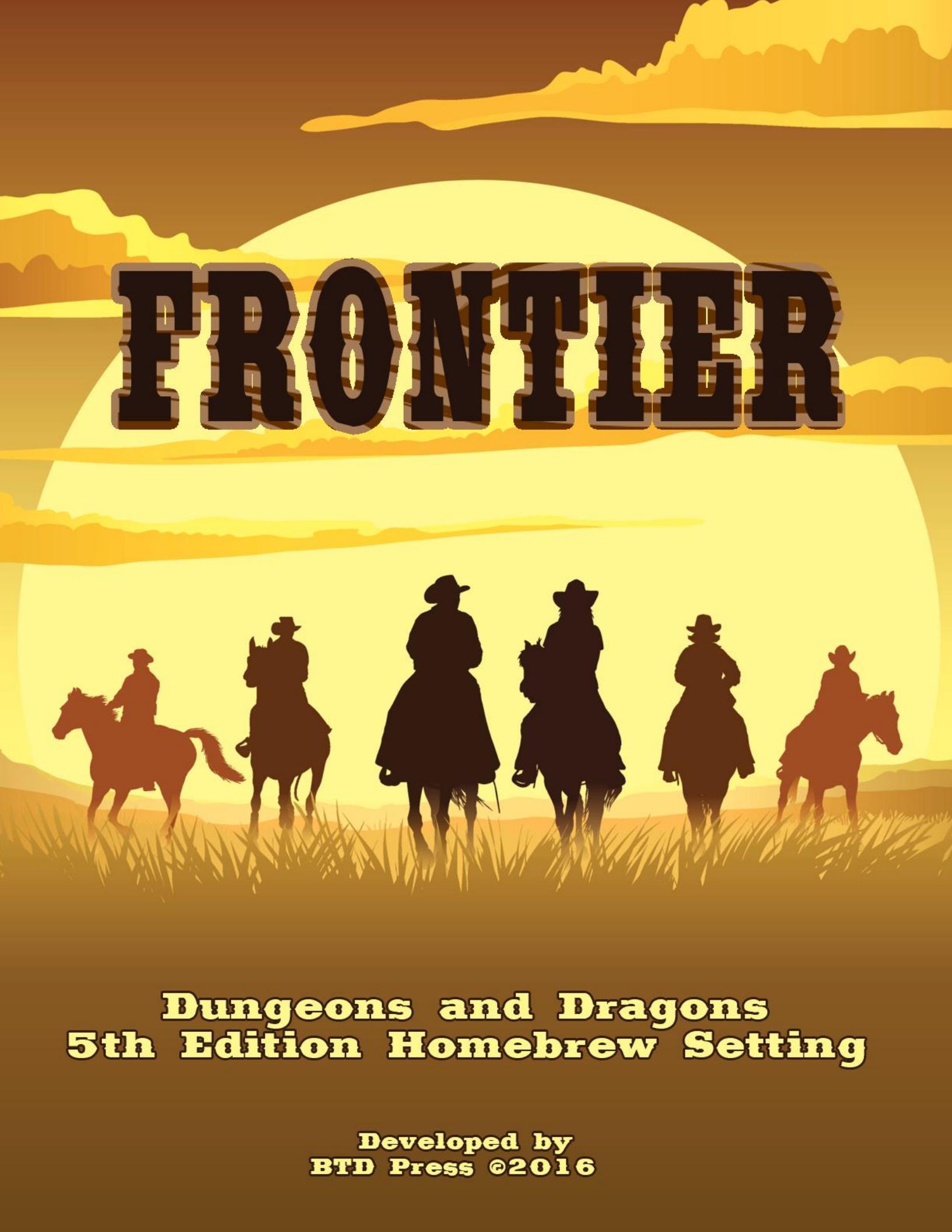
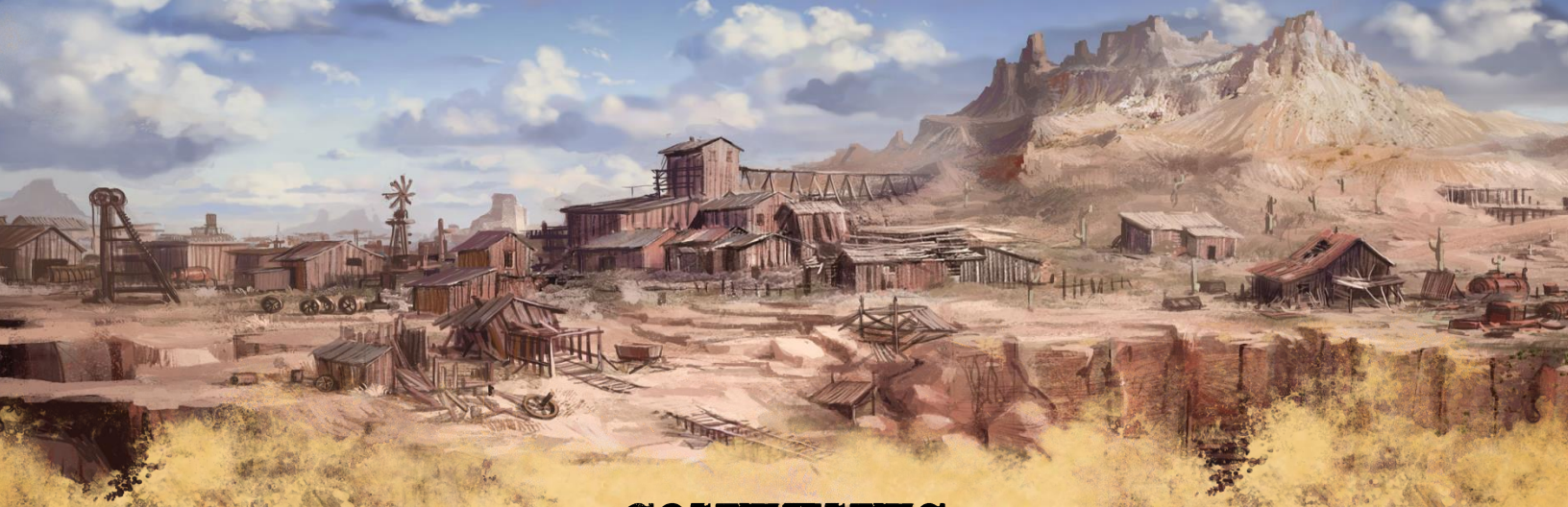


FRONTIER

The background of the entire page is a stylized illustration. It features a large, bright yellow sun in the center, partially obscured by the title. The sky is a gradient of orange and yellow, with some darker orange clouds. In the foreground, there are silhouettes of six cowboys on horseback, facing away from the viewer and towards the sun. They are riding across a field of tall grass. The overall color palette is warm, dominated by yellows, oranges, and browns.

