

Running the game

Play to find out how the group achieves their goals and overcomes challenges. Introduce obstacles by showing signs of their presence or danger. Before something happens to the characters, give them clues or hints, then ask what they do. *“The cult leader raises their hand, and the room falls silent. What do you do?”* *“Your torch flickers, and a shadow moves across the wall. What do you do?”*

Call for a roll when the outcome of a situation is uncertain or risky. Let the results of the rolls move the story forward. Success brings new opportunities or progress, while failure adds new complications. No matter the result, the situation changes in meaningful ways.

Ask questions and build on the answers. *“What is it about this ancient ruin that frightens you?”* *“Have you encountered a rival faction before? What happened?”*

Adventure Generator

#1	A challenge
1	A ruthless tyrant
2	A mysterious cult
3	A rival faction
4	A deadly predator
5	A lost treasure
6	A ticking clock

#3	The
1	Ancient Relic
2	Hidden Stronghold
3	Forbidden Knowledge
4	Cursed Artifact
5	Secret Organization
6	Impenetrable Fortress

#2	Wants to
1	Control / Manipulate
2	Destroy / Eliminate
3	Steal / Acquire
4	Reveal / Expose
5	Escape from
6	Join forces with

#4	Which will
1	Change the balance of power
2	Unleash chaos or destruction
3	Reveal a terrible truth
4	Turn the tide of a war
5	Save or doom a kingdom
6	Force difficult choices

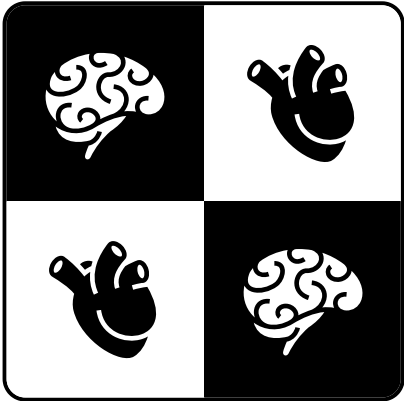
Critical Tables

#1	Critical Failures
1	Delayed Outcome
2	Critical Weakness
3	Escalated Threat
4	Unexpected Blockage
5	Compromised Position
6	Drained Resource

#2	Critical Successes
1	Insightful Discovery
2	Unexpected Ally
3	Improved Position
4	Fortunate Timing
5	Overwhelming Impact
6	Recovered Resource

Wits & Guts

FACE HIGH-STAKES CHALLENGES AS A GROUP OF BOLD INDIVIDUALS.



Overcome obstacles, outsmart foes, and reach your goals, whether through clever strategy or daring action. The world is full of danger, mystery, and opportunity, and how you meet it is up to you. Will you rely on sharp wits, or unflinching guts? The choice is yours.

A Wits & Guts Module

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Playing the game

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d6 if you're prepared** and **+1d6 if you have the right tools or knowledge for it**. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

- If you're using **WITS** (Logic, precision, cunning, clever planning), you want to **roll over your number**.
- If you're using **GUTS** (Instinct, bravery, passion, fearless action), you want to **roll under your number**.
- If none of your dice succeed, it goes wrong.
- If one die succeeds, you barely manage it.
- If two dice succeed, you do it well. Good job!
- If three dice succeed, or you roll your exact Score in any of your dice, you get a Heroic Point

Helping

If a character wants to help another they must spend either 1 Spirit Point, or 1 Heroic Point. They roll their own Wits or Guts skill test, and add their successes to the main character's

Group Checks

In some occasions, the GM may require the whole group to conduct a specific check. They will all use the same condition and attribute, and the base difficulty for it will be the number of players at the table, times 2.

Heroic Points

Whenever one or more of your dice lands exactly on your Score on a roll you gain 1 Heroic Point for the party's pool. The party starts with 2 Heroic Points, and can have up to 6. Heroic Points can be spend on the following:

- Re-roll a single d6
- Help, without paying the Spirit Point cost of the action
- Restore 1HP or ISP to themselves, or spend 2 to restore 1HP or ISP to another character

Combat

- The Attack Roll is a Wits or Guts roll for the attacker, depending on the weapon or tool they use
- The Damage is calculated based on the character's Weapon Damage: the d6 pool is rolled, and the highest result is inflicted to the target's HP
- The Party and the DM alternate their actions, one for each.

Character Sheet

1. Score					
Guts Guts	☐ 2	☐ 3	☐ 4	☐ 5	Wits Wits
2. Style					
☐ Cunning	☐ Brave	☐ Resourceful	☐ Ambitious	☐ Reckless	☐ Charismatic
3. Class					
☐ Leader	☐ Schemer	☐ Explorer	☐ Warrior	☐ Inventor	☐ Diplomat
4. Goal					
☐ Prove Your Worth	☐ Protect Someone Important	☐ Defeat a Rival or Enemy	☐ Uncover a Hidden Truth	☐ Achieve Wealth or Power	☐ Leave a Lasting Legacy

Derived Attributes

Attribute	Formula	Max	Current
Health Points	(3 * WG)		
Weapon Damage	(WG - 1)d6		
Spirit Points	(12 - 2 * WG)		
Defense	Armor + (6 - WG)		

Equipment

Equipment		
☐ a trusted tool or weapon of your choice	☐ a key item essential to your role or backstory	☐ an item of personal significance or sentimental value