Golden Frontiers

Core Rulebook

GAT212-A

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Welcome

Golden Frontiers is a western themed role-playing game that is based around the American West around the year 1867. The *Golden Frontiers* Rulebook contains all the information a player of Game Master needs to create a character and jump into an invigorating role-playing experience. The Rulebook is divided into two main sections. The first section is called *Game Masters Guide* and contains information so that a starting Game Master may learn how to competently run a single or recurring game session of *Golden Frontiers*. The second section, entitled *Players Guide* contains all the information needed to help a player create a character and learn how to interact with the world of *Golden Frontiers*.

Game Masters Guide

The Game Master (GM) serves as the moderator for a group of players or for a game session. The GM handles many decisions in *Golden Frontiers*. These decisions involve areas such as combat, non-player character actions and reactions, decisions about items available in the surrounding area, and any issues that crop up during the playing of a game session. It is important for the GM to not only know the rules of the game they are moderating, but to also be able to read and direct the player group they are moderating. Many things the GM must consider are described in the following sections : *Getting Started, Running a Game, Players and their characters, Non-Player Characters, Rewards,* and *Creating your own adventures*.

Getting Started – Before a session of *Golden Frontiers* may take place there are various things that need to be considered. This can be listed out into the following steps : *Choosing a GM, Choosing a location, When to Meet, How often to Meet, Player Expectations, Tone and Maturity,* and *Setting Ground Rules*. Remember that these rules should probably be established before players even get together to roll characters. This way the GM can plan an experience tailored to the group of players.

Choosing a GM – The first step is to decide who will be the GM for this session or series of sessions. As mentioned earlier, the GM should have at least some experience playing *Golden Frontiers* or at the minimum have read and understood the *Golden Frontiers* rulebook.

Choosing a Location – The next move may be to determine where the play session is going to happen. Do the players want to meet at the GM's house? Perhaps a local game shop would be better. Either way the location should be easily accessible to all participants. It would not be fun to have everyone meet at the GM's house when one player lives an hour away from the GM (unless that player is fine getting to the GM's house).

When to Meet – There should be a set time that the session will start and, if the group has other obligations, a time when the session will end. This will serve two purposes. The players will all know when to expect each other to begin a session and if one player cannot play very long but another wants to keep going, having an ending time prevents confrontation and potential inter-group frustration.

How often to Meet – Much like deciding when to meet it should also be decided how often. Can everybody meet twice a week? How about once? Maybe only monthly. Whatever the results, at least all players have had input and know what to expect for time obligations from the other participants.

Player Expectations – As GM it is important to realize the expectations of your players. What do they want to get from this experience? If the players want an extremely real and gritty western experience you will need to GM in a much different manner than if the players just want to have a few hours a week to go to the old west and joke around. As long as the players expectations are known, as GM, you should be able to tailor an experience that will make everybody in the group happy.

Tone and Maturity – This is closely linked in to player expectations. As GM you are setting the whole mood of

the world and all the characters that the players will encounter. It is important that if the players are expecting a realistic and believable experience the GM must match these expectations with their tone and maturity. Also, realize that if new players are in the group it is not fair to harass them over their play decisions. What may seem obvious to a GM may be miles away from a players mind. Unless the players have expressly stated that they expect a lot of ridicule and ribbing from the GM when they make mistakes, keep negative comments to yourself. **Remember, the GM is there to deliver a pleasurable and positive experience to the players**.

Setting Ground Rules – This basically sums up the above steps, just verbally. Make sure to not just assume the players want a realistic experience and everybody in the group is fine with that. Let the group know that from the information you have received you believe they want an 'X' type of experience. Make sure that all the players agree that this is the experience they want so that you avoid players becoming bored because they did not expect this type of a game.

Running a Game - This section guides new GM's in the basics of how to run a simple play session. This covers basics such as : *How to run a game, tools used,* and *The art of GMing*.

How to run a game - The first part of running a game is making sure that all the information listed in the *Getting Started* section was gathered. This will give you a solid understanding of what your players expect when they come to a session and how the game should be approached. If you have created your own scenario (described later in *Creating your own adventures*) or are using an already made Campaign Setting, then you should have a basic idea of where your players will start. What is actually done in the game will differ based on play session and what scenario is being played but in all sessions the GM needs to make sure they have a clear turn order for who is playing. This is akin to making sure that every player gets an equal share of the "spotlight". While some characters may get into more trouble and excitement, it is important to go back to the other characters and check in on what they are doing. This is key to making sure that no player feels left out when a session is being run. After all, feeling as though your character is not important to the campaign is a quick way to make players bored or even actively frustrated with their play experience. The basic take away for running a campaign is to **visit every player at an obvious and fairly even interval so that nobody feels like they are unimportant to the play session**.

