

# S&S 5E: Grit

## Grit

In Sagebrush & Sixshooters, Grit is used as a form of inspiration. Grit is collected by completing the Inspiration Challenges posted by the Desert Master each week, and by checking in on Social Media for your game sessions.

Grit is a shared resource. Each Grit is represented by a Grit Token. Grit can be used by a player at any (permitted) time.

Each player will be given a bandolier capacity of 10 Grit Tokens. This number may not be exceeded, except for Silver and Golden Bullets.

Players may collect Grit Tokens throughout gameplay to add to their bandolier for use later.

Grit can be used for the following actions, although more will be presented as the Average Party Level (APL) goes up:

- **+1/-1 on any roll.** (Before or after the roll is made, but not after success or failure has been declared by the Desert Master.)
- **Advantage/Disadvantage on any roll.** (Before or after the roll is made, but not after success or failure has been declared by the Desert Master.)

### Gunsmith

When y'all reach Average Party Level (APL) 3, you may use 1 Grit Token to craft 5 ammunition, repair damaged firearms at half the cost, or even draft and create new ones (DM's discretion). Some extremely experimental and intricate firearms are only available through crafting.

### Adept Marksman

When y'all reach Average Party Level (APL) 3, y'all learn to perform powerful trick shots to disable or damage your opponents using your firearms.

**Trick Shots.** Your posse learns two trick shots of their choice, which are detailed under "Trick Shots" below. Many maneuvers enhance an attack in some way. Each use of a trick shot must be declared before the attack roll is made. Y'all can use only one trick shot per attack. Each Trick Shot cost 1 Grit Token.

You'll learn an additional trick shot of your choice at APL 7, 10, 15, and 18. Each time y'all learn a new trick shot, y'all can also replace one trick shot you know with a different one.

**Saving Throws.** Some of your trick shots require your targets to make a saving throw to resist the trick shot's effects. The saving throw DC is calculated as follows:

Trick Shot save DC = 8 + your proficiency bonus + your Firearm Skill modifier

### **Quickdraw**

When y'all reach APL 7, a posse member can spend 1 Grit Token to add their proficiency bonus to their initiative. They can also stow a firearm, then draw another firearm as a single object interaction on their turn.

### **Rapid Repair**

When y'all reach APL 10, y'all learn how to quickly attempt to fix a jammed gun. A posse member can spend 1 Grit Token to attempt to repair a misfired (but not broken) firearm as a bonus action.

### **Lightning Reload**

When y'all reach APL 15, a posse member can spend 1 Grit Token to reload any firearm as a bonus action.

### **Vicious Intent**

When y'all reach APL 18, y'all's firearm attacks score a critical hit on a roll of 19-20, and y'all regain 1 Grit Token on a roll of 19 or 20 on a d20 attack roll.

### **Hemorrhaging Critical**

When y'all reach APL 18, whenever y'all score a critical hit on an attack with a firearm, the target additionally suffers half of the damage from the attack at the end of its next turn.

## **Trick Shots**

These trick shots are presented in alphabetical order.

### **Bullying Shot**

You can use the powerful blast and thundering sound of your firearm to shake the resolve of a creature. You can expend one grit point while making a Charisma (Intimidation) check to gain advantage on the roll.

### **Dazing Shot**

When you make a firearm attack against a creature, you can expend one grit point to attempt to dizzy your opponent. On a hit, the creature suffers normal damage and must make a Constitution saving throw or suffer disadvantage on attacks until the end of their next turn.

### **Disarming Shot**

When you make a firearm attack against a creature, you can expend one grit point to attempt to shoot an object from their hands. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or drop 1 held object of your choice and have that object be pushed 10 feet away from you.

### **Forceful Shot**

When you make a firearm attack against a creature, you can expend one grit point to attempt to trip them up and force them back. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or be pushed 15 feet away from you.

### **Piercing Shot**

When you make a firearm attack against a creature, you can expend one grit point to attempt to fire through multiple opponents. The initial attack gains a +1 to the firearm's misfire score. On a hit, the creature suffers normal damage and you make an attack roll with disadvantage against every creature in a line directly behind the target within your first range increment. Only the initial attack can misfire.

### **Violent Shot**

When you make a firearm attack against a creature, you can expend one or more grit points to enhance the volatility of the attack. For each grit point expended, the attack gains a +2 to the firearm's misfire score. If the attack hits, you can roll one additional weapon damage die per grit point spent when determining the damage.

### **Winging Shot**

When you make a firearm attack against a creature, you can expend one grit point to attempt to topple a moving target. On a hit, the creature suffers normal damage and must make a Strength saving throw or be knocked prone.