

Dream At High Noon Character Sheet

Gambler Name:

Cowpoke Name:

Cowpoke Pronouns:

Approaches (Choose 2 Master, 1 Skilled, and 1 Amateur):

Relationships:

Shootin' (Aggressive, Direct):

Dynamite (Loud, Brute Force):

Ridin' (Persistent, Gritty):

Personal Goal:

Slick (Cunning, Subtle):

Talents:

Resources:

of Clubs:

HP:

of Spades:

Poker Chips:

of Hearts:

Notes and Description:

of Diamonds:

Quick Checks:

- 1) Check that doesn't trigger conflict
- 2) Determine Approach based on narrative
- 3) Dealer determines type
- 4) Wager, raise, draw, then resolve check

Static Checks:

- 1) Dealer assigns Target Chip Count
- 2) Draw 6/7/8 for A/S/M approach
- 3) Raise and use talents
- 4) Form and evaluate a hand
- 5) Spend up to 1/2/3 chips for A/S/M

Opposed Checks:

- 1) Dealer reveals three community cards
- 2) Draw 3/4/5 for A/S/M approach
- 3) Raise and use talents
- 4) Form and compare hands

Raise:

- 1 Chip: Draw a Card
- 2 Chips: Change your card to another
- 3 Chips: Upgrade your hand once

Poker Hands:

1. Pair: Two of a Kind
2. Two Pair: Two distinct pairs
3. Three of a Kind
4. Straight: 5 consecutive cards
5. Flush: 5 cards of the same suit
6. Full House: Three of a Kind and Pair
7. Four of a Kind
8. Straight Flush: 5 suited consecutive
9. Royal Flush: 10-Ace Straight Flush

Conflict Flow:

- 1) Everyone involved Ante's and chooses approach, blinds are chosen
- 2) Draw based on approach
- 3) Big Blind goes First
- 4) Each turn is 1 Action and 1 Manoeuvre
- 5) Round ends after everyone checks

End of Conflict:

- 1) Collateral is subtracted from Pot
- 2) Check in with Gamblers and cowpokes
- 3) Divide the Pot amongst the winners

Conflict Terminology:

Draw: Hand size at the start of a round

Hold: How many cards you can hold

Play: Number of play actions per round

Reload: Cooldown rounds on your ability

Conflict Main Actions:

- 1) Play: Any check using available cards
 - Active defence with held cards
- 2) Hold: Placing cards to keep for later
- 3) Check: Marks end of round and refreshes some cards in hand
- 4) Fold: Withdraw from the conflict freely

Conflict Approaches (Draw, Hold, Play)

- **Shootin':** 5, 2, 2. M: 7, 3, 3. A: 4, 1, 1
- **Dynamite:** 8, 0, 3. M: 8, 2, 3. A: 6, 0, 3
- **Ridin':** 6, 3, 2. M: 8, 3, 2. A: 5, 3, 1
- **Slick:** 6, 4, 1. M: 6, 4, 2. A: 6, 2, 1

Conflict Manoeuvres:

- 1) Move: Reposition
- 2) Swap Weapons
- 3) Interact with Environment