and the GM (like open terrain TN 6, behind cover TN 10).
- If your roll is **equal to** or **higher** than the **TN**, your attack hits!

4. Defending & Evading

- The defender rolls **1d10 + Agility**.
- If you have **Evasion** as an Ability add the modifier to the roll as well.
- If the total is **equal to** or **higher** than the attack roll, they successfully evade the attack.
- If not, the attack hits and causes damage.

5. Damage & Vitality

- Damage can be a fixed number or a roll.
- Subtract any armor, cover, or cover bonuses.
- Reduce the **Vitality** (your character's health). When Vitality reaches zero, your character is dead and cannot be revived.

6. Key Attribute Roles

- **Agility:** Used to dodge or evade attacks, reflecting coordination and flexibility.
- **Speed:** Used to determine initiative and how quickly you can react or act in combat.

7. Additional Elements

- **Cover:** Grants +1 to defense rolls or increases TN by +1, making it harder to hit.
- **Range:** Attacks at longer distances might have higher TNs (e.g., +1 or +2) if determined by the GM.
- **Critical Hits:** Rolling a natural 10 on attack deal double damage.



8. Distance

When it's time to settle things with lead, remember: distance matters! Not every gun can hit a target clear across town. Rifles are your best bet for long shots—some can pick off a rattlesnake on the next ridge, while others might not reach much past Main Street. Pistols are great for quick-draw action and close-range scuffles, but don't expect to snipe someone from the water tower. And shotguns? Well, those beauties are built for up-close and personal work—perfect for clearing out a saloon or holding the line at the door, but you're not likely to win any sharpshooting contests.

So, before you pull the trigger, think about how far your target is. The right weapon at the right range can mean the difference between legendary heroics and a whole lotta missed shots. And hey, if your players start arguing about whether their pistol can hit that bandit hiding behind a cactus half a mile away, just grin, tip your hat, and remind them: even legends need to respect the laws of physics... and the GM's ruling!

BRAWLING



When fists fly and chairs start breaking, you've entered the world of Brawling—a close-quarters scuffle where grit, muscle, and quick thinking count for more than bullets. Brawling in *Dust & Glory* uses the following rules:

Gumption

At the start of a brawl, each participant rolls 1d10 and adds their Speed or Agility (player's choice). The highest total goes first.

Making an Attack

To throw a punch, tackle, or swing an improvised weapon, roll 1d10 and add your Strength. (For quick, finesse-based attacks, the GM may allow you to use Agility instead of Strength.)

The defender chooses to Dodge (roll 1d10 + Agility) or Block (roll 1d10 + Strength). If the attacker's total is higher, the attack hits.

Damage

- Unarmed: Deal 1d10 + Strength.
- Improvised Weapon (bottle, chair, etc.): Deal 1d10 + 2 damage.
- A Brawl Weapon will always do at least 1 point of damage despite a roll showing negative.

Critical Hits & Special Effects

If you roll a natural 10 on your attack and beat the defender's total by 3 or more, you may choose one special effect:

- **Knockdown:** Foe is knocked prone and must spend their next turn getting up.
- **Disarm:** Knock an item from your foe's hand.
- **Grapple:** Foe is grabbed and must win a contested Strength or Agility roll on their turn to break free.
- **Stun:** Foe loses their next action.

Using the Environment

If you creatively use the environment—like smashing an opponent into a table or breaking a bottle over their head—add +1 to your attack roll or damage.

Getting Up or Breaking Free

If you are knocked down or grappled, you must use your action to try to recover. Make a contested Agility or Strength roll against your opponent. If you win, you successfully stand up or break free.

TARGET NUMBER (TN)

Whenever your character attempts an action where success isn't guaranteed—like jumping a fence, talking your way past a deputy, or making a tricky shot—the Game Master (GM) sets a **Target Number (TN)**. The TN represents how difficult the task is: the higher the number, the tougher the challenge.

To resolve an action, roll 1d10 and add any relevant bonuses from your attributes, abilities, gear, or other circumstances. If your total meets or exceeds the TN, you succeed. If it falls short, your character doesn't pull it off—at least, not the way you hoped!

**Some Tabletop Role Playing Games Refer to TN as DC or Difficulty Class*

Example:

You want to leap from a saloon balcony to a rooftop next door. The GM decides this is a Hard task with a TN of 10. You roll 1d10 and add your Agility bonus (+3) and your Evasion ability (+2). If your final total is 10 or more, you make the jump; if it's less, you miss your mark.

TN	DIFFICULTY	EXAMPLE
4	Very Easy	Target is stationary and directly in front of you / Lighting a match
6	Easy	Target is stationary and at a reasonable weapons range / Calming a gentle horse
8	Moderate	Target is moving and at a reasonable weapons range / Tracking someone at dusk
12	Hard	Target is behind cover / Outrunning a stampede
15	Very Hard	Target is behind cover at a distance / Shooting a hat off a head

The TN system keeps things simple and fast-paced, while allowing for a wide range of challenges—so you never know what the frontier might throw at you next!



MOVEMENT

NARRATIVE MOVEMENT:

For most situations, movement in *Dust & Glory* is handled narratively. Simply describe where your character goes and what they do—rushing across the saloon, diving behind cover, or sneaking down a dusty alley. The Game Master (GM) will call for checks or clarify distances only when it's important to the action, keeping play fast, flexible, and cinematic.

GRIDDED MOVEMENT (FOR MAPS & MINIATURES):

When the action gets tactical—such as during chases, shootouts, or large-scale encounters—*Dust & Glory* uses a simple grid system compatible with miniatures and battlemaps.

- **On Foot:** A typical human can move up to 6 squares per turn.
- **Horseback:** Move up to 12 squares per turn.
- **Full Gallop:** A horse at full gallop can move up to 18 squares per turn, but this uses its entire action and may require a successful Riding check to maintain control. While galloping, making attacks or complex maneuvers is much harder and may impose penalties or higher Target Numbers (TN).
- **Wagons/Trains:** Wagons and stagecoaches typically move 8–16 squares per turn (GM's discretion), but are restricted by terrain and obstacles.

Note: Horses and vehicles cannot enter all areas—indoors, rooftops, or narrow alleys may require you to dismount or find another route.

EXAMPLE MOVEMENT TABLE

MODE	MOVEMENT (SQUARES/TURN)	NOTES
On Foot (Human)	6	Standard movement
Horse (Walk/Trot)	12	Standard movement
Horse (Gallop)	18	Full-action; Riding check to control
Mule (Walk/Trot)	10	Standard movement
Mule (Gallop)	16	Full-action; Riding check to control
Donkey (Walk/Trot)	9	Standard movement
Donkey (Gallop)	15	Full-action; Riding check to control
Wagon/Stagecoach	8–16	Varies by terrain (GM decides)

MODIFIERS & TERRAIN:

- **Encumbrance:** Carrying more than your weapon or gear limit reduces movement by 1 or more squares per turn.
- **Speed/Evasion:** High ability scores may grant +1 or +2 squares per turn.
- **Difficult Terrain:** Mud, sand, steep slopes, or dense brush may halve movement or require a check to cross.

In short: Use narrative movement for fast-paced scenes and grid movement for tactical play or when using miniatures. The system is designed to be simple, flexible, and full of Western action—whether you're dodging bullets in a dusty street or spurring your horse in a desperate chase.

CHASES AND DRAMATIC MOVEMENT:

Sometimes, the action gets hot—whether you're sprinting down a dusty street or thundering across the plains on horseback. For chases and other dramatic movement scenes, use these rules:

- **Contested Rolls:** Both the pursuer and the quarry roll Quickness (or Speed, if you use that term) plus any relevant modifiers. The higher roll gains ground or pulls away. Repeat each round until someone escapes or is caught.
- **Obstacles:** If the chase leads through hazards—like fences, barrels, or rocky ground—each character must make a TN (Target Number) check (Quickness, Athletics, or another fitting skill) to clear the obstacle. Failure might mean losing ground, taking a tumble, or suffering a setback determined by the GM.

Tip: Describe the chase in vivid detail! The outcome of each roll shapes the story—maybe a horse bucks, a boot catches on a root, or a bystander gets in the way.