**Dungeons and Dragons
5th Edition Homebrew Setting**

**Developed by
BTD Press ©2016**



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Chris Sims, and Steve Townshend, based on original
material by E. Gary Gygax and Dave Arneson.*

INTRODUCTION

"Now folks, gather 'round while I tell y'all a little story..."

Once upon a time in the old American West, there was a land at war with itself. White Europeans, now known as Americans, march in a westward crusade of manifest destiny to spread their young nation to the western shore. Native Americans plead, deal, resist, and fight against intruders in a desperate bid to hold their lands and way of life. Mexicans fortify themselves as they inch further north, watching as their own empire begins to waver and shrink. Negro slaves, only recently freed, find the new frontier barely more welcoming than the sweltering south – and work to prove themselves through labor and bravery. Workers and merchants from the Far East work the railroads and supply lines of the lawless region, strangers in a strange land. Yet regardless of the motley colors of the various personalities out west, the only color that truly matters is gold. Men, women, and children leave everything they have behind to risk death and disease along endless trails in search of riches and adventure.

This is the Wild West, a land of adventure and a time of romance. Cowboys roam the plains driving cattle. Gamblers and prostitutes profit from boom towns that rise and fall nearly overnight. Salesmen peddle their wares, while lawmen try their best to keep the peace – yet it scarcely takes more than a stolen horse or bad hand of poker to put bodies in the ground.

Frontier is a homebrew campaign setting for the Dungeons & Dragons Roleplaying game, utilizing the rule set of the new Basic or 5th Edition. In this unofficial publication, you will find unique cultures (races), classes, backgrounds, equipment, and sample characters to create your own characters in this wild setting. While aspects of the core rules can be utilized, and some are referenced, *Frontier* is intended to be a stand-alone setting with its own rule set.

"In the past, that is now lost forever, there was a time when the land was sacred, and the ancient ones were as one with it. A time when only the children of the great spirit were here, to light their fires in these places with no boundaries, when the forests were as thick as the fur of the winter bear, and when a warrior could walk from horizon to horizon on the backs of the buffalo. And that time when there were only simple ways, I saw with my heart the conflicts to come, and whether it would be for good or bad, there was one thing certain; there would be change."

THE LAND

The West stretches from the Mississippi River to the Pacific Ocean, from the northern plains to the Rio Grande -- more than two million square miles of the most extraordinary landscape on earth.

It is a land of broad rivers and vast deserts, deep canyons and impenetrable mountains, boundless prairies and endless forests, a place where huge monoliths and boiling waters rise naturally from the earth.

People have come to the West from every point of the compass. To the Spanish, who traveled up from Mexico, it was the North. British and French explorers arrived by coming south; the Chinese and Russians, by going east. But to the people who already lived here, it was home. It was the Americans, the last to arrive, who named it the West.

Cities and settlements can be found in every locale imaginable -- from rolling hills to arid deserts, rocky canyons to river crossings. Anywhere there is gold to be found, riches made, and adventure sought, you will find settlers to do it.

In terms of technology and references, *Frontier* is set roughly between the years of 1860-1890 A.D in the American West.

MAGICLESS HISTORY

Because *Frontier* is based on history, unlike traditional Dungeons & Dragons settings, there is no magic. All of the classes and features in the setting have more practical builds - such as smiths, outlaws, and hunters.

Healing is accomplished by herbs, medicine, and bolstering morale. For this reason, doctors and medics provide a vital role as adventurers cannot simply heal one another with magic. Also for this reason, care should be taken when damage or death are possibilities. Shoot-outs and bounty hunts may seem glamorous, but can quickly land even the sharpest shooter in hot water. Impulsive and trigger-happy folks tend to have a shorter life expectancy than most -- which is saying something.

Due to the historical nature of *Frontier*, there are no races other than Human. Either the standard or variant version are permissible. As always, every game is different and Narrators are free to adjust this rule as they see fit.



CHAPTER ONE: CLASSES

In the *Frontier* campaign setting, there are 6 unique classes from which players can choose when creating characters. These classes include the Brawler, Cowboy, Gunfighter, Healer, Hunter, and Soldier

Because *Frontier* uses the *Dungeons & Dragons* 5e rule set, standard D&D classes would mechanically apply. Thematically, however, they would not as in *Frontier* there is no magic. Also, many of the D&D classes have been dismantled and reincorporated into the *Frontier* setting classes, so there is a probability of redundancy.

Classes					
Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Weapon Proficiencies
Brawler	A hand-to-hand combatant who prefers fists to guns	d10	Strength or Dexterity	Strength & Dexterity	Simple weapons, unarmed
Gunfighter	A pistol-packing quick draw and sharpshooter	d10	Dexterity and Charisma	Dexterity & Charisma	Pistols, rifles
Healer	A wise ally able to bolster the mind, body, and soul	d6	Wisdom	Wisdom & Charisma	Simple weapons
Horseman	An expert rider and roper who excels in a group	d8	Dexterity	Dexterity & Wisdom	Simple weapons, pistols
Hunter	A scout and warrior who uses stealth and nature to survive in the wilds	d8	Dexterity and Wisdom	Dexterity & Constitution	Simple weapons, pistols, rifles
Soldier	A military-trained fighter and master of combat strategy	d12	Intelligence and Charisma	Intelligence & Charisma	Simple and martial weapons, pistols, rifles



BRAWLER

A Comanche brave breaks away from the other warriors, charging toward an armed militia with only a spear. Despite taking several bullet shots, he keeps running- searing hatred across his painted face.