Tools used - This is an easier section for the GM to prepare. If you know the size of your play-group and you know what scenario you are running, make sure to have all of the tools on hand to play. This includes making sure every player has a set of dice (ideally), the campaign setting is on hand, any maps or other play aids are ready to be used, and essentials such as the deck of cards and character sheets are available. It is also useful to have already made characters just in case a player does not want to create their own character. While it is important to have all of the tools, remember that the GM does not need to *provide* them all. If all players have told the GM that they have their own sets of dice that they can bring, surely let the players do that. This prevents the GM from having to amass a large amount of dice and any extra dice the GM has may now be used for other purposes.

The art of GMing - While in the midst of all of the number crunching, set up, and story driving that a GM must do, remember that GMing is a form of art. Nobody is a perfect GM and mistakes will be made. Good GM's will learn from these mistakes and some may even be able to work these mistakes into the story and continue to create a pleasant experience for the players. Remember that as long as the GM is delivering an enjoyable experience to the players a miscalculation or slip here or there is not going to be met with torches and pitchforks. Above all, as long as a positive experience for the players is being pursued then the GM is most likely doing a fine job. However, it is important to note that rules should not always be broken just to accommodate players. Unfavorable encounters and occurrences will happen to the players, and just like life this is an important part of the game. If the players never come up against something that actually presents a problem for them then there will be no challenge in the game. Without challenge most players will get bored of playing as they never really have to think or use skill when playing. They will be safe in the feeling that all will turn out well and sometimes events go awry and things do not end up well for the players. Remember that unfavorable events do not necessarily mean that a bad play

experience is happening.

Players and their Characters - This describes basics of how to start players in *Golden Frontiers* and how to handle them and their characters in the session. There are a few considerations to make when dealing with players such as dealing with *new players, starting characters, dealing with players interactions,* and *player involvement.*

New Players - New players may either be players who are new to *Golden Frontiers* but have experience with other role-playing games, or players who have never played a role-playing game. At the early stages of the game these players will generally need a little more guidance and help creating their characters and starting out in a play session when compared to players who have played *Golden Frontiers* many times. It is important to make sure new players have an opportunity to consider how they want to create their character (or if they want to use a pre-generated character) and that these players have an opportunity to ask questions and receive answers if they are confused about something. Remember, a player being ignored is a bad thing, a new player being ignored will feel even worse as they are being ignored and possibly lost in terms of what they should be doing.

Starting Characters - Players start characters in the same way described in the *Character Generation* section of these rules. These characters may be made fresh or could be pre-generated characters. It is generally easier if a GM has a lot of new players to run a short session where all players get a pre-generated character and can get right into role-playing. After all, this could just be a learning experience to get used to how the game works and the next session these players may be more prepared for creating a character that they want to use for multiple sessions.

Dealing with player interactions - Remember that even though this is role-playing and the players are actually talking to each other, it is important to monitor the game and make sure players are not having harmful interactions with each other. In this case a harmful interaction is something that is done for the sole purpose of detracting from another players experience. If one player is constantly steering the group in whatever direction they want, try to find a way to keep the other members of the party involved in the campaign. Remember not to assume that the person harming others experiences is doing this on purpose. In the previous example of a player managing everyone's characters, it is completely possible that the offending player was just trying to be helpful by suggesting things for the other players to do and just did not realize how forceful they were being. There may be times when a player is trying to bully their play group around. In these circumstances it is assumed that the GM knows the players and their temperaments better than the writer of this rulebook. How to handle this situation is up to the GM but remember that a bully does a lot to ruin the experience of the other players and may ruin a perfectly good experience for everyone if not managed.

Player involvement - This section goes back to the idea of shining the "spotlight" on every player. Remember that everybody is there to play the game. If a player feels as though them or their character are not important or are being ignored the GM will most likely end up losing a player and possibly worse social aspects could come up outside of the game. Remember that role-playing, while a game, is still an emotional experience for people. While a person does not need to feel as if they are the key figure in the play group all the time it is nice to set up moments so that each type of character has a chance to shine and feel like they really are a pivotal piece of that play-group.

Non-Player Characters - Non-Player Characters (NPC's) are the characters in the game world that are not controlled by the players but by the GM. These are the majority of figures that the players are going to interact with and potentially be at odds against. This includes characters such as a bartender, the sheriff, the villain of the scenario, or even the horses the players rode into town on! It is important that the players feel as though these characters are unique and different. After all, if the bartender acts the exact same way as the villain then what is the difference between the two besides the label the GM put on them? NPC's should be given unique personalities which can include things such as how this person generally spends their time, the speech patterns of the NPC, the accent they talk in, and even the hand gestures the GM makes when acting out this characters role. All of these aspects are important in making players

believe the experience that they are having with the bartender is different than the one they have with the sheriff or any other NPC.