ENCUMBRANCE:

In the Old West, every ounce you carry counts. Guns, ammo, gear—even gold dust—adds up fast, and a loaded-down drifter won't last long in a shootout or a desert chase. Encumbrance represents the physical limits of what your character can

reasonably carry without slowing down or suffering penalties.

CARRYING LIMITS:

To keep things realistic (and your character sheet tidy), *Dust & Glory* limits the number of weapons and large items you can carry:

- **Pistols:** Up to 3 (for example, two holstered and one tucked away as a backup like a derringer).
- **Rifles/Long Guns:** Up to 2 (such as a carbine and a hunting rifle).
- **Other Gear:** The GM may set sensible limits on bulky items (bedroll, pickaxe, saddlebags, etc.), but small items (ammo, a deck of cards, flask) are generally not tracked unless you start hauling a wagon's worth.

WHAT HAPPENS IF YOU CARRY TOO MUCH?

If you exceed these limits, you're over-encumbered. The GM may apply some or all of these penalties until you lighten your load:

- **Slower Movement:** Reduce your movement by 2 squares per turn (on the grid).
- **Higher TNs:** Physical actions (running, climbing, dodging) have increased Target Numbers (TN +2).
- **Skill Penalties:** Checks involving agility or stealth are made at disadvantage or with additional penalties.
- **Narrative Consequences:** You might make more noise, tire out faster, or draw unwanted attention.

ENCUMBRANCE & THE STORY

Encumbrance isn't just about numbers—it's about choices and realism. Want to lug a Gatling gun into town? You'd better have a team and a wagon. The more you carry, the more you risk being slowed down when the bullets start flying or the law comes calling.

TIP: If you're unsure, ask yourself: "Would a real person be able to carry all this and still draw quick, ride fast, or climb a rocky slope?" If not, it's time to stash some gear at camp or in the stables.

EQUIPMENT ENCUMBRANCE:

Each piece of equipment you carry—whether it's a revolver, rifle, lantern, or pickaxe—is either limited by your character sheet (for weapons) or assigned an Encumbrance Weight Number for other gear. Your character can comfortably carry up to 20 pounds of equipment without penalty. If the Encumbrance is not listed, it has not affect on your character.

For every 2 full pounds you carry over this 20-pound limit, you lose 1 square of movement per turn. So, if you're hauling an extra 10 pounds, your movement drops by 5 squares—you'll be bogged down and easy pickings in a chase or a firefight!

TIP: Pack smart and travel light. Every pound counts when you're running for cover or making a getaway.



GEARING UP

Starting Money

At the start of the game, roll 4d10 and multiply the total by 10. The result is your starting cash in dollars—enough for a pistol, some supplies, and maybe a night or two at a local inn. Spend it wisely; out on the frontier, fortunes can change faster than a six-shooter's draw.

Packing Your Saddlebags

When it's time to gear up for adventure, there are a couple of important things to keep in mind—starting with encumbrance. Pack too much, and you'll end up slower than a mule in mud. The GM might just have a little fun with that, so travel light and smart! Think about what you really need for the job ahead.

Are you staying in town, just a stone's throw from the mercantile and the nearest water trough? Then there's no need to load yourself down with three days' worth of trail rations, a bedroll the size of a buffalo, and your grandma's cast iron skillet. But if you're heading out into the wild, you'd best be sure you've got everything you need—because you won't find many general stores once you're lost in the cactus and coyotes.

And don't forget: the gear you carry depends on the weapons you choose. If you're brandishing a cap-and-ball pistol, you'll need a powder horn and ball ammunition—not just cartridges. Want to speed things up in a firefight? Better pack some extra cylinders! Each type of weapon has its quirks and requirements, so it pays to do a little research before you kit yourself out. After all, you don't want to be the one caught with an empty chamber when the lead starts flying.

So, before you hit the trail, take a good look at your load out. Pack for the adventure you're actually going on—not for every possible scenario under the sun. Your back (and your dice) will thank you. And remember, the best heroes aren't the ones who carry the most stuff—they're the ones who carry the right stuff!



WEAPONS

Many of the most popular firearms from the Old West are included in the list of weapons available for your character to purchase. However, given the vast number of manufacturers and models from that era, it's possible a player may wish to use a firearm not currently listed.

If a player wants to use an unlisted historical firearm, simply have them complete the submission form on page XX for your approval. As a guideline, historically accurate weapons such as the Springfield Trapdoor .45-70 are welcome, while clearly anachronistic or fictional weapons—like the M41A Pulse Rifle—are right out.

To assist with integrating custom firearms, refer to the damage chart below, which categorizes weapons by caliber. This ensures consistency and balance when adding new options to your game.

CALIBER CATEGORY	CALIBERS	DAMAGE	NOTES
Below .29	.22, .25, .28	1d10	Small pocket pistols, derringers, gallery guns.
.30–.39 Caliber	.32, .36, .38, .357	1d10+2	Most small revolvers and early carbines.
.40–.49 Caliber	.44, .45, .44-40, .41	1d10+4	Standard-issue big-bore revolvers, many rifles.
.50 Caliber & Above	.50, .56, .577, .69	2d10	Buffalo rifles, heavy muskets, large bore.
12 Gauge & Above	12 Gauge, 16 Gauge, 20 Gauge	2d10+3	Shotguns, Messenger Guns, Coach Guns
10 Gauge & Below	10 Gauge, 8 Gauge	3d10	Shotguns, Messenger Guns, Coach Guns

How many guns do I get?

The wild frontier may tempt you to arm yourself to the teeth, but reality—and your character sheet—keeps things in check. The weapons of the era were sturdy and heavy, making it unrealistic to haul an arsenal everywhere you go.

WEAPON LIMITS:

- **Pistols:** Your character can carry up to three pistols—but that's only if they're willing to be weighed down. Typically, most folks would have two pistols and, if they're lucky, a small backup like a derringer.
- **Rifles/Long Guns:** You're limited to two rifles or long guns (for example, a carbine and a large-caliber hunting rifle).

These limits are reflected right on your character sheet, making gear management easy and keeping the action grounded. If your GM allows you to exceed these limits, you'll be over-encumbered—and that comes with a price. Penalties may include:

- Reduced movement speed
- Increased TNs for physical actions (like running, dodging, climbing)
- Disadvantage on Evasion or Agility-based checks
- Draws and reloads take longer in tense situations

RELOADING:

Some weapons can be loaded or reloaded more quickly than others. For example, cartridge firearms reload much faster than black powder weapons. Even with black powder firearms, swapping out a pre-loaded cylinder is quicker than repacking one by hand. Every reloading method takes time—and time is often in short supply during a shootout.

If your weapon can be reloaded in 30 seconds or less, you may use your combat turn to reload. However, you cannot fire your weapon during that same turn. While reloading, you lose any bonuses from Agility and Evasion, as your focus is on reloading rather than dodging incoming fire. If you are concealed, you may reload without the Evasion penalty, but you still lose any Agility bonuses.

PISTOLS

Colt Army Model 1860

Ammo: .44

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 8"

Type: Cap & Ball

Cost: \$15

Load Time:

- 30 Seconds cylinder swap
- 2 minutes cylinder repack

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Colt Army Model 1871 Conversion

Ammo: .44

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 8"

Type: Cartridge

Cost: \$15

Load Time:

- 30 Seconds cylinder swap

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Colt Navy Model 1851

Ammo: .36

Capacity: 6 Rounds

Damage: 1d10+2

Barrel Length: 7 1/2"

Type: Cap and Ball

Cost: \$15

Load Time:

- 30 Seconds cylinder swap
- 2 minutes cylinder repack

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Colt Navy Model 1851 Conversion

Ammo: .36

Capacity: 6 Rounds

Damage: 1d10+2

Barrel Length: 7 1/2"

Type: Cartridge

Cost: \$15

Load Time:

- 30 Seconds cylinder swap
- 2 minutes cylinder repack

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Colt Lightning

Ammo: .38

Capacity: 6 Rounds

Damage: 1d10+2

Barrel Length: 2.5" - 7.5"

Type: Cartridge

Cost: \$15

Load Time:

- 10 Seconds

Range:

- Short (0-49 yards) +1 Modifier
- Medium (50-75 yards) +0 Modifier



Colt Thunderer

Ammo: .41

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 4.41"

Type: Cartridge

Cost: \$15

Load Time:

- 10 Seconds

Range:

- Short (0-49 yards) +1 Modifier
- Medium (50-75 yards) +0 Modifier

Colt Derringer*

Ammo: .41

Capacity: 1 Shot

Damage: 1d10+4

Barrel Length: 2.5"

Type: Cartridge

Cost: \$15 / Pair

Load Time:

- 2 Seconds

Range:

- Short (0-5 yards) +0 Modifier

*Exception to the 3 pistol rule as these come in a pair.