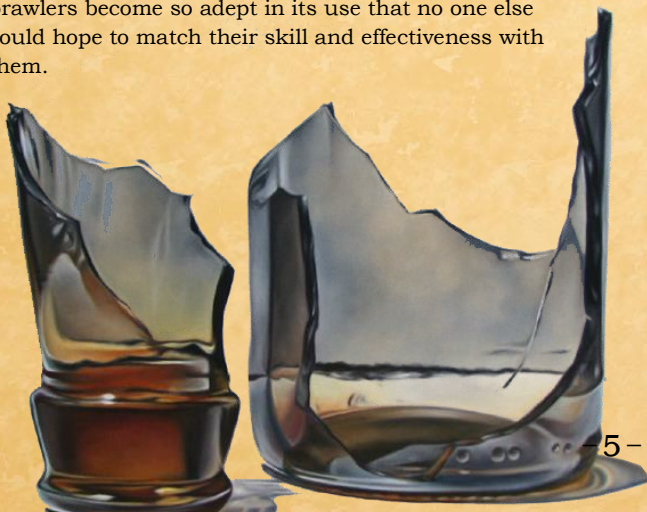
With a laugh like thunder, a tall Swede knocks another saloon patron to the ground. Shouts and jeers fill the air as the brawl consumes the floor, and the giant of a man who caused it revels in the chance to knock some heads again.

In the morning hours at a mountain dig site, a Chinese elder woman stands overlooking the valley below. She has been awake for hours, her hands gently swaying the match the swirling breeze.

Whether by choice or necessity, brawlers eschew guns and arrows for up-close combat. Many prefer the honor or skill involved in facing their enemies in person, while others have simply learned to defend themselves in close quarters.

BEST OF THE BEST

Brawlers have a particular style that suits them best, which includes which weapons they prefer to use. Some prefer to use their bare hands, others a signature weapon, and still others use whatever happens to be laying around. Whatever the weapon, brawlers become so adept in its use that no one else could hope to match their skill and effectiveness with them.



The Brawler			
Level	Proficiency Bonus	Features	Brawler Damage
1 st	+2	Brawler Style, Unarmed Defense	1d6
2 nd	+2	Style Feature	1d6
3 rd	+2	Deflection	1d6
4 th	+2	Ability Score Improvement	1d6
5 th	+3	Extra Attack, Fast Movement	1d8
6 th	+3	Style Feature	1d8
7 th	+3	Evasion, Empty Mind	1d8
8 th	+3	Ability Score Improvement	1d8
9 th	+4	Brutal Critical (1 die)	1d8
10 th	+4	Style Feature	1d8
11 th	+4	Improved Deflection	1d10
12 th	+4	Ability Score Improvement	1d10
13 th	+5	Brutal Critical (2 dice)	1d10
14 th	+5	Style Feature	1d10
15 th	+5	Greater Deflection	1d10
16 th	+5	Ability Score Improvement	1d10
17 th	+6	Brutal Critical (3 dice)	1d12
18 th	+6	Style Feature	1d12
19 th	+6	Ability Score Improvement	1d12
20 th	+6	Indomitable	1d12

CREATING A BRAWLER

When creating a brawler character, consider not only how you fight but why you do so. Do you cherish the danger and thrill of defeating foes with your bare hands? Do you have a bad history with guns, and so avoid them at all costs? Were you raised in the wilds, with only your body and primitive weapons to defend yourself?

QUICK BUILD

You can make a brawler quickly by following these suggestions. First, put your highest ability score in Strength, followed by Dexterity. Second, choose the folk hero background.

CLASS FEATURES

As a brawler, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per brawler level

Hit Dice at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per brawler level after 1st

PROFICIENCIES

Weapons: Simple weapons, unarmed

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, Intimidation, Perception, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any two simple weapons
- (a) an explorer's pack or (b) a soldier's pack
- 10 throwing knives

BRAWLER STYLE

At 1st level, you choose a signature fighting style that suits your personality and training: Drunkard, Martial Artist, or Rager, all detailed at the end of the class description. Your style grants you features at 2nd level and again at 6th, 10th, 14th, and 18th level. It also affects your Unarmed Defense and Deflection features.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EVASION

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a Molotov Cocktail. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

FAST MOVEMENT

Starting at 5th level, your speed increases by 10 feet.

EMPTY MIND

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

BRUTAL CRITICAL

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This increases to two additional dice at 13th level and three additional dice at 17th level.

INDOMITABLE

At 20th level, if your total for a Strength check or Dexterity check is less than your Strength score or Dexterity score, respectively, you can use that score in place of the total.

BRAWLER STYLE

All brawlers get up close and personal with their foes, but that is where their similarities end. Some are driven by rage and almost spiritual strength, while others find their inspiration at the bottom of a whiskey bottle. Still others hone their craft with patience and focus, surprising those who underestimate them.

DRUNKARD

Notorious and far too common throughout the West are the saloon drunks. Often miners or gamblers down on their luck, they seek to drown their sorrows and warm their bodies with liquor. While most are relatively harmless, some manage to keep enough wits to hold their own in a fight – or seek one out – which is a rather frequent, especially in rowdy boomtowns.

UNARMED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

BRAWLER DAMAGE: IMPROVISED

Starting when you choose this style at 1st level, you gain proficiency in improvised weapons. In addition, any damage you deal with improvised weapons increases to 1d6. This damage further increases as you gain levels in the brawler class, as listed in the Brawler Damage column of the class table.

STAGGERING FEINT

Beginning at 2nd level, you can use a bonus action to make a Deception check, opposed by a target's Insight check. If your check is higher, you have advantage on the first melee attack roll you make against the target.

DEFLECTION

Starting at 3rd level, you can use your reaction to weave away when you are hit by a melee weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your brawler level.

If you reduce the damage to 0, you force the attacker to make a Dexterity save against a DC equal to the damage reduced. On a failure, the attacker falls prone.

At 11th level, the attacker also takes an amount of bludgeoning damage equal to the damage you reduced.

At 15th level, you can also move the attacker a number of feet equal to the hit points you reduced, after which they fall prone. The attacker can only move in a straight line and must end in an open space.

TOLERANCE

Starting at 6th level, you can consume an additional 2 alcoholic drinks before requiring a DC 15 Constitution poison save to avoid ill effects.