Rewards - Rewards serve as ways to motivate players. These are a powerful tool that is to be used at the discretion of the GM and can come in many flavors. Players may be rewarded for anything. This can be for role-playing their character really well, perhaps because they are using their characters accent when they are speaking. Players may also be rewarded for certain actions in game, such as setting a lookout if a player is trying to break into a house. Anything the GM thinks is worthy of reward and reinforces the way the player is playing. It is important to note that even though rewards can be used to reinforce actions a player is taking, punishments should not be given to players who act contrary to how the GM wants the players to act. Generally this is not a problem as punishments seem to play themselves out in games. The example of setting a lookout while trying to break into a house is a great example. A reward may be that the lookout sees the sheriff walking down the street so the players have the chance to not get caught breaking into the house. If there was no lookout, then it isn't a punishment when the sheriff catches the players breaking into a house and arrests them. This is just what would happen! Rewards may also be given in the form of modifiers (discussed in the *Character Generation* section). These rewards will effect the character permanently and are very powerful tools. If a player wins a shooting contest, for example, it may seem effective to reward them by giving them a modifier bonus when they shoot guns. This is a very easy way to reward a player for a task accomplished while also furthering their character. After all, if the character is winning shooting contests they probably are skilled with a gun and should have a modifier.

Creating your own adventures - GM's may also want to create their own adventures. This could be for many reasons including wanting to try out an idea that the GM had or trying to tailor a custom adventure and experience to a group of players. It is important to keep a few things in mind when making a scenario. The first thing is that players need something to do, some kind of direction in the adventure. If the players just find themselves in a room with nothing to do and no guidance they will either be bored and have little fun, or they may decide to wreak havoc on the town. If this was the initial plan, then well done, if not then guidance will need to be provided. Second, the GM should make an area that feels consistent. If one town is in the middle of a vast desert but the next town is five miles away at the top of a volcano, then the world just seems out of place. It is often a good idea when designing your own adventure to come up with a story you want the players to finish. Figure out all the key points of this story, build the world around this story, and try to find ways to subtly motivate the players to follow this story. However, the most important thing to remember is to not ***force*** the players into playing the story. Players will be able to tell if a GM is making them do something and not really giving them any choice and this will be thoroughly not fun for players. Make sure to set up the adventure and have events that will happen, but do not force the players to role-play one way or another.

Players Guide

Game Components / Aids

There are a few game components that are used in *Golden Frontiers*. Some of these components are essential for playing the game and other components serve to either streamline or enhance the play experience, but are overall non-essential.

Essential Components :
- *Golden Frontiers* Character Sheet(s)
- Deck of Standard playing cards (with two differentiable jokers)
- Dice (Sides numbering : 4, 6, 8, 10, and 12)

Non-Essential Components :
- Maps of area's for player reference
- Pre-Generated *Golden Frontiers* characters
- GM Game Screen

Explanation of Game Aids :

Character sheets - are a very important component for *Golden Frontiers*. It would be very hard and time consuming for a player to track their characters vital information (such as how many wounds they have, their equipment, how much money they have, etc...) if they did not have a character sheet. The sheet also serves to allow the GM to know the vital information about characters without having to constantly query each player.

The **Deck of Cards -** is important as it is used to help resolve actions such as combat damage and initiative. The deck of cards needs to be a standard deck (consisting of four suites (spades, diamonds, clubs, and hearts) and 13 values (2 – Ace)). It is also important that this deck has two jokers that are identifiable from one another. At the beginning of each play session, it should be divulged which joker has higher priority. For the sake of this rulebook, it is assumed that one joker has color and the other is just in black ink. The joker with color has higher priority.

Using the deck of cards – Once a suitable deck is found, the GM shuffles the deck and places it, face down, where all parties may reach it. Whenever a player draws a joker from the deck, after the actions for that round, turn, check, or whatever else may qualify are completed the deck is reshuffled. To reshuffle the deck, the GM takes all of the cards the deck started with (2 – Ace and both jokers) shuffles them together and places the deck, face down, back in reach of all players. A common example is when initiative is drawn. If a player draws a joker that round of combat is resolved as normal and then the deck the reshuffled at the end of the round.

If the deck runs out of cards! In the extreme case that both jokers happen to be near the bottom of the deck and the deck runs out of cards, keep all cards that are currently relevant (such as initiative cards) face up in front of the players and reshuffle all of the non relevant cards into a deck so play may continue. Remember, even if the deck is reshuffled in this manner, if a joker was drawn the deck will be reshuffled again.

Dice – Dice of varying numbers of sides are also an important component for *Golden Frontiers*. There should be at least one of each die with the following number of sides: four, six, eight, ten, and twelve. An ideal set up would have the GM and each player have at least one set of these dice. This way each participant

would have their own dice to use. Having a pool of extra dice of varying sizes would also be great in the case that extra dice are needed (say a player aces (described in the **Skill Check** section)). These dice are very important as they are used for many functions in *Golden Frontiers,* mostly based around skill checks and combat.