Colt Peacemaker

Ammo: .45

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 3" - 7.5"

Type: Cartridge

Cost: \$15

Load Time:

- 5 Seconds

Range:

- Short (0-49 yards) +1 Modifier
- Medium (50-75 yards) +0 Modifier

Merwin & Hulbert Frontier

Ammo: .44

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 8"

Type: Cartridge

Cost: \$15

Load Time:

- 30 Seconds cylinder swap
- 2 minutes cylinder repack

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



LeMat

Ammo: .36 / 20 Gauge Shot

Capacity: 9 Rounds / 1 Shotgun

Damage: 1d10+2 / 2d10+3

Barrel Length: 8"

Type: Cap and Ball

Cost: \$35

Load Time:

- 30 Seconds cylinder swap

Range:

- Short Shotgun (0-10 yards) +2 Modifier
 - Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Prescott Pocket

Ammo: .32

Capacity: 6 Rounds

Damage: 1d10+2

Barrel Length: 3"

Type: Cartridge

Cost: \$15

Load Time:

- 10 Seconds

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Prescott Navy

Ammo: .38

Capacity: 6 Rounds

Damage: 1d10+2

Barrel Length: 7.125"

Type: Cap and Ball

Cost: \$15

Load Time:

- 10 Seconds cylinder swap
- 2 minutes cylinder repack

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Remington Army

Ammo: .44

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 8"

Type: Cap and Ball

Cost: \$15

Load Time:

- 10 Seconds cylinder swap
- 2 minutes cylinder repack

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Remington Army New Model

Ammo: .44

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 8"

Type: Cartridge

Cost: \$15

Load Time:

- 10 Seconds

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Remington Derringer

Ammo: .41

Capacity: 2 Rounds

Damage: 1d10+4

Barrel Length: 3"

Type: Cartridge

Cost: \$8

Load Time:

- 5 Seconds

Range:

- Short (0-5 yards) +0 Modifier
-



Smith and Wesson American

Ammo: .44

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 6.5"

Type: Cartridge

Cost: \$15

Load Time:

- 30 Seconds cylinder swap
- 2 minutes cylinder repack

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Smith and Wesson Russian

Double Action

Ammo: .44

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 8"

Type: Cartridge

Cost: \$15

Load Time:

- 5 Seconds

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Smith & Wesson Schofield

Ammo: .44

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 8"

Type: Cartridge

Cost: \$15

Load Time:

- 5 Seconds

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Starr Arms Double Action

Ammo: .44

Capacity: 6 Rounds

Damage: 1d10+4

Barrel Length: 8"

Type: Cap and Ball

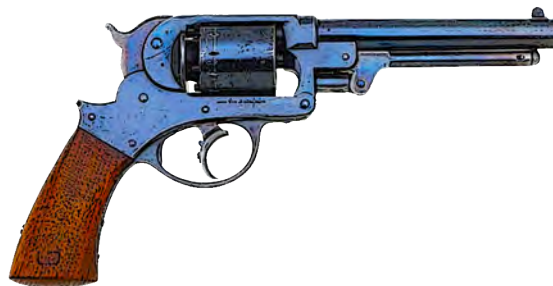
Cost: \$15

Load Time:

- 10 Seconds cylinder swap
- 2 minutes cylinder repack

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



Walch Navy

Ammo: .36

Capacity: 12 Rounds

Damage: 1d10+2

Barrel Length: 6"

Type: Cap and Ball

Cost: \$15

Load Time:

- 30 Seconds cylinder swap
- 2 minutes cylinder repack

Range:

- Short (0-49 yards) +1 Modifier
 - Medium (50-75 yards) +0 Modifier
-



RIFLES



Bullard

Ammo: .50-115

Capacity: 6 Rounds

Damage: 2d10

Barrel Length: 28"

Type: Cartridge

Cost: \$35

Load Time:

- 10 Seconds

Range:

- Medium (20-100 yards) +1 Modifier
- Long (101-200 yards) +0 Modifier
- Extreme Range (201-250 yards) -1 Modifier



Henry

Ammo: .44

Capacity: 15 Rounds

Damage: 1d10+4

Barrel Length: 18.25"

Type: Cartridge

Cost: \$40

Load Time:

- 5 Seconds

Range:

- Medium (20-100 yards) +1 Modifier
- Long (101-200 yards) +0 Modifier
- Extreme Range (201-250 yards) -1 Modifier



Remington No. 2

Ammo: .44

Capacity: 1 Round

Damage: 1d10+4

Barrel Length: 28"

Type: Cartridge

Cost: \$50

Load Time:

- 5 Seconds

Range:

- Medium (20-74 yards) +1 Modifier
- Long (75-150 yards) +0 Modifier



Sharps Creedmoor

Ammo: .45-70

Capacity: 1 Round

Damage: 1d10+4

Barrel Length: 30"

Type: Cartridge

Cost: \$40

Load Time:

- 5 Seconds

Range:

- Short (100-499 yards) +2 Modifier
- Medium (500-899 yards) +1 Modifier
- Long (900-1000 yards) +0 Modifier
- Extreme Range (1001-1100 yards) -1 Modifier



Sharps

Ammo: .52

Capacity: 1 Round

Damage: 2d10

Barrel Length: 47"

Type: Cartridge

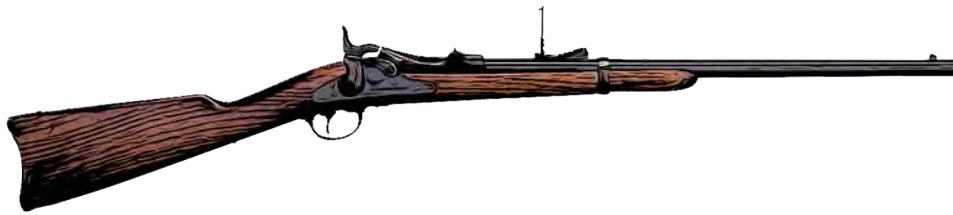
Cost: \$45

Load Time:

- 5 Seconds

Range:

- Short (20-99 yards) +0 Modifier
- Medium (100-399 yards) +1 Modifier
- Long (400-500 yards) +0 Modifier



Springfield Trapdoor

Ammo: .45-70

Capacity: 1 Round

Damage: 1d10+4

Barrel Length: 32.5"

Type: Cartridge

Cost: \$50

Load Time:

- 5 Seconds

Range:

- Short (100-499 yards) +0 Modifier
- Medium (500-1499 yards) +1 Modifier
- Long (1500-2500 yards) +0 Modifier
- Extreme Range (2501+ yards) -1 Modifier



Winchester Carbine

Ammo: .45

Capacity: 10 + 1 Rounds

Damage: 1d10+4

Barrel Length: 20"

Type: Cartridge

Cost: \$50

Load Time:

- 10 Seconds

Range:

- Short (20-49 yards) +0 Modifier
- Medium (50-99 yards) +1 Modifier
- Long (100-150 yards) +0 Modifier



Winchester Military

Ammo: .44-40

Capacity: 10 Rounds

Damage: 1d10+4

Barrel Length: 24"

Type: Cartridge

Cost: \$50

Load Time:

- 10 Seconds

Range:

- Short (20-99 yards) +0 Modifier
- Medium (100-399 yards) +1 Modifier
- Long (400-500 yards) +0 Modifier

SHOTGUNS



Colt Double Barrel

Ammo: 10 Gauge

Capacity: 2 Round

Damage: 3d10 per barrel

Barrel Length: 32"

Type: Cartridge

Cost: \$60

Load Time:

- 5 Seconds

Range:

- Short (10-34 yards) +1 Modifier
- Medium (35-40) +0 Modifier



Remington Coach Gun

Ammo: 12 Gauge

Capacity: 2 Round

Damage: 2d10+3

Barrel Length: 24"

Type: Cartridge

Cost: \$40

Load Time:

- 5 Seconds

Range:

- Point Black (1-3 yards) +2
- Short (4-19 yards) +1 Modifier
- Medium (20-30 yards) +0 Modifier

EXPLOSIVES

The frontier is dangerous, and sometimes it takes more than a six-gun to get the job done. Explosives—whether black powder, guncotton, nitroglycerin, or dynamite—can clear obstacles, destroy structures, or turn the tide of a gunfight. Handle with care!

