

Created by Discount Fry
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Duelist

A MICRO-TTRPG



Sinners Reward
After every successful kill roll 1d10, if you roll a 10 roll 1d6 and choose form the chart

1-3 Hunted by those you've **KILLED** permant -2 compsure

3-6 Internal Revolver
A blackpowder pistol from hell itself, +1 to compsure, +2 to Dex, upon failing a Dex roll the pistol combusts killing its owner.



Aftermath Conf.

By default there should be a doctor present at the duel, however the players may forfeit this if they desire. Without a doctor the character who was shot **DIES**.

Roll 1d6 to determine the quality of the doctor.

1-2 Medical Skill of 4
3-4 Medical Skill of 6
5-6 Medical Skill of 8

The doctor can attempt to treat the victim, rolling Medical Skill + 1d10

To determine the DV use the chart below, if the medical check is a success the victim survives.

Arm/Leg - DV 8 - half of Body
Stomach - DV 10 - half of Body
Chest - DV 15 - half of Body
Head/Heart - DEAD

Creating a Duelist

ROLL 2D10
DISTRIBUTE
THE SUM
BETWEEN THE
FOUR STATS...

- BODY
- SPEECH
- DEXTERITY
- COMPSURE

ALL ACTIONS BOIL
DOWN TO SKILL
CHECKS...

STAT+1D10+MODIFER
VS. DV OR OPPONENTS
STAT+1D10+MODIFER



ROLL 1D6 ON EACH TABLE TO DETERMINE STATING EQUIPMENT

1-2 Nothing
3-4 Tricorn Hat +1 Speech
5-6 Powdered Wig +2 Speech

1-2 Rusty Flintlock -1 Dex
3-4 Cheap Flintlock
5-6 Luxery Flintlock +1 Dex

Remember Modifers Stack

The Duel

Step 1 - Taunting (Optional)

A player may choose to taunt the other before the duel, roll speech vs. opponents compsure roll. Upon success your opponent suffers -2 Compsure.

Step 2 - Roll Compsure

Both players must roll compsure v. DV10 if they fail they suffer -2 dexterity.

Step 3 - Ten Faces, Turn, Fire!

First both characters rolls Dexterity against eachother to see who fires first. The winner gets the first shot, this dose not mean they've won.

The person who won the initial dex roll must roll a second dex check to determine if they hit their target, to determine the DV...

Roll 1d6 or choose one on the next page (If you choose one suffer -1 dex)

Aftermath

If the player successfully hits the opponent then it is time to determine if they survive.

If they miss, the opponent has an opportunity to shoot the previous winner.

Step 3 - Arm DV 6

Step 2 - Stomach DV 8

Step 1 - Leg DV 4