At 14th level, you can consume an additional 2 drinks—for a total of 6 drinks—before requiring a save.

REDIRECT

Beginning at 10th level, when a creature misses a melee attack roll against you, you can cause the attack to target a different creature that is adjacent to you. The attack roll and damage remains the same.

JUST SLEEPING

At 18th level, you gain the ability to recover from apparent death. Two rounds after you fall to 0 hit points, you automatically regain hit points equal to your brawler level. You must finish a long rest before you can use this feature again.

MARTIAL ARTIST

Martial artists devote themselves to physical and often spiritual perfection. They are masters of armed and unarmed combat, using skill and focus to defend themselves from harm.

UNARMED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

BRAWLER DAMAGE: UNARMED

Starting when you choose this style at 1st level, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes. In addition, damage you deal with improvised weapons increases to 1d6. This damage further increases as you gain levels in the brawler class, as listed in the Brawler Damage column of the class table.

FLURRY OF BLOWS

Beginning at 2nd level, when you use the Attack action with an unarmed strike or a simple weapon on your turn, you can make one unarmed strike as a bonus action.

DEFLECTION

Starting at 3rd level, you can use your reaction to deflect the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your brawler level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

At 11th level, you can immediately make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a thrown simple weapon for the attack.

At 15th level, you have advantage on the attack roll if you make to throw the weapon you just caught.

WHOLENESS OF BODY

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your brawler level. You must finish a long rest before you can use this feature again.

TRANQUILITY

Beginning at 10th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain an effect of tranquility that lasts until the start of your next long rest (or earlier, if you dismiss it). For the duration, any creature who targets you with an attack or a harmful ability must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or ability. This feature doesn't protect you from area effects, such as the explosion of dynamite. The saving throw DC for the feature equals 8 + your Wisdom modifier + your proficiency bonus.

QUIVERING PALM

At 18th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can use a bonus action to start these imperceptible vibrations, which last for a number of days equal to your brawler level. The vibrations are harmless unless you use your action to end them. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action. Once you use this feature, you must take a long rest to use it again.



RAGER

For some brawlers, rage is a means to an end—that end being violence. The rager is a fighter fueled by untrammelled fury, eager for blood. As they enter a carnal rage, they thrill in the chaos of battle, heedless of their own health or well-being.

UNARMED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Constitution modifier + your Wisdom modifier.

BRAWLER DAMAGE: SIMPLE

Starting when you choose this style at 1st level, you can wield one simple weapon that normally requires two hands in one hand. In addition, damage you deal with improvised weapons increases to 1d6 – or the weapon damage, whichever is higher. This damage further increases as you gain levels in the brawler class, as listed in the Brawler Damage column of the class table.

RAGE

Beginning at 2nd level, you can enter a rage as a bonus action. While raging, you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to your proficiency bonus.
- You have resistance to bludgeoning, piercing, and slashing damage.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

DEFLECTION

Starting at 3rd level, you can use your reaction to disarm a foe when you are hit with a melee weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your brawler level.

If you reduce the damage to 0, you can make an opposed Strength check against the attacker. If you succeed, you pull the weapon from their hand.

At 11th level, you can immediately make a melee attack with the weapon you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the weapon counts as a simple weapon for the attack.

At 15th level, you have advantage on the attack roll you make to attack with the weapon you just caught.

MINDLESS RAGE

At 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

INTIMIDATING PRESENCE

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

FIRST BLOOD

At 18th level, you can use your reaction to make a melee weapon attack against a creature that makes a melee weapon attack against you. You have advantage on the attack roll, and your attack is resolved before the target creature's attack.



GUNFIGHTER

Stepping down from the stage, a beautiful dancer tries using her feminine wiles to talk down a bandit out for vengeance. When seduction fails, she smiles as she pulls two pistols from under her dress. Before the ruffian can draw, he takes a his straight to the heart.

A local sheriff walks with his deputy to the center of town, where a wanted horse thief waits. The thief and his posse wait until the stroke of noon before drawing their pieces, but after the smoke has cleared only the law remains standing.

Pockets full of coins and jewelry, a train robber whistles for her gang to wrap up. She runs to the rear of the car and jumps on the horse of her loyal partner, and the two ride off into the setting sun.

Whether notorious or legendary, anonymous or infamous, those who live and die by the gun permeate every corner of the West. Some seek to make a name for themselves with their gun slinging skills, while others simply look to defend themselves and make a coin or two in the process.

COLD AS STEEL

It takes a certain kind of person to kill a man. Some enjoy the thrill of a gun fight, while others are simply doing a job. But every time they draw their trusty sidearm, a gunfighter either plans to kill or plans to die. Most of the time, it's both.

The Gunfighter			
Level	Proficiency Bonus	Features	Grit Points
1 st	+2	Grit, Unarmored Defense	1
2 nd	+2	Quick Draw	2
3 rd	+2	Gunfighter Path	3
4 th	+2	Ability Score Improvement	4
5 th	+3	Extra Attack	5
6 th	+3	Path Feature	6
7 th	+3	Dead Shot	7
8 th	+3	Ability Score Improvement	8
9 th	+4	Evasion	9
10 th	+4	Path Feature	10
11 th	+4	Extra Attack	11
12 th	+4	Ability Score Improvement	12
13 th	+5	Bleeding Shot	13
14 th	+5	Path Feature	14
15 th	+5	Bullseye	15
16 th	+5	Ability Score Improvement	16
17 th	+6	Cheat Death	17
18 th	+6	Path Feature	18
19 th	+6	Ability Score Improvement	19
20 th	+6	True Grit	20

CREATING A GUNFIGHTER

While there are many kinds of gunfighters, driven by their own agendas, your primary consideration is on while side of the law you walk. Do you keep the peace by taking down bandits, drunks, and raiders? Are you an outlaw yourself, looking to make pay off your debts with blood and gold? Perhaps you only follow your own law, a faceless desperado living out your days alone?

QUICK BUILD

You can make a gunfighter quickly by following these suggestions. First, put your highest ability score in Dexterity, followed by Charisma. Second, choose the farmer background.