Maps – Maps for a *Golden Frontiers* play session are not essential but are very helpful for both the GM and the players. Though a formal movement system is not enforced, maps are still useful for helping participants envision their surroundings and get a general feel for the area that they are exploring. If a *Golden Frontiers* session has a story that is planned ahead of time it is great to have these extra maps to further immerse and ground the group in the story.

Pre-Generated Characters – These are characters that are already made ahead of a play session, mostly so that newer players may get into a play session without the need to take the time to create their own characters as this may sometimes have lots of overhead. This is especially useful if players want to get right into a game session or if the GM wants characters who fit very well into the environment. The important thing to remember is that even if the players do not want to use these characters, the GM may still use these characters in the scenario. They are already made and well defined, and if they fit into the story why not use them!

GM Game Screen – It is not essential but can be very useful for the GM to have a game screen. This screen may be any type of material that basically makes it so that the players may not see what the results of the GM's die rolls. This is important as it allows the GM to tailor the game experience for the players and create a more interesting experience.

Character Generation

Each player will need to create a character with which to play the game. Characters are made of four prime **Traits**: *Survival, Intuition, Reflexes,* and *Slickness* (SIRS).

Survival- Pain Tolerance, Strength, Knowledge of natural healing.
Intuition- Measures alertness, awareness, perception and instincts.
Reflexes- This is a measure of the characters physical reactions. This includes speed and reflexes.
Slickness- Social Reactions, Charm, and general ability to be seen positively by others.

Each character starts with a 1d4 (number of dice, d, sides on die) in each trait. Players have four points to place into their Traits. Every point they place in a trait raises the die the player uses for that trait up one size. The sizes go 1d4, 1d6, 1d8, 1d10, and 1d12.

There are a few benefits for have a larger sided die in a skill. The first being that *Skill Checks* are easier to make if you have a larger die. A *Skill Check* is where a player is trying to do something associated with a particular trait, such as using slickness to barter with a merchant, and has to roll the die associated with that skill to see if they are successful. The larger the die, the more likely it is that a player will pass that *Skill Check*. Second, each skill gains modifiers associated with having a larger die. When a roll is made using one of these traits, the die is modified positively by the amount listed.

Other parts of a character

These are the other sections on the character sheet that define how a character is seen in game.

Name: Characters name. Who the character is known as in the game.
Sex: Whether the character is male or female.
Age: How many years this character has been alive.
Weight: Physical weight or heft of the character.
Eye Color: The color of the characters eyes.
Profession(optional): If a player wants their character to have a profession. This is optional but may add flavor

to a character. This does not grant any specific abilities or perks unless the GM allows them. For example, a player cannot just name themselves a professional doctor but have no survival skill, unless the GM allowed this.

Inventory: List of the equipment that a character owns. This also doubles as an area to keep track of weapons and other equipment. This is comprised of the items name, description, ammo, dice associated with hitting a target, and any modifier to the items use.

Health: Section where players may track how many wounds they have suffered. The amount of wounds a character may suffer is determined by their survival skill, this is known as *Max Wounds*.

Money: Characters also start with money; This is based off the characters slickness. The character starts with money equivalent to the maximum number on their slickness die + any modifiers.

Special Skills: This section is for any skills earned through the course of play or allowed by the GM at the start of the game. Skills at the start of the game are usually described as something learned in the characters past while skills earned in play are explained in the *Leveling Up/ Skill Advancement* section of this guide.

The table below lists Modifiers and Max Wounds for a player based on their individual traits die sizes.

General Relation	Not Skilled	Average	Above Average	Rough and Tumble	Legendary
	1D4	1D6	1D8	1D10	1D12
Modifiers	0	0	1	2	3
Max Wounds	2	3	3	4	5

Once a character has their statistics and gold they are almost ready for their adventure. All that is left is for the characters to receive their equipment.

Equipment

Equipment is similar to inventory except that inventory is what a character owns while equipment is what a character currently has on them. The amount of equipment that a character may carry is at the discretion of the GM. If the amount of equipment seems manageable, then it should be allowed. If a character is too encumbered when they are in battle, they should also have slower reaction times. This should be reflected by giving adjusting the characters initiative and reactions to adjust for their being encumbered.