USING EXPLOSIVES

- **Setup:** Lighting or triggering an explosive requires an Agility or Speed check (TN 12), adjusted for tricky circumstances (e.g., wind, rain, makeshift fuses).
- **Detection:** Hidden explosives can be spotted with an Awareness check (TN 14).
- **Detonation:** Explosions occur immediately after ignition unless a fuse is used (set by the GM or player).
- **Saving Throws:** Anyone caught in the blast may attempt an Agility or Speed check (TN = 10 + damage rolled) to take half damage. Partial cover halves damage; full cover blocks it.

USING EXPLOSIVES

TYPE	BLAST RADIUS	DAMAGE	NOTES	COST
Black Powder (Quarter Keg)	10 ft	2d10	Minor structural damage, light shrapnel	\$1
Black Powder (Half Keg)	15 ft	3d10	Moderate blast, debris, potential fire	\$2
Black Powder (Full Keg)	20 ft	4d10	Large blast, structural damage, shrapnel	\$4
Black Powder (Half Barrel)	25 ft	5d10	Major blast, significant damage, fire risk	\$8
Black Powder (Full Barrel)	45 ft	8d10	Widespread destruction, collapse risk	\$16
Guncotton (per charge)	10 ft	3d10	Compact, easier to carry, less smoke, safer than nitro	\$3
Dynamite (per stick)	15 ft	4d10	Reliable, easy to handle, moderate risk of misfire	\$5
Nitroglycerin (per bottle)	20 ft	6d10	Extremely unstable, easy to set off accidentally	\$12

Black Powder

Description: Black powder, also known as gunpowder, is the driving force behind the firearms, cannons, and explosives that shape life on the frontier. This coarse, gritty mixture of saltpeter, charcoal, and sulfur is easily ignited and burns rapidly, producing hot gases that propel bullets, shatter obstacles, and kick up clouds of smoke. It requires a container (keg/barrel) for a big blast. Loose powder burns rapidly, but doesn't explode unless confined. Black powder is commonly used with a fuse to create timed explosions. To rig a black powder charge with a fuse, simply insert a length of fuse into the powder and light it. The length of the fuse determines how much time passes before detonation—typically, one foot of fuse burns in about one round (6 seconds).

- **Setting a Fuse:** Takes one action and an **Agility** or **Speed** check (TN 10, higher in stressful conditions).
- **Fuse Length:** Players may specify the length of the fuse, allowing for delayed explosions useful in traps, demolitions, or daring escapes.
- **Cutting Fuses:** Fuses may be cut or tampered with (Awareness or Agility check, TN 12), potentially stopping or hastening the explosion.
- **Misfires:** Wet or poorly-made fuses may fail or sputter out (GM's discretion, roll or use narrative).

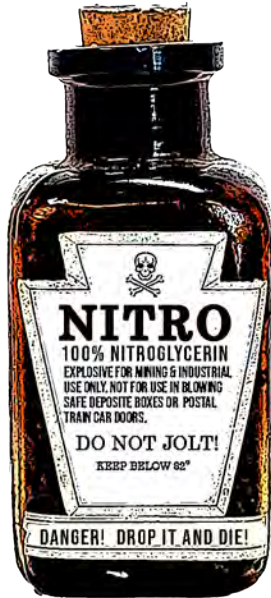


Nitroglycerin

Description: Nitroglycerin is a powerful and highly unstable liquid explosive, prized for its tremendous destructive force but feared for its volatility. Clear and oily, nitroglycerin can detonate from a sudden shock, jolt, or even a sharp change in temperature. While it's often used to make dynamite (which is much safer to transport), some desperate souls risk carrying nitroglycerin itself when they need the biggest bang possible. Even a small vial can obliterate obstacles, collapse tunnels, or wreak havoc on the battlefield.

Nitroglycerin is never truly safe; any rough handling can set it off. It is typically stored in padded, tightly-sealed bottles and moved with utmost caution. Most explosions involving nitroglycerin are accidental—and almost always spectacular.

- **Handling Checks:** Whenever a character runs, jumps, falls, is shot, or takes any sharp impact while carrying nitroglycerin, they must make an **Agility** or **Speed** check (TN 14, higher in rough conditions). Failure means the nitroglycerin explodes immediately.
- **Use:** Pouring or placing nitroglycerin requires an **Agility** or **Speed** check (TN 12), as even the slightest mishap can be fatal. It can be detonated by a sharp blow, gunshot, or fuse (though attaching a fuse is risky and requires a check at GM discretion).
- **Using Fuses:** Setting a fuse in nitroglycerin is extremely dangerous. It requires an **Agility** or **Speed** check (TN 15). Failure results in immediate detonation.
- **Transport:** Each hour of travel with nitroglycerin, the GM may call for a handling check (TN 12–16, depending on terrain and events). Dropping or roughly jostling nitroglycerin triggers an immediate check.
- **Misfires:** There are no misfires with nitroglycerin—if it fails, it's only because it exploded prematurely!



Guncotton

Description: Guncotton, also known as nitrocellulose, is a lightweight, fibrous explosive that looks much like ordinary cotton but packs a powerful punch. When properly processed, guncotton burns rapidly and with little smoke, making it a favorite for demolitions and improvised charges. It is far more stable than nitroglycerin, safer to transport, and can be shaped or packed into small spaces—perfect for sabotage or quick demolitions on the frontier. Guncotton is usually stored in waxed packets or waterproof pouches. It is less likely to detonate accidentally, but can still be set off by fire, a strong spark, or a blasting cap.

- **Handling Checks:** Carrying or moving guncotton under normal conditions requires no check. However, exposing guncotton to open flame or sparks may trigger detonation at the GM's discretion.
- **Use:** Setting a guncotton charge in place and attaching a fuse takes one action and an **Agility** or **Speed** check (TN 10, higher in stressful or dangerous conditions).
- **Using Fuses:** Guncotton is easily ignited by flame or fuse. Insert a fuse, light it, and get clear. One foot of fuse burns in about one round (6 seconds), just like with black powder.
- **Fuse Length:** Players may specify the length of the fuse for delayed explosions, making guncotton ideal for traps or timed demolition.
- **Cutting Fuses:** Fuses can be cut or tampered with (**Intellect** or **Agility** check, TN 12), potentially stopping or hastening the explosion.
- **Misfires:** Guncotton is less prone to misfire than black powder; a wet or poorly-made fuse may still fail (GM's discretion).



Dynamite

Description: Dynamite is the workhorse explosive of the frontier—safer and easier to handle than nitroglycerin, and more powerful than black powder or guncotton. Invented by stabilizing nitroglycerin with absorbent materials and wrapping it in waxed paper sticks, dynamite can be transported and handled with reasonable safety. Each stick is potent on its own, and multiple sticks can be bundled for greater effect, making dynamite a favorite for mining, construction, and outlaws looking to make a fast entrance or exit.

Dynamite is typically ignited by attaching a fuse or blasting cap. While much less sensitive than nitroglycerin, rough handling or exposure to high heat may still trigger accidental detonation, especially if the sticks are old or sweating nitroglycerin.



- **Handling Checks:** Carrying and moving dynamite under normal conditions is safe and requires no check. If dynamite is dropped from a height, exposed to fire, or otherwise mishandled, the GM may call for an **Agility** or **Speed** check (TN 10 for fresh dynamite, TN 14 for old or damaged sticks). Failure means the dynamite explodes immediately.
- **Use:** Setting a dynamite charge and attaching a fuse takes one action and an **Agility** or **Speed** check (TN 10, higher in stressful or dangerous conditions).
- **Using Fuses:** Insert a fuse or blasting cap into the dynamite stick, light it, and take cover. One foot of fuse burns in about one round (6 seconds). Multiple sticks can be bundled for greater effect (see table).
- **Fuse Length:** Players may specify fuse length for timed explosions, allowing for creative traps or demolitions.
- **Cutting Fuses:** Fuses can be cut or tampered with (**Intellect** or **Agility** check, TN 12), potentially stopping or hastening the explosion.
- **Bundling Dynamite:** Multiple sticks can be bundled together. For each additional stick added to a bundle, increase the damage by +1d10 and the blast radius by +5 feet.
- **Misfires:** Rare, but a wet or poor-quality fuse may fail (GM's discretion). Old or poorly stored dynamite may sweat nitroglycerin, becoming dangerously unstable.