CLASS FEATURES

As a gunfighter, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per gunfighter level

Hit Dice at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per gunfighter level after 1st

PROFICIENCIES

Weapons: Simple weapons, pistols, rifles

Tools: Gunsmith's tools

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Athletics, Deception, Medicine, Perception, and Sleight of Hand.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- A pistol
- (a) any simple weapon, (b) a pistol or (c) a rifle
- an explorer's pack, a holster, 50 bullets

GRIT

As a gunfighter, you make your mark upon the world with daring deeds. Some gunfighters claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunfighters have Grit Points. Your gunfighter level determines the number of points you have, as shown on the Grit Points column of the Gunfighter table.

You can spend these points to fuel various grit features. You start knowing two such features: Deadeye and Gunslinger Dodge. You learn more grit features as you gain levels in this class.

When you spend a grit point, it is unavailable until you finish a short rest or long rest, at the end of which you draw all of your expended grit back into yourself.

You can also regain grit by performing daring acts. The Dungeon Master has the ultimate say as to whether an act constitutes a daring act, but as a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the gunfighter regains 1 grit point. Before undertaking an action, the player can ask the Dungeon Master if it will qualify as a daring act.

You can never have more grit points than your levels in the gunfighter class.

DEADEYE

You can spend 1 grit point to avoid suffering disadvantage on an attack roll when you attack a target beyond normal range with a firearm.

GUNSLINGER DODGE

When you are hit by an attack, you can use your reaction to spend 1 grit point and force the attacker to reroll its attack roll and take the lower of the two results.

UNARMED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

QUICK DRAW

Beginning at 2nd level, you can spend 1 grit point to gain advantage when rolling Initiative.

GUNFIGHTER PATH

At 3rd level, you choose an archetype that specializes and focuses your skill with guns. Choose Drifter, Lawman, or Outlaw, all detailed at the end of the class description. The path you choose grants features at 3rd level and again at 6th, 10th, 14th, and 18th level.

UTILITY SHOT

Starting at 3rd level, if you have at least 1 grit point left, you can take a shot with a firearm that creates a dramatic effect, rather than causing damage. This can blast open a lock that is not sealed by magic, scoot an unattended object of 10 pounds or less, sever a rope, or any other suitable effect that the DM approves.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action.

The number of attacks increases to three when you reach 11th level in this class.



DEAD SHOT

Starting at 7th level, when you take an Attack action, you can spend 1 grit point to combine all your attack potential into a single, deadly shot. When you do this, you make all of your possible attack rolls (including those from your Extra Attack and your Path abilities, but not those that you may gain from two-weapon fighting) against a single target, and then combine the damage rolls for each of those shots that hit into one, single damage roll that uses only one unit of ammunition. If one or more of those rolls is a critical hit, treat the combined damage roll as if it was a single damage roll, and roll all the dice twice and add them all together. Further, unless you roll a misfire on all of the attacks, your firearm does not misfire.

For example, if you have are able to attack three times when you take the Attack action with your pistol, (which does 1d10 piercing damage) and your Gunfighter Path ability grants you a further two attacks as a bonus action, you can use an Attack action and spend 1 grit point to roll three separate attacks (or five if you spend your bonus action too). If three of those attacks hit, you roll 3d10 + three times your Dexterity modifier for damage. Further, if one of those three hits was a critical hit, you get to roll 6d10 + three times your Dexterity modifier for damage.

EVASION

Starting at 9th level, you can nimbly dodge out of the way of certain area effects, such as an explosion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

DEBILITATING SHOT

At 13th level, you gain the ability to inflict a lingering wound on your targets. When you hit a target with an attack with a firearm you can spend 1 grit point to cause the target to take 1d6 additional damage at the start of each of its turns. The target can make a Constitution saving throw at the end of its turn to end this effect. The saving throw DC is equal to 8 + your proficiency bonus + your Dexterity modifier.

BULLSEYE

Beginning at 15th level, you have the ability to target a specific part of a target's body by spending 1 grit point. The effect on the target on a failed saving throw depends on the part of the body targeted, as set out below. The saving throw DC is equal to 8 + your proficiency bonus + your Dexterity modifier.

Body Part	Effect on a Hit
Hands	The target takes no damage, but drops an item carried in its hands if it fails a Strength saving throw.
Head	The target is blinded until the start of your next turn if it fails a Dexterity saving throw.
Legs	The target is knocked prone if it fails a Constitution saving throw.
Torso	The target takes damage as normal, but you score a critical hit on a roll of 19 or 20.

CHEAT DEATH

Starting at 18th level you gain the ability to evade certain death through sheer force of will. When you are reduced to 0 hit points, you can spend 6 grit points to drop to 1 hit point instead.

TRUE GRIT

At 20th level, you select two of your other abilities that require you to spend grit points. The cost of both of those abilities is reduced by 1 grit point, to a minimum of 0 grit points (in which case it makes those abilities free). In addition, when you perform a daring act, you now regain 2 grit points.

GUNFIGHTER PATH

Gunfighters come from all walks of lives, and each has a story to tell. Above all their skills and professions are driven by the cold steel and burning fumes of the gun. Whether fighting for or against the law, their grit and presence are as deadly as any weapon.



DRIFTER

Drifters are desperados, often guns for hire, wanderers who travel the West to seek – or escape – their fortune. Drifters hold no attachments, no obligations, and no commitments other than survival. To a few, however, vengeance or profound sadness drive their every move.

THUNDER AND LIGHTNING

Starting at 3rd level, when you engage in two-weapon fighting with firearms, you can add your Dexterity modifier to the damage of the second attack.

FACELESS

Starting at 6th level, those you meet have a difficult time remembering you. When you encounter a person, you can choose to have them make a Charisma save. The difficulty is equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, they can remember only vague details about you – such as your gender or demeanor. Your name, physical description, and words spoken, however, are lost.

RAIN OF LEAD

Beginning at 10th level, you gain the ability to spend 1 grit point to make two attacks with a firearm as a bonus action.

Unlike normal instances, you can spend multiple grit points on this feature, each granting an additional two attacks. If you spend more than 1 grit point on this feature, you must take a short rest to do so again.

BLOOD DEBT

Beginning at 14th level, you name one person – either an NPC or a PC. As long as that person is alive, you automatically stabilize after 2 rounds of dying. The DM must approve your choice, and it must be a character that has a decent chance of dying in the campaign.