Below is a short list of possible equipment, this is by no means a complete list of items and any items the GM thinks acceptable may be included in the game:

Item	Attack Dice(if needed)	Ammo Capacity	Associated Trait	Cost
Knife	1d6	-	Reflexes	2
Revolver	1d8	6		3
Rifle	1d10	1		5
Shotgun	1d6–2d8(based on distance)	Up to 2		5
Clothes				1
Hat				1
Boots				1
Canteen				1
Satchel				1

Six of a type of Ammo	None	None	None	1

Combat

The *Combat* section of the rulebook describes what governs combat or fighting in *Golden Frontiers* and how these situations are resolved. Combat in *Golden Frontiers* may be divided into different steps : *initiative, action,* and *resolution*. Combat is also divided into time intervals tracked as *turns* and *rounds*. When combat is over players will also have to deal with the *aftermath* of battle.

Turns and Rounds : One **turn** consists of ten **rounds**. Each turn is approximately one minute long, making each round about six seconds long. The important part to remember is that the concept of turns and rounds is present to give the players and the GM a consistent idea of whether an action would be able to happen in one round or whether it would take longer.

The Three Parts Of Combat

Initiative/Turn Order- Describes the order in which combatants may take action.
Action- Common things done in battle.
Resolution- The effects of an action.

Initiative / Turn Order

Initiative describes which character may act first in each round of combat. In *Golden Frontiers* initiative may ebb and flow from round to round, just like in a real life altercation, so the initiative step is the first thing done at the beginning of every round. Initiative is determined using a deck of cards. Each combatant draws a card from the top of the deck and places it face up in front of them. This represents their initiative for that round. The character with the highest card (remember jokers are high; twos are low) gets to act first. Remember, the deck has all its cards collected and shuffled if a joker is revealed. For combat, this is done after all actions are resolved.

Ties: In the case of a tie, suite priority governs who has the higher priority. Suite priority is as follows : Spades, Diamonds, Clubs, and Hearts. Spades has the highest priority and Hearts has the lowest. In the extremely rare case that both jokers are drawn for initiative, the colored joker has higher priority.

Large Groups: In some cases the GM may find themselves deciding initiative for a large group of NPC's. When the GM thinks it is appropriate they may use one card to represent priority for the whole group. An example would be if the players found themselves facing off against a pack of wolves and three bandits. Each bandit would most likely get their own card, but the pack of wolves may very well get one initiative card to represent the whole pack. This rule is to save time figuring out initiative if there are a large number of combatants. Players should always draw an initiative card and not be part of a Large Group Initiative card.

Action

Actions are things that a character does during each round of combat. Characters may do anything the GM deems reasonable. Reasonable means within the realms of reality, it does not mean the action that makes the most sense. If a player wants to throw their revolver at an enemy instead of firing at that enemy it is perfectly reasonable even though it may not be optimal. Actions may take more than one round and the amount of time it takes to do an action may depend on the conditions while the character is performing an action. An example would be trying to load a gun while sitting behind a boulder compared to trying to load a gun while running through town. It will be harder to load a gun while sprinting so this will probably take more time as the character cannot fully concentrate on just loading the gun. Common actions include : *Biding Time, Attacking, Loading Weapons,* and *Moving*.

Biding Time – Gives the player the choice to take their action after somebody with lower initiative. This effectively lets somebody with really high initiative 'react' in combat instead of always being the first to act. If a player wants they may choose to wait the entire round. If this is done, the player will be at the top of the initiative during the next round. If a player chooses to wait the whole round so that they may act first the next round they will not draw a new initiative card on that round, they already know they are first to act.

> **Multiple Biding Times**: If multiple people decide to wait for the next round they keep the order of initiative that they were in. So if two people choose to bide time through the whole round then the player who had higher initiative this round will still have highest initiative next round, followed by the person who bode their time with the next highest initiative.

Attacking – consists of trying to hit an enemy and then resolving the attack. To hit a target the attacking character rolls dice associated with their weapon adding any modifiers. The defending character rolls dice based on their reflexes adding in modifiers. The results may either be a *hit, miss,* or *tie*. These rolls may ace (explained in the **Skill Checks** section).

> **Hit:** An attack hits if the attackers number is higher than the defenders. If a hit is scored the attacker draws a card from the top of the deck and places it face up in front of them. This card determines how much damage was dealt to the defender.

> **Miss:** An attack misses (or is dodged by the defender) if the defenders number is higher than the attackers. If a miss occurs then nobody was hurt by the attack and the character with the next highest initiative after the current character gets to take their action.

> **Tie:** If both attackers and defenders numbers are equal then the attacker and defender each draw a card from the top of the deck, placing the card face up in front of them. If the attacker draws the higher card then a hit is scored, if the defenders card is higher than the attack is a miss.

Resolving the attack
– If the attack made was a miss, then the character with the next highest initiative (after the current character) may take their action. If the attack made was a hit than the damage that was done needs to be resolved. Damage is resolved in the form of *Grazes, Wounds,* and *Crippling Wounds*.

> **Grazes :** A graze means that a character was hit by an attack but that attack did not really affect the character. However, these little hits can easily add up to wounds!