BRAWL WEAPONS

Bowie Knife

Length: 12"

Damage: 1d10

Cost: \$3

Range:

- Arms reach + length

Strike:

- Adjacent

Notes:

- Heavy, intimidating; can be used for prying, chopping, or close combat.



Hunting Knife

Length: 8"

Damage: 1d10-2

Cost: \$2

Range:

- Arms reach

Strike:

- Adjacent
- Thrown

Notes:

- Easier to conceal; ideal for backup or stealth attacks.



Whip

Length: 17' - 20'

Damage: 1d10-2

Cost: \$3

Range:

- 10'-20'

Strike:

- Adjacent
- Up to 2 squares away

Notes:

- Can be used to disarm or trip opponents (GM may allow an attack roll with disadvantage/imposed TN).



Axe

Length: 36"

Damage: 1d10+2

Cost: \$3

Range:

- Arms length + 36"

Strike:

- Adjacent

Notes:

- Two-handed; heavy; often used for chopping wood or breaking down doors as well as in combat.



Tomahawk

Length: 25"

Damage: 1d10

Cost: \$2

Range:

- Arms reach

Strike:

- Adjacent
- Thrown

Notes:

- Can be thrown; suitable for utility tasks as well as combat.



Hatchet

Length: 16"

Damage: 1d10

Cost: \$2

Range:

- Arms reach

Strike:

- Adjacent
- Thrown

Notes:

- Can be thrown; suitable for utility tasks as well as combat.

Brass Knuckles

Length: 4.5"

Damage: 1d10-2

Cost: \$2

Range:

- Arms reach

Strike:

- Adjacent

Notes:

- Easily concealed; turns a punch into a potentially bone-breaking blow.



Axe Handle / Stick

Length: 36"

Damage: 1d10

Cost: \$2

Range:

- Arms reach + 36"

Strike:

- Adjacent

Notes:

- Improvised club; sturdy, can be used for brawling or as a makeshift weapon.

EQUIPMENT

AMMUNITION

ITEM	PRICE	ENCUMBRANCE	NOTE
Box of Bullets (20 Rounds)	\$2	1 pound	For revolvers & rifles
Shotgun Shells (10 Rounds)	\$2	1.5 Pounds	For Shotguns
Derringer Rounds (10 Rounds)	\$1	.5 Pound	For pocket pistols
Cylinder for Cap & Ball	\$5	.5 Pound	For Cap & Ball pistols
Black Powder Horn (small)	\$1	.5 Pound	For Cap & Ball pistols / 35 Reloads
Black Powder Horn (Field)	\$2	2 Pounds	For Cap & Ball pistols / 450 Reloads
Ball Ammunition (25 Rounds)	\$1	1 Pound	For Cap & Ball pistols

FIREARM ACCESSORIES

ITEM	PRICE	ENCUMBRANCE	NOTE
Gun belt & Holster / Shoulder Rig	\$3		Leather / Holds 30 rounds
Gun belt / Dual Holster	\$5		Leather / Holds 20 rounds
Rifle Scabbard	\$2	.5 Pound	Leather /For Saddle
Rifle Sling	\$2	.25 Pound	Leather / Holds 10 rounds
Cleaning Kit	\$2	1 Pound	For revolvers, rifles, & shotguns
Bandoleer	\$1	2 Pounds	Leather / Holds 50 rounds
Ammo Pouch (x2)	\$1	.5 Pounds	Leather Holds 20 Rounds

CLOTHING

ITEM	PRICE	ENCUMBRANCE	NOTE
Flat Crown Hat / Cowboy Hat	\$2		Classic look, some sun protection
Derby Hat / Top Hat	\$10		Stylish look, little sun protection
Sombrero Handmade	\$10		Classic look, some sun protection
Long Johns	\$1		Underclothes
Cotton Shirt	\$1		Classic look
Silk Shirt	\$30		Stylish look
Leather Vest	\$4		Classic look, 4 pockets
Embroidered Silk Vest	\$40		Stylish look, 4 pockets
Boots	\$3		Hard Wearing, work
Embroidered Boots	\$15		Stylish look, leisure
American Spurs	\$1		Small Rowel, removable jingle bob
Mexican Spurs	\$2		Large Rowel, no jingle bob
Duster	\$5		Weather resistant, some concealment
Heavy Coat	\$4		For cold weather
Bandanna (2)	\$1		Dust mask, disguise, or sling
Canvas Pants	\$1		Classic look
Suit Pants	\$2		Stylish look, leisure
Leather Belt	\$1		Classic look

ITEM	PRICE	ENCUMBRANCE	NOTE
Poncho	\$1		Classic look
Chaps (Woolies)	\$1		Classic look
Chaps (Leather)	\$2		Classic look
Suspenders	\$.50		Classic Look
Leather Bracers (Cuffs)	\$1		Classic Look
Leather Gloves	\$1		Classic Look

SURVIVAL & CAMPING

ITEM	PRICE	ENCUMBRANCE	NOTE
Bedroll	\$2		
Blanket	\$1		
Canteen	\$1		Holds water
Lantern	\$3		
Oil (pint) (x2)	\$1		For lantern, 2 tins
Matches (50) (x4 Boxes)	\$1		4 Boxes, 50 per box
Mess Kit	\$1		Cup, plate, utensils
Rope (50 ft.)	\$2		
Lasso / Lariat (20 ft.)	\$3	2 Pounds	
Saddlebags	\$2	4 Pounds (empty)	
Fishing Line, Hooks, Pole	\$1		
Carpet Bag	\$1	2 Pounds	
Canvas Bag (x4)	\$1		
Tent (2 man)	\$10		
Coffee Pot	\$1		

TOOL & MISC.

ITEM	PRICE	ENCUMBRANCE	NOTE
Shovel or Pickaxe	\$2	3 Pounds	
Pocket Watch	\$10		
Compass	\$3		
Map (local area)	\$2		
Deck of Cards (x2)	\$1		
Journal & Pencil	\$1		
Flask (empty)	\$1		
Leather Ties (x10)	\$1		
Lockpicks	\$5		
Small Mirror (x2)	\$1		
Spyglass	\$5	1 Pound	
Chiroot (x12)	\$1		
Tobacco (1 pound)	\$1	1 Pound	
Rolling Papers (200)	\$0.10		
Bible	\$1		

ITEM	PRICE	ENCUMBRANCE	NOTE
Corncob Pipe	\$0.25		
Clay Pipe	\$0.50		
Fancy Pipe	\$4.00		
Penknife	\$0.25		
Flint & Steel	\$0.50		
Hammer	\$0.50		

ANIMALS & TRANSPORT

ITEM	PRICE	ENCUMBRANCE	NOTE
Riding Horse	\$75	Carries 200 lbs.	7d10 Vitality / Standard Mount
Pack Horse	\$50	Carries 200 lbs.	7d10 Vitality / Good for cargo
Mule	\$30	Carries 200 lbs.	6d10 Vitality / Good for cargo
Donkey	\$30	Carries 200 lbs.	5d10 Vitality / Good for cargo
Road Cart (basic)	\$100	Carries 2,500 lbs.	Good for cargo & transportation
Buckboard (2 Passenger)	\$30	Carries 800 lbs.	Good for cargo & transportation
Stage Coach (quality) (9 passengers, 1 shotgun, 1 driver)	\$1,100	Carries 35 lbs. per passenger	Good for cargo & transportation
Conestoga Wagon	\$160		Massive Cargo wagon pulled by Oxen
Buggy	\$50		Good for small cargo and 2 persons.
Saddle & Tack	\$10	40 lbs.	Required for riding
Canoe (2 Passenger)	\$10	Carries 75 lbs.	Good for cargo & transportation
Cow	\$15		
Sheep	\$5		