KILL SHOT

At 18th level, when you score a critical hit on an attack roll with a firearm, you can spend 1 grit point to force the target to make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). If it fails the saving throw and has 100 hit points or fewer, it drops to 0 hit points and is Dying. Otherwise, it suffers the normal effect of a critical hit.

LAWMAN

As the Wild West becomes wilder, the brave lawman becomes more of a necessity – as well as a local celebrity. These men and women serve the people, only drawing their guns when they need to, and focused more on bringing in criminals alive than killing.

WARNING SHOTS

Starting at 3rd level, when you choose to deal nonlethal damage with a firearm, you deal an extra amount of damage equal to your Charisma modifier.

LAST CHANCE

Starting at 6th level, when you successfully hit a creature with a ranged firearm attack, you can choose to have them make a Charisma save. The difficulty is equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, they drop their weapons and surrender. This is a fear effect.

At 14th level, you can choose to affect any or all creatures within 30 feet of your target.

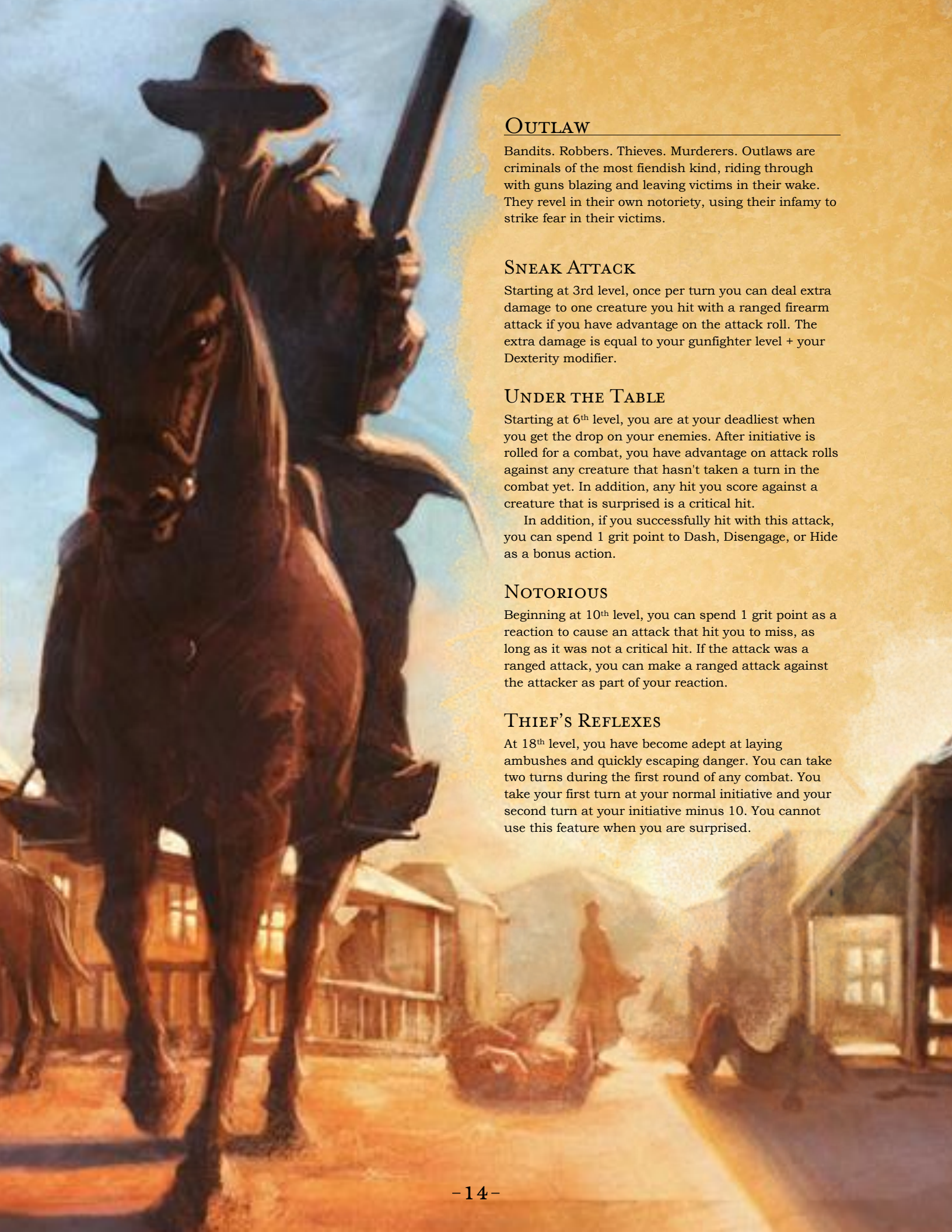
You can use this feature a number of times per day equal to your Charisma modifier. By taking a long rest, you regain all uses of this feature.

STARTLING SHOT

Beginning at 10th level, you can spend 1 grit point to purposely miss a creature you could normally hit with one of your attacks in order to grant advantage on all attack rolls on the target until the start of your next turn (including any other attack rolls you may make this round). You can use this ability once per round.

STUN SHOT

At 18th level, when you hit a target with an attack roll with a firearm, you can spend 1 grit point to force the target to make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency). If it fails the saving throw, the shot is considered a critical hit and the target is stunned until the start of your next turn. On a success, the target takes normal damage and is not stunned.



OUTLAW

Bandits. Robbers. Thieves. Murderers. Outlaws are criminals of the most fiendish kind, riding through with guns blazing and leaving victims in their wake. They revel in their own notoriety, using their infamy to strike fear in their victims.

SNEAK ATTACK

Starting at 3rd level, once per turn you can deal extra damage to one creature you hit with a ranged firearm attack if you have advantage on the attack roll. The extra damage is equal to your gunfighter level + your Dexterity modifier.

UNDER THE TABLE

Starting at 6th level, you are at your deadliest when you get the drop on your enemies. After initiative is rolled for a combat, you have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

In addition, if you successfully hit with this attack, you can spend 1 grit point to Dash, Disengage, or Hide as a bonus action.