> **Wounds :** A wound can result from either a build up of grazes or directly from an attack. Characters may still fight with wounds but if too many wounds are accrued than a character may find themselves with a crippling wound.

> **Crippling Wounds :** A crippling wound is a wound that a character suffers that prevents them from engaging in combat. This can be represented in many ways and the crippling wound is usually expressed by the GM to add flavor to the game. For instance, instead of just saying a character has received another wound and now cannot fight, the GM may want to mention that the character has lost so much blood that it takes all they have to stay conscious.

Each character has a certain number of wounds they can sustain before receiving a crippling wound. This amount is tied to a characters *survival* trait. This damage may be tracked on a player characters *character sheet* for a players convenience. The GM has to track all of the Non-player Characters damage which will most likely require scratch paper.

> **A few things to remember:**
> * If a character has two grazes and would receive a third they instead receive a wound. The two grazes the character had are removed, resetting the character to zero grazes.

- If a character is at his maximum amount of wounds and would receive another wound they instead receive a crippling wound.
- When a character has a crippling wound they are no longer in combat. They do not get an initiative card and are unable to attack anybody. It is extremely difficult for this character to even drag themselves to safety.
- When a crippling wound is inflicted all other grazes or wounds are removed from the character. As the character has a crippling wound these other wounds are not relevant.
- A crippling wound *does not kill* a character. **Characters may only be killed** in *Golden Frontiers* by being executed (A character must clearly state their intent to go up to and execute another).

How Damage is decided: We know how damage is resolved but how do we know if a character is grazed, wounded, or crippled? This decision is based off of the card that the attacker flips over after they hit a defender. Based on the cards value either a graze, wound, or crippling wound is inflicted. The scale used to decide these results is ultimately up to the GM and should be tailored to create a fun play experience for the whole group. A recommended results graph follows :

Following is the card value followed by the result.

2-8 → Graze	9-King → Wound	Ace → Two Wounds	Joker → Crippling Wound

Remember that this table is recommended but is changeable by the GM.

(Re)Loading Weapons – Weapons that require ammo take time to load or reload. The load time of a weapon will most likely vary and it is up to the GM to decide how many rounds a weapon should take to reload. As a rule of thumb, if a weapon has less ammo it may be faster to load that weapon. Remember that each round consists of six seconds. It is easier to reload a six-shooter if the character is sitting behind a rock able to concentrate on loading the weapon rather than if the character is running across an expanse, under fire, and trying to load the weapon. In contrast a bow and arrow may be rather easy to load as a character just needs to grab an arrow and load the weapon. A weapon such as this may not take a full round to load and may even be fired on the same round that it was loaded. When it comes down to deciding loading times just keep in mind : the conditions under which the weapon is being loaded (stressful or not), how much ammo is being loaded, and what feels good for the play-group.

Movement – Oftentimes characters may want to move in combat. This does not count as an action in and of itself but may work to hinder other actions taken by characters. Keep in mind that a character is able to shoot their revolver and then move, but will not be able to move as far as they would if they moved the whole round while also firing. However, this would cause the shot to be more difficult as the attacker is moving and firing at the same time. Make sure to account for how hard a character may be making a given task simply because they are trying to run and do something else at the same time.

Aftermath

Recovering From Wounds
Once combat has ended a character may need to recover from wounds received in battle. Wounds may be removed by seeking medical attention or resting. *Grazes* do not require medical attention and are removed at the end of combat. *Wounds* may be removed at the rate of one wound per day or may be removed by seeking medical attention. *Crippling Wounds* may only be removed through medical attention. If medical attention is sought then the GM decides how many wounds are removed. If a player character is treating themselves or another character then the character giving the medical help will roll a survival skill check and wounds will be removed based on the result. If a NPC, such as a town doctor, is giving the medical help then it should be assumed that the doctor knows how to patch people up and all wounds are removed.

As a general guideline the base target number for healing a wound is six and an additional wound is removed for every two numbers a skill check is above that base. So if a character rolled an eight on their skill check, they would remove two wounds from somebody. This is just a guideline and may off course be modified by the GM.

PLAY EXAMPLE OF COMBAT

Two characters, Rusty and Clem, are having a fight in a saloon. A round of combat may look like the following :

Rusty and Clem each draw a card from the top of the deck for their initiative. Rusty gets a Ten of Spades and Clem gets a Ten of Hearts. Spades has a higher priority then hearts so Rusty gets to act first, followed by Clem.