PROVISIONS

ITEM	PRICE	ENCUMBRANCE	NOTE
Jerky (x10 days)	\$1	.5 Pounds	Lasts weeks, counts as 10 day's ration
Hard Tack (x20)	\$1	1 Pound	Lasts months, counts as 20 day's ration
Beans (x10)	\$1	1 Pound	Requires cooking, 10 day's ration
Coffee Tin (x4)	\$1	4 Pounds	Morale boost, 120 cups
Whiskey Bottle (8 servings)	\$1	3 Pounds	Morale or barter bonus, risky as medicine
Brandy Bottle (8 servings)	\$1	3 Pounds	Morale or barter bonus, risky as medicine
Whiskey Flask (4 servings)	\$0.50	.5 Pound	Morale or barter bonus, risky as medicine
Whiskey Shot	\$0.10		Morale or barter bonus, risky as medicine

MEDICAL

ITEM	PRICE	ENCUMBRANCE	NOTE
Bandages	\$1	.25 Pounds	4 Rolls
Bottle of Laudanum (20 pills)	\$3	.25 Pounds	Painkillers
Medical Kit	\$10	2 Pounds	Doctor's Bag
Soap (4 Cakes)	\$1	.5 Pounds	Tallow, wood ash and salt cake soap

MONEY, PRECIOUS METALS, & STONES

ITEM	PRICE	ENCUMBRANCE	NOTE
Gold	\$20	Actual weight	Gold is \$20 an ounce.
Silver	\$1.50	Actual Weight	Silver is \$1.50 per ounce.
Copper	\$0.05	Actual Weight	Copper \$0.05 per pound.
Turquoise	\$5	Actual Weight	Turquoise is \$5 Carat.
Beryl	\$100	Actual Weight	Beryl is \$100 Carat.
Garnet	\$5	Actual Weight	Garnet is \$5 Carat.
Coal	\$0.12	Actual Weight	Coal is \$0.12 per 76 pounds (bushel)

SPECIALTY

ITEM	PRICE	ENCUMBRANCE	NOTE
Camera and Lenses	\$20	10 Pounds	
Photo Supplies	\$5		
Magnifying Glass	\$0.50	2 Pounds	
Safe	\$45	150 Pounds	



GAME MASTER {GM}

WHAT IS A GAME MASTER?

The Game Master, or GM, is the storyteller, referee, and guide for any game of Dust & Glory.

As the GM, you:

- **Describe the World:** Paint the scenes, from dusty saloons to windswept prairies.
- **Play All the Characters:** Bring to life townsfolk, outlaws, lawmen, and everyone the heroes meet.
- **Set Challenges:** Create obstacles, mysteries, and dangers for the players to overcome.
- **Fair Arbiter:** Interpret the rules, decide what happens when the unexpected occurs, and keep the game fun and fair for everyone.

Think of the GM as part narrator, part judge, and part director. While the players control their own characters, the GM controls the rest of the world and helps the story unfold.

Above all, the GM's job is to make sure everyone at the table enjoys the adventure!

THE WORLD OF DUST & GLORY (1875–1885)

The decade between 1875 and 1885 was a time of wild transformation across the American West. Law and lawlessness, fortune and ruin, and the march of civilization collided on the open frontier. Use these real-world events and themes to inspire your stories and immerse your players in a living, breathing West.

FRONTIER STORY SEEDS & HISTORICAL BACKDROP

The Last Indian Wars

The great struggles between Native tribes and the U.S. Army reach their climax. The Battle of the Little Bighorn (1876) and the flight of Chief Joseph's Nez Perce (1877) echo across the plains, while smaller skirmishes and uneasy truces abound. The Apache wars simmer in the Southwest, and displaced peoples seek survival on shrinking lands.

Outlaws and Lawmen

This is the age of infamous figures—Jesse James, Billy the Kid, and the Earp brothers. Outlaw gangs rob banks and trains, Pinkerton detectives hunt fugitives, and local sheriffs walk a thin line between justice and survival. Feuds and shootouts are never far away.

Rails, Booms, and Busts

Railroads stretch across the continent, bringing settlers, goods, and new opportunities. Towns like Deadwood and Tombstone spring up overnight amid gold and silver strikes, only to fall into lawlessness and violence. Rail wars, claim disputes, and sabotage are common.

Cattle Drives and Range Wars

Cattle trails snake across the open range, but the rise of barbed wire fences sparks fierce conflicts between ranchers and farmers. Drives end in wild boomtowns, while stampedes, rustlers, and hired guns threaten fortunes made on hoof.

Civilization Creeps In

Territories race toward statehood, and the trappings of "civilization"—law courts, newspapers, judges—begin to tame the wild. Saloons, brothels, and gambling halls offer both refuge and danger.

New Technologies

Winchester rifles and Colt revolvers change the face of gunfights. The telegraph speeds up news and justice. Barbed wire transforms the land, fencing off the once endless prairie.

Other Frontiers

The Exoduster movement brings African Americans west in search of new beginnings. The great bison herds vanish, forever altering the Plains. Pinkerton detectives, Buffalo Soldiers, and fortune-seekers of every background shape the legends of the West.

Using History in Your Game

Sprinkle these events and themes into your adventures. The party might:

- Guard a payroll on a train heading through dangerous territory.
- Mediate a bloody range war between rival ranchers.
- Join a mining camp on the verge of a boom—or a bust.
- Outwit a relentless Pinkerton or become outlaws themselves.
- Help a tribe resist relocation or protect settlers from a desperate raid.

DEVELOPING YOUR OWN LAND

The Players

As GM, your job is to make the players fall in love with the adventure. You want them to feel the sun on their faces, hear the thunder of hooves, and maybe even smell a little gunpowder in the air! When you're planning your game, pour in your own excitement—if you love what you're running, chances are your players will catch that spark too.

But remember, the adventure is for your players. Don't set out to create a TPK (Total Party Kill) epic. Aim for something that's challenging, not impossible—think “just enough danger to keep 'em sweating, not so much they start writing their wills.” Your group might be the Magnificent Seven, but even the best gunfighters know that facing the Bolivian Army is a losing proposition (yes, I mixed my movie metaphors, but you get the idea).

Most importantly, you want your players to come back for the next ride, don't you?

Game Length

Adventure length is one of those things you'll want to size up based on your group's mood and your own GM style. Some players love a quick, action-packed adventure that wraps up in a single evening—perfect for folks with busy schedules or for testing out new characters. Others might be itching for a good old-fashioned campaign, something that lets their characters grow, evolve, and get into all sorts of long-term trouble over several sessions.

Pay attention to your players: do they seem excited to keep going, or do they start checking the clock after a couple hours? Don't be afraid to ask them what they prefer! Maybe they want to stop the McCracken gang from robbing the Wells Fargo stage in Árboles, Texas tonight and call it a win. Or maybe they're ready to saddle up for a multi-session chase, tracking the McCrackens across dusty plains, through lawless border towns, and into the wild unknown.

There's no right or wrong answer—just what works best for your table. Some nights, you want a quick showdown. Other times, you're all in for the long haul, swapping tales and making memories across a dozen sessions. The important thing is to keep things fun and flexible. After all, a great adventure is one that fits your group just right, whether it's a one-night stand-off or a legendary saga.

I Don't Know Any Western Towns

One of the best things about *Dust & Glory* is the wide-open canvas you get to play on. It's set in a time when America was stretching out its boots—mining towns popped up overnight and vanished just as quick, frontier villages blinked in and out of existence like tumbleweeds in a dust storm. That means, dear GM, you've got the green light to invent whatever you want: towns, mines, dusty crossroads, mysterious villas, you name it! If you build it, your players will ride right in and start making trouble.

Chances are, you've seen enough westerns to whip up a rootin'-tootin' adventure off the top of your head. But if you want to add a bit of historical flavor, a quick internet search or a stroll through your local library will give you more than enough inspiration. This is called worldbuilding—and in *Dust & Glory*, your world can be as big as the Texas sky or as cozy as a one-horse town.

It all comes down to your players and what kind of stories you want to tell together. Maybe tonight's adventure is a quick-draw standoff with “Fast Fred,” who's rolled into a nameless town to make off with the cash from a rickety frontier bank. Or maybe you're setting up an epic showdown with “Bullet” Bob Cutter, the Scourge of Santa Rosa, a legend whose wanted posters are tacked up everywhere from here to Dodge City—he's not just robbing the bank; he's gunning for the sheriff, too. Both are great adventures, just with different flavors. How much detail you sprinkle in is totally up to you—some stories need a whole backstory, others just need a name and a bad attitude.