NOTORIOUS

Beginning at 10th level, you can spend 1 grit point as a reaction to cause an attack that hit you to miss, as long as it was not a critical hit. If the attack was a ranged attack, you can make a ranged attack against the attacker as part of your reaction.

THIEF'S REFLEXES

At 18th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You cannot use this feature when you are surprised.

HEALER

Working her way through a crowded tent full of coughing plague victims, an elderly nun crosses herself piously. She says a prayer for the sick and dying, kneeling beside each one to give words of hope and peace.

A tribal chieftain closes his eyes, feeling the rhythmic thumping of the nearby drum as he raises feathers and other relics to the night sky. A wounded warrior lies nearby, coughing up black smoke as pain and darkness leave his body.

Pushing up his glasses, a physician carefully sutures a bullet wound of his patient. He quickly bandages the shoulder, wiping blood from his brow before moving onto the next gaping hole.

The frontier is a dangerous place, and healers do their best to make things slightly less so. Whether spiritual counselors or field medics, their calling is to heal the wounded and uplift the downtrodden. Many find their mission a glorious one, while others frantically rush to mend an ever-increasing flood of wounded patients.

BLOOD AND TEARS

The life of a healer is not a glamorous one, by any stretch of the imagination. While tales are told around campfires of rough-riding outlaws and fearless warriors, few mention the unsung caretakers and spiritual advisors of the land. Theirs is a path of self-sacrifice, putting themselves in harm's way and risking their health in the face of disease and inclement weather, all for the simple sake of keeping their fellow man alive. Healers do not ask for much, yet they are constantly in demand.

CREATING A HEALER

When creating a healer, think about the nature and source of your healing. Are you doing the bidding of your God, gods, or Great Spirit? Do you heal by faith, or use medicinal herbs? Are you purely pragmatic, using science to treat the injured?

QUICK BUILD

You can make a healer quickly by following these suggestions. First, put your highest ability score in Wisdom, followed by Charisma. Second, choose the guild artisan background.

The Healer				
Level	Proficiency Bonus	Features	Healer's Touch	Heal Reserve
1 st	+2	Analysis, Man Down	---	---
2 nd	+2	Heal Reserve, Healer's Touch	1d4	2
3 rd	+2	Healer Specialty, Expertise	1d4	3
4 th	+2	Ability Score Improvement	1d4	4
5 th	+3	Mutual Healing	1d6	5
6 th	+3	Specialty Feature. Lingering Effect	1d6	6
7 th	+3	From the Brink, Stillness of Mind	1d6	7
8 th	+3	Ability Score Improvement	1d6	8
9 th	+4	Reliable Expertise	1d8	9
10 th	+4	Extra Attack, Expertise	1d8	10
11 th	+4	Specialty Feature	1d8	11
12 th	+4	Ability Score Improvement	1d8	12
13 th	+5	Inoculation	1d10	13
14 th	+5	Improved From the Brink	1d10	14
15 th	+5	Consummate Linguist	1d10	15
16 th	+5	Ability Score Improvement	1d10	16
17 th	+6	Specialty Feature	1d12	17
18 th	+6	Karma Strike	1d12	18
19 th	+6	Ability Score Improvement	1d12	19
20 th	+6	Angel of Life	1d12	20

CLASS FEATURES

As a healer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per healer level

Hit Dice at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per healer level after 1st

PROFICIENCIES

Weapons: Simple weapons

Tools: Healer's Kit, Poisoner's Kit

Saving Throws: Wisdom, Charisma

Skills: Choose four from History, Insight, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Religion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a simple weapon
- two daggers
- a healer's kit
- (a) a priest's pack or (b) a scholar's pack



ANALYSIS

At 1st level, you can make a DC 10 Wisdom (Medicine) check to deduce the approximate percentage of hit points a target within 30 feet of you possesses. You can also detect the presence of a disease or poison in an adjacent object or creature.

With a Medicine check of 15 or higher, you know the exact number of hit points in the creature, the exact poison, or exact disease in the creature.

MAN DOWN

Also at 1st level, when you use the Dash action you can use a healer's kit or your Healer's Touch feature as a bonus action.

You can use this ability a number of times equal to your Wisdom modifier, after which you must take a long rest to regain all uses of this ability.

HEAL RESERVE

Beginning 2nd level, you gain a reserve of focus and medicine that you can use to create special effects. These effects are determined by your specialty, and detailed within their descriptions.

You have 1 Heal Reserve point per healer level you possess. Any points you have spent are restored with a long rest.

HEALER'S TOUCH

Also at 2nd level, you gain the ability to heal others with a touch. As an action you can touch an adjacent willing creature, or yourself, and restore a number of hit points corresponding to your level in the Healer's Touch column of the Healer class table. You can do this a number of times equal to your Healer level, after which you must take a short or long rest to regain all uses of this feature.

Alternatively, you can use your Healer's Touch to treat poisons or diseases. Poisons and diseases have a certain number of Cure Points, as detailed in Chapter 6. These afflictions require healing equal to their Cure Points in order to be cured.

For example, Rattlesnake Venom has 10 Cure Points. It would then require 10 points of healing from the Healer's Touch ability, spread out over multiple rounds, in order to cure it. If an affliction is partially cured but is left untreated for more than 1 minute (for poisons) or 1 day (for diseases), any progress toward curing the affliction is lost.

HEALER SPECIALTY

At 3rd level, you choose an archetype that reflects your curative practice and training: Doctor, Medicine Man, Priest, or Singer, all detailed at the end of the class description. Your specialty grants you features at 3rd level and again at 6th, 11th, and 17th level.

EXPERTISE

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, and 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MUTUAL HEALING

At 5th level, whenever you use your Healer's Touch to restore hit points to another creature, you also regain hit points equal half the amount you healed (rounded down).

LINGERING EFFECT

Beginning at 6th level, any time you heal a creature by any means, the creature heals an additional amount of hit points equal to your proficiency bonus in the following round. If the creature is healed of hit points in that following round, they do not gain the benefits of your lingering effect.

FROM THE BRINK

Starting at 7th level, you can use your Healer's Touch to revive a creature that has died within the last 1 minute or less. You must restore hit points using Healer's touch to revive a creature, and the healed creature immediately regains consciousness.