Rusty : *"I saw you pull that ace out of your sleeve Clem! You no good snake in the grass, take this!" I stab at Clem with my knife.*

GM : *Ok, roll the die associated with your knife. Clem, roll the die associated with your reflexes.*

Rusty : *Rolls his die and gets a two.*

Clem : *Rolls his die and gets a two, but his reflexes modifier brings his roll up to a three.*

GM : *"Rusty pulls his knife out and stabs at Clem. Clem, leaning back in his chair, manages to fall backwards and roll up onto his feet, avoiding the attack by Rusty." (At this point the GM could make up any scenario where Clem does not get hit by Rusty, in this case the rolls were so close that Clem almost got hit and just avoided the attack by luck.)*

Clem : *"I had that card the whole time! Your eyes are messing with you, ya old fool!" I throw my whiskey glass at Rusty.*

GM : *You obviously have enough strength to throw the glass as far as you need to, so roll a reflexes check to see if you are accurate. Rusty, you also roll a reflexes check to see if you can avoid the glass.*

Rusty : *Rolls a three on his reflexes.*

Clem : *Rolls a five, which goes to six thanks to Clem's modifier.*

Clem : *Draws a card from the deck and places it face up for damage. A three was drawn.*

GM : *"Clem flings his glass at Rusty, who happens to jump in the same direction the glass was heading. The glass smacks Rusty on the side of his face, causing him a graze."*

Rusty : *Marks down that he has taken a graze. Then draws a card for initiative. Rusty drew a joker.*

Clem : *Draws a card for initiative. Clem drew an eight.*

Rusty : *"This is stupid Clem! Here we are fighting over cards when we need to stop the cattle rustlers at the Dakota Families ranch. Let's stop this fighting."*

Clem : *"That's fine by me. No sense wasting energy now when we will need it later."*

GM : *"That is the end of combat. The other bar patrons give you two odd looks for a second, but seem to be fine with the ordeal since the commotion is over. Rusty, you can get rid of that graze, it won't bother you for long." As a joker was drawn during that combat round, the GM gathers all of the cards that belong in the deck and shuffle them together. The newly shuffled deck is placed in reach of all of the players.*

Skill Checks

A skill check is used to determine whether an action attempted by a character is successful. This is called a skill check as the action is testing one of the characters *SIRS* traits. Not all actions need be resolved using a skill check. Everyday actions or actions a character is attempting while not under stress or pressure generally do not need skill checks. Skill checks are only necessary when a character is attempting either a tough action that they may not be able to perform consistently, actions done in highly stressful situations, or even a combination of both. For example, a character can generally load a gun but may need to make a skill check if attempting to load a gun really fast whilst under fire.

To make a skill check the GM decides what the *target number* (TN) is that the player must equal or exceed to succeed in the check. This number is not divulged to the player. The player rolls a die associated with the trait that the skill is testing. The result of the characters roll will either be a success, failure, or an ace.

<u>Ace :</u> An ace occurs when the character rolls the highest number on the die they are rolling. An example is rolling a six on a six-sided die. When a player aces, the number rolled is added to the characters current roll, rolls

start at zero, and the player may roll their die again. A character may ace multiple times.

<u>Success :</u> A roll equal to or greater than the TN. This means the character accomplishes their task. The task may be accomplished to varying degree's of success if the number is higher than the target number. The varying degrees of success are generally based on the type of task and how the GM interprets the roll.

<u>Failure :</u> The roll was less than the TN. Just like with success a character may have varying degrees of failure. This can range from just barely missing the task to completely doing something wrong.

PLAY EXAMPLE OF SKILL CHECKS
Rusty is showing off his marksmanship to another character, Clem. The exchange may go like this:

Rusty *: "I bet you 3 dollars that I can hit that tin can off of that fence 30 yards away."*
Clem *: "There is no way you can do that!"*
Rusty*: I raise my rifle and fire at the tin can.*
GM *: Ok, roll to hit with your rifle. (The GM has secretly decided the Target Number)*
Rusty *: Rolls his 1d10 and gets a 7.*
GM *: "You fire a shot and the bullets lands in the fence a bit off to the left."*
Clem *: I throw my knife at the tin can.*
GM *: Really?*
Clem *: Yup. I can hit that can.*
GM *: Ok. Go ahead and make a survival check for the strength to throw a knife 30 yards and roll the die for your knife modified by your reflexes since you are trying to aim it at long range.*
Clem *: Clem rolls a 6 on his survival check. Since Clem is using a 1d6 he aces and gets to roll again, this time a 3. This gives Clem a total of 9 for his survival check (6 + 3 = 9). Next Clem rolls his 1d6 for the knife. Clem first rolls a 6 and aces. Clem aces a second time and on his third roll gets a 5. This gives Clem a total of 17 for his accuracy (6 + 6 + 5 = 17).*
GM *: Clem hurls his knife right after Rusty misses his shot. The knife flies straight and true, slicing right into the tin can and knocking it onto the ground.*

This scenario showcases a few things about skill checks and aces :
- Skill checks are subjective and based on the discretion of the GM. This GM decided that for Clem to throw a knife a certain distance, he would be testing his survivability since this encompasses strength.
- Skill checks and combat may be closely knit. The ability to hit the tin can was based on the weapons, but if the GM decides then other skills may be tested, such as the above mentioned survival check.
- Skill checks are not always but may sometimes allow characters to do things out of the ordinary. The chances are that if Clem attempted that throw a second time, he would not ace that much and probably fail at hitting the tin can.
- This example shows the importance of not telling the players the Target Number. This allows the GM to slightly control the situation. After all, what if the target number was 18 to hit the can, but Clem got 17? This way the GM can still create that invigorating spotlight moment for Clem.