Here's a little secret: you don't have to have everything planned out. Some of the best moments happen when you make it up on the fly. For example:

Let's say the players wander into a saloon and decide to grill the barkeep for information. Suddenly, you realize you never gave the barkeep a name!

Player: “GM, what's the name of the barkeep?”

You glance around, spot a map on the wall, and—bam!—he's Oslo. Oslo the Barkeep, straight from the wilds of your

imagination (or possibly Norway).

So don't sweat the small stuff. Make it up as you go. If you're having fun, your players will too. That's the real magic of worldbuilding in *Dust & Glory*—there's always room for one more legend in the West!

Games of Chance: Playing the Tables

Step into the saloons, casinos, and gambling halls of *Dust & Glory*—where fortunes can change with the turn of a card!

To bring the world to life, players may choose to play real games of chance in-character, such as Faro, Blackjack, Brag, or Poker. This lets you experience the tension, excitement, and drama of the frontier firsthand.

How It Works

- **In-Character Play:** When your characters find themselves at the gaming tables, you and your fellow players can play actual card games at the table, staying in-character as you bluff, boast, and bet.
- **Quick Rules Provided:** For each classic game, you'll find a summary of rules via the QR code below, along with suggestions for quick play if you don't want to use the full version.
- **Roleplaying & Stakes:** Winning or losing has real in-game consequences. You might gain or lose money, win information, make an enemy, or even attract the attention of powerful NPCs.
 - **The Game Master (GM) may offer plot hooks based on the outcome:** perhaps a high-stakes hand wins you a deed to land, or a bad loss leaves you indebted to a local tough.

Mixing Skills and Luck

- **Cheating & Reading Opponents:** Want to cheat at cards? Use skills like Deception, Sleight of Hand, or Observation to stack the odds or spot a cheat. The GM can call for rolls at tense moments.
- **Roleplay Prompts:** Stay in character! Bluff, boast, or try to read your opponents. The GM can reward clever in-character play with bonuses or insights.

Keeping It Fun

- **Keep It Moving:** Use the quick play rules for a faster experience, or play a few hands before returning to the main story.
- **All Are Welcome:** If some players don't wish to gamble, let them mingle, gather rumors, or pursue side activities while the card game plays out.

Games of chance bring the world of *Dust & Glory* to life! Whether you're aiming to win big, settle a score, or just pass the time, the cards are always ready to be dealt. Fortune favors the bold!



Scan for quick play rules for **Blackjack, Brag, Faro, and Poker.**

ADVENTURE MUSIC

Here's another ace up your sleeve as GM—background music, courtesy of AC0! Want to give your adventures a little extra flavor and that big-screen, cinematic vibe? AC0 has cooked up background scores for just about every situation your characters might stumble into, from tense standoffs to high-noon chases. Not only does the music set the mood for your table, but it's also a great source of inspiration while you're planning your next adventure. Just hit play while you're writing, and who knows—maybe a haunting melody or rowdy tune will spark your next big idea!

You can find all the music on the *Dust & Glory* website right here: <http://ac0.org/dustandglory/>

PERIOD PRICING

LODGING	PRICE	NOTE
Average Hotel Room	\$.25-\$.50 / night	
Nice Hotel Room	\$1 / night	
Fancy Hotel Room	\$2 / night	
Luxurious Hotel Room	\$4 / night	
Barn or Stable + Boarding	\$.50 / night	

HYGIENE	PRICE	NOTE
Bath (First Water)	\$.50	Clean, Fresh Water
Bath (Used Water)	\$.25	Used, Luke Warm Water
Shave	\$.25	
Soap	\$.25	
Towel	\$.25	
Haircut	\$.25	

TRAVEL	PRICE	NOTE
Railroad	\$.03 / mile	Where it is available throughout the United States
Stage	\$.15 / mile	Across the United States
Large Steam Ship	\$1 / mile	From Europe to America
Steamer	\$1 / mile	From Florida to California
Carriage & Driver	\$1.50 / hour	Local town only / 2 Persons only

FOOD & DRINK	PRICE	NOTE
Alcohol Shot	\$.25	
Wine Glass	\$.25	
Standard Dinner	\$.25	Beef, Beans, Potatoes, Sourdough Biscuits, Coffee, Pie
Fancy Dinner	\$1.00	Prime rib of beef, roasted lamb, veal, pork, vegetables, french bread, champagne, ice cream, pie, cake
Standard Lunch	\$.25	Beef/Pork, Beans (stewed or in chili), Soda Biscuits, Coffee
Fancy Lunch	\$1.00	Oysters, Caviar, Turtle Soup, Imported Cheeses, Peaches
Standard Breakfast	\$.25	Eggs, Steak, Potatoes, Coffee
Fancy Breakfast	\$1.50	Steak, Eggs, Biscuits with Gravy, Pork, Venison, fried potatoes, Hot Cakes

COMMUNICATION	PRICE	NOTE
Telegraph	\$.10 / word	
Telephone	\$.15 / call	Where Available
Newspaper	\$.01 / issue	Where Available
Mail	\$.02 / .5 ounce	Pony Express

GAME NOTES

Native Americans

Because Dust & Glory is a game that draws inspiration from the American Old West, we recognize the importance of thoughtfully honoring the history, resilience, and contributions of Native American peoples. We understand that this subject can be complex and sensitive, especially within the context of a Western-themed role playing game.

To approach this with the care and respect it deserves, we are developing a dedicated supplemental book focused on Native American characters. This supplement will provide unique abilities and skills inspired by the diverse cultures, regions, and traditions of specific tribes, aiming to reflect their authentic histories and experiences rather than relying on stereotypes.

Our goal is to support players in creating rich, respectful, and well-rounded Native American characters while staying true to the realities of the era. This supplement will be available as a free download, just like the Dust & Glory Basic Ruleset. As always, we are committed to ongoing research, consultation, and listening to voices from Native communities to ensure representation is handled with the utmost accuracy and care.



Dust & Glory Western Fiction

Players of Dust & Glory can dive even deeper into the world of the wild west by exploring our exclusive collection of Western Fiction, available right on the Dust & Glory website. Simply scan the QR code below to unlock gripping stories filled with daring outlaws, steadfast lawmen, and the untamed spirit of the frontier. Whether you're looking for inspiration for your next adventure or just want to immerse yourself in tales of dust, danger, and glory, our ever-growing library of Western fiction is just a click away.



ACO GAMES AND CHARACTERS

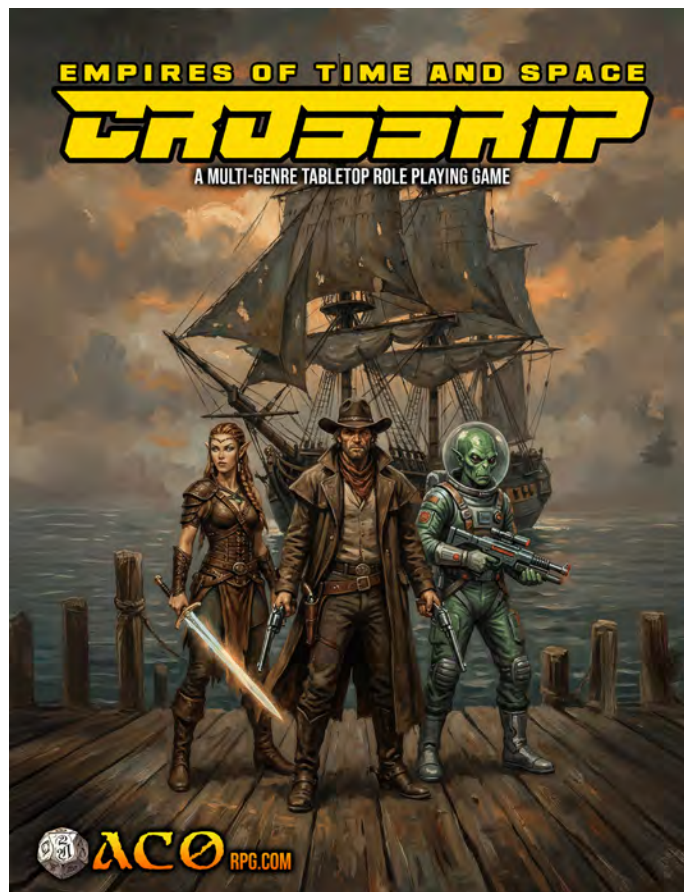
Creating Characters with ACO

All tabletop role-playing games created by ACO share a common foundation: the same five core Attributes—Strength, Intellect, Agility, Speed, and Magnetism. No matter which ACO game you choose, these Attributes serve as the backbone of every character, streamlining the learning curve for newcomers and veterans alike. While each game world features its own unique Abilities and specialized skill sets, they are all designed to function in a familiar, intuitive way, making it easy to jump into a new setting or system without missing a beat.