<u>Movement</u>

Golden Frontiers does not feature a measured movement system. The lack of this system is designed to help maintain a seamless game-play experience. The goal is so that players do not need to stop and calculate out ranges, determine the most optimal way to move so they may reach a location, and do other calculations that to accomplish a simple goal. Why go through all this forethought with the idea that a player just wants to know if they are able to attack a bandit? This will mainly affect Non-Combat and Combat.

Non-Combat Movement – The lack of a formal movement system does not really affect Non-Combat. If a

player wants to move to a place and timing is not really an issue then there is no real need to measure the movement.

Combat Movement – Combat is the main place where measured movement is used in other systems. The lack of a movement system does not hinder combat in *Golden Frontiers*. The GM and players, at minimum, need to keep track of relative positions of characters. At bare minimum this really just needs to be tracked by the GM, although this is useful information for players. To aid in this endeavor play aids such as battle maps may be used to help everybody realize where characters start and where everyone is relative to each other. Ideally this would not even be necessary. If a player wants to know if they can attack somebody an interaction such as the following may happen:

PLAY EXAMPLE OF MOVEMENT
Clem : I want to shoot the bandit leader.
GM : The bandit leader is still hiding behind this rock on the map (points to the map). You may be able to run to the side a little and attempt a shot, but this would be at a penalty as you would be shooting while diving around a rock.
Clem : Well... can I reach a bandit that is in this area (points to map) between the rock and me?
GM : Yes, those two are both in range of your revolver and the one on the left is close enough to reach on foot this turn.
Clem : I run forward, diving at the closest bandit, and stab him with my knife!
GM : Awesome! Make your roll!

In the previous example the player really does not need to do much to make his attack. The player and GM are using a battle map to reference character positions. All the player needs to do is express to the GM that he wants to do something, such as attack the bandit leader. The GM then either tells him to go for it or explains that the leader is still behind a boulder on the map. This would also be a more expansive example, as this assumes the player is not really referencing the map as he should know the leader is behind a boulder. It is written right on the map.

Leveling Up / Skill Advancement

Golden Frontiers does not have a leveling up system but may implement skill advancement. This is to simulate that there is not an arbitrary point in which somebody just gets stronger. They have lived in the west enough that they are arbitrarily better. However, skills can be advanced when a character proves that they are proficient enough in a skill that they are consistently better at that skill than they used to be.

Skills may be advanced in one of two ways. First, a character may advance in the form of being allowed to roll a larger sided die for a skill check or weapon. Second, a character may receive additional modifiers when they perform a skill check or action. These advancements are given under the GM's discretion and are generally used as rewards for the players performing actions that prove their advancement in the skill.

PLAY EXAMPLE OF SKILL ADVANCEMENT
Clem has entered a sharp shooting contest. After ten long rounds of shooting Clem winds up in first place. The GM decides that this is an impressive feat and decides to advance Clem's skill with guns. Whenever Clem uses a gun he gets an additional +1 modifier.

Golden Frontiers Character Sheet

Name:_____ Sex:_____ Age:_____ Weight:_____ Eye Color:_____

Profession:_____

	Die Type	1d4	1d6	1d8	1d10	1d12
Traits	Characters					
Survival		0	0	1	2	3
Intuition		0	0	1	2	3
Reactions		0	0	1	2	3
Slickness		0	0	1	2	3

Item	Description/Ammo Capacity	To Hit Dice	Modifier

Graze Wounds Crippling Wound

Special Skills :

1d4

1d6/1d8

1d10

Money:

1d12

Golden Frontiers Feedback Form

Please Rate the following parts of play on a scale of 1 – 10 (1 - abysmal, 5 - average, 10 – great).

Instructions/Rules: 1   2   3   4   5   6   7   8   9   10

Character Creation :   1   2   3   4   5   6   7   8   9   10

Setting/Narrative :   1   2   3   4   5   6   7   8   9   10

Play Experience :   1   2   3   4   5   6   7   8   9   10

Play Aids: 1   2   3   4   5   6   7   8   9   10

Briefly Describe your play experience :

What was your favorite moment of play :

If given the chance, what would you change :