We designed our games this way with accessibility and flexibility in mind. Our unified system means that mastering one ACO game opens the door to all the others. Whether you're playing in a dusty frontier town, a neon-lit metropolis, or a realm of ancient magic, you'll find that the rules and mechanics feel consistent and natural across the entire ACO multiverse.

But we're not stopping there. We're excited to announce the development of a groundbreaking new game: Crossrip. This ambitious project takes the ACO philosophy to the next level, letting you bring characters from any ACO universe into a single, mind-bending setting—The Gray Paradise. In Crossrip, the barriers between worlds collapse, and the impossible becomes reality. Cowboys and wizards join forces with futuristic robots to storm a Nazi stronghold, where gorilla pirates are loading parasite bombs onto zeppelin airships. Imagine a universe where you can be anything, and anything can happen. One moment, your character is sneaking through the shadows, spying on a Russian diplomat in a Cold War thriller; the next, you're battling a horde of axe-wielding goblins with your trusty semi-automatic by your side.

With Crossrip, we invite you to embrace the limitless possibilities of imagination. The ACO system is your passport to adventure, and The Gray Paradise is a world where the only limits are your creativity and your courage. Prepare for a journey through time, space, and dimension—where heroes from every corner of the ACO multiverse unite to face challenges unlike any the world has ever seen.



MORE DUST & GLORY ADVENTURES

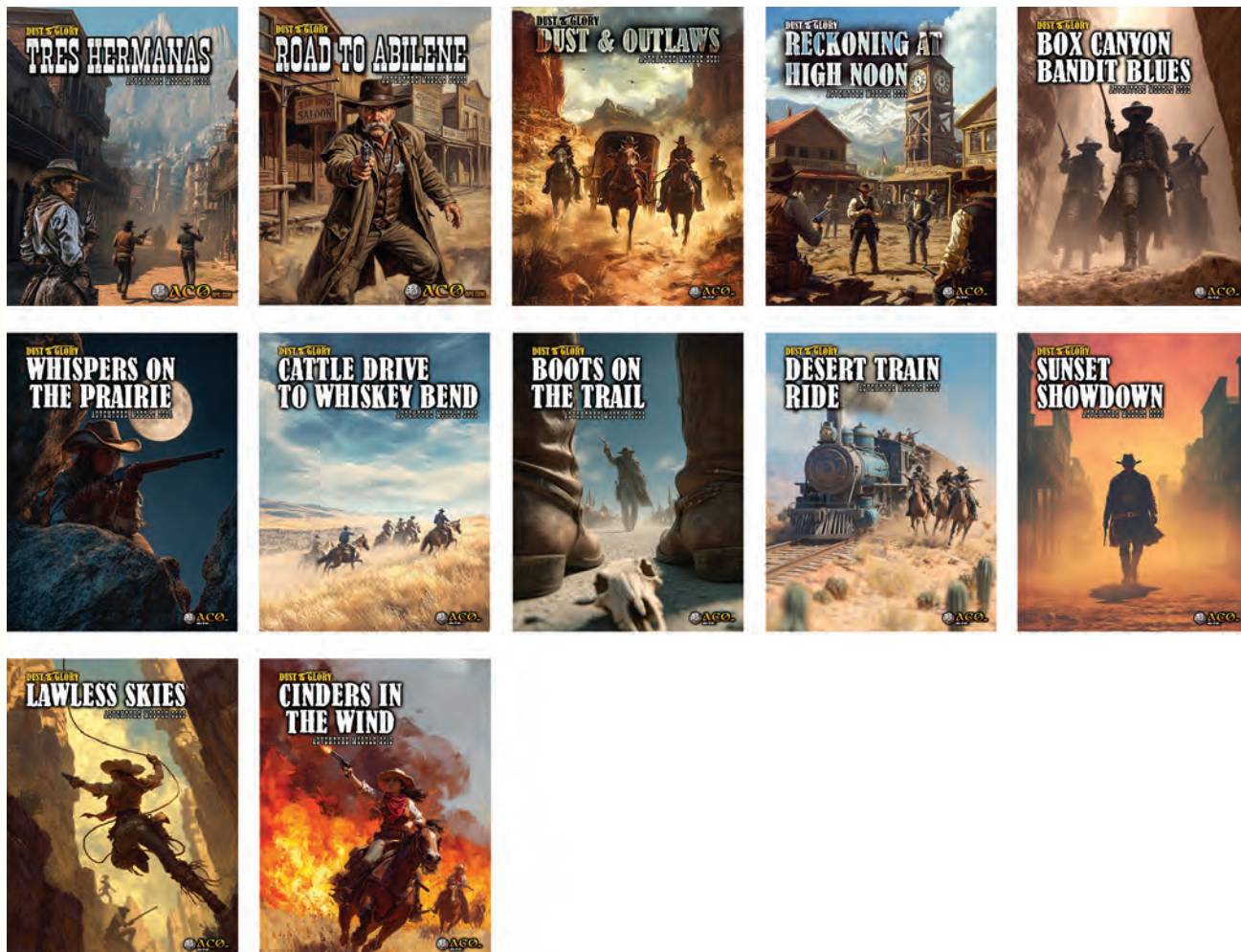
Coming Soon from AC0: Twelve New Adventures in the Wild West of Dust & Glory!

The story doesn't end with The Gold River Job. If you enjoyed the twists, turns, and thrills of your first foray into the world of Dust & Glory, saddle up—because the adventure is just getting started!

We're excited to announce that twelve brand-new adventures are on the horizon, each one set in the untamed, lawless frontier of Dust & Glory. These upcoming scenarios will take you and your posse from sun-scorched canyons and bustling frontier towns to haunted mine shafts and notorious outlaw hideouts. Face off against cunning bandits, desperate treasure hunters, mysterious strangers, and supernatural threats as you carve your legend into the heart of the wild west.

Whether you're a seasoned gunslinger or just starting your journey, these adventures promise fresh challenges, new allies and enemies, and unforgettable moments around the table. Keep a close eye on our website for release dates, sneak peeks, and exclusive previews—because you won't want to miss what's coming next.

So polish your boots, load your six-shooter, and get ready to ride again. The world of Dust & Glory is about to get even bigger, wilder, and more exciting—with twelve new adventures coming soon from AC0!



CHARACTER BIRTHPLACE: _____

BIRTH YEAR: _____

FAMILY ORIGIN COUNTRY: _____

PLACES VISITED: _____

NOTED RUN-INS: _____

HORSE: _____

BRAND

HISTORY:

SKETCH

ADVENTURE POINTS

WELCOME TO THE WILD WEST—YOUR ADVENTURE STARTS HERE!

Saddle up, partner! *Dust & Glory* is your ticket to a world of blazing gunfights, daring outlaws, gold rush dreams, and untamed frontiers. Whether you're a greenhorn itching for your first showdown or a veteran outlaw with a price on your head, this game puts you right in the heart of the action.

Inside, you'll find everything you need to create your own legends:

- ◆ Fast-paced rules that keep the action rolling
- ◆ A toolbox for worldbuilding, from dusty mining camps to bustling boomtowns
- ◆ Tips for GMs and players alike to make every session unforgettable
- ◆ Cinematic music to set the mood and spark your imagination

Draw your iron, stake your claim, and see if you've got what it takes to survive in a land where fortunes are made, legends are born, and the only thing more dangerous than a six-shooter is the story you haven't told yet.

THE WEST IS WIDE OPEN. THERE'S GLORY OUT THERE—GO AND CLAIM YOURS!