At 14th level, you can revive a creature that has died within the last 1 hour or less.

Once you use this feature, you must take a short or long rest to use it again.

STILLNESS OF MIND

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

RELIABLE EXPERTISE

Beginning at 9th level, you have refined your specialized skills until they approach perfection. Whenever you make an ability check in which you have Expertise, you can treat a d20 roll of 9 or lower as a 10.

INOCULATION

At 13th level, whenever you use your Healer's Touch to cure a creature of an affliction, that creature is immune to the affliction for 1 hour (for a poison) or 1 week (for a disease).

CONSUMMATE LINGUIST

Beginning at 15th level, your wide range of patients has conditioned you so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

KARMA STRIKE

Starting at 18th level, if a creature misses you with an attack you can choose to have the attacker suffer the damage they would have caused.

You can use this ability a number of times equal to your Wisdom modifier, after which you must take a long rest to regain all uses of this ability.

ANGEL OF LIFE

At 20th level, when you roll for initiative and have no Heal Reserve points remaining, you regain 4 Heal Reserve points.



HEALER SPECIALTY

For every low-life willing to put a bullet hole in a stranger, there is a kinder soul willing to patch it up. Healers use every means at their disposal to aid others – from the herbal to the surgical to the spiritual, or even the musical.

DOCTOR

Medical science as practiced in the Old West, though a relatively emergent field, can often mean the difference between life and death. Whether the challenge is sickness, an arrow, a gunshot wound, or a fall from a horse, a pioneer in the western territories requires care for medical emergencies, but often has to make do until a highly in-demand doctor can be found.

ELIXIR

Beginning when you choose this specialty at 3rd level, you can create elixirs and medicines for others to use later. By spending 1 Heal Reserve point and taking 10 minutes, you can create an elixir. The elixir restores an amount of hit points equal to double your maximum Healer's Touch roll. Alternatively, it can be used to cure a poison or a disease (choose one) whose Cure Points are equal to or less than the elixir amount.

For example, at 5th level you can create an elixir that heals 12 hit points, treats rattlesnake venom (10 Cure Points), or treats influenza (10 Cure Points).

An elixir can be used by, or administered to, any creature as an action. Elixirs last for 24 hours before they lose their potency.

SURGERY

Starting at 6th level, you can spend 1 Heal Reserve point to restore and heal ability damage dealt to a creature. The amount you restore is equal to your Healer's Touch. Surgery takes 1 minute to perform.

TASTE OF YOUR OWN MEDICINE

At 11th level, you can become resistant to poison damage. You also have advantage on any ability save you make to resist poison or disease.

TAKE TWO OF THESE

Beginning at 17th level, when you spend a Heal Reserve Point to create an elixir, you create two.

MEDICINE MAN

A Medicine Man is a priestly healer and spiritual leader of Native American tribes. Tribes adhere to a range of beliefs, ceremonies and rituals regarding communication with the spiritual world in which their religious leader enters supernatural realms to heal the sick, advise warriors, or even foretell the future.

SIGNS AND PORTENTS

Beginning when you choose this specialty at 3rd level, glimpses of the future begin to press in on your awareness. When you finish a long rest, you can spend 1 Heal Reserve point to roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lost any unused foretelling rolls.

RITUAL HEALING

Starting at 6th level, you can spend at least 1 Heal Reserve point to heal or treat a number of creatures equal to the number of Heal Reserve points expended, provided each creature is no longer than 5 feet away from you.

TASTE OF YOUR OWN MEDICINE

At 11th level, you can become resistant to poison damage. You also have advantage on any ability save you make to resist poison or disease.

GREAT SEER

Beginning at 17th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll four d20s for your Signs and Portents feature, rather than two.

PRIEST

Priests are to the Europeans what Medicine Men are to the Natives. Whether emissaries of God or simple speakers of peace, they bring light to lands in which they feel only darkness. Often their mere presence strengthens the resolve of their fellow pioneers.

BLESSED TOUCH

Beginning when you choose this specialty at 3rd level, you can channel the divine to either smite or protect against the wicked. As an action you can spend 1 Heal Reserve point to bless an adjacent non-evil character. For 1 minute, this creature has advantage on attack rolls against targets with an evil alignment.

Alternatively, you can choose to have the creature automatically cause disadvantage on attack rolls against it made by targets with an evil alignment.

FEAR NO EVIL

Starting at 6th level, you are immune to fear effects. Those you bless with your Blessed Touch also have advantage on ability saves against fear effects.

DIVINE INTERVENTION

At 11th level, you can use your action to call upon your deity to intervene on your behalf when your need is great. To do so, you must be out of Heal Reserve points. When you take this action, describe the assistance you want your deity to provide, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. After you take this action, you cannot do so again until you complete a long rest..

SUPREME HEALING

Beginning at 17th level, the dice you use for your Healing Touch is always maximized.





SINGER

Whether headlining at a grand saloon or strumming a guitar by a campfire, reciting opera or telling tales of ancient warriors, singers soothe the weary with music.

INSPIRATION

Beginning when you choose this specialty at 2nd level, you can inspire others through stirring words or music. To do so, you expend 1 Healing Reserve point as a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Inspiration die, equal to your Healer's Touch.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die at a time.

SONG OF REST

Starting at 6th level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains extra hit points equal to your Healer's Touch.

PEERLESS SKILL

At 11th level, when you make an ability check, you can spontaneously use Inspiration on yourself. Roll an Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

ARIA

Beginning at 17th level, when you use your Healer's Touch to restore hit points, you can choose to heal all creatures within 60 feet of you that can hear you.

HORSEMAN

Whooping and hollering, a group of cowboys corral livestock through a valley. One calf strays from the herd, and on thundering hooves one of the ranch hands gives chase.

A Spanish heiress rides through a Mexican city atop a spotless white steed. The penniless locals grow rowdy and move on the wealthy rider – who swiftly dismounts and draws an elegant rapier to defend herself with grace and skill.

Drawing a saber, an officer rides his horse to the edge of a mound. He points and shouts a command, signaling a tidal wave of cavalry to descend on the unsuspecting enemy encampment down the hill.

From rope-twirling ranchers to arrow-firing scouts, the horse is undoubtedly the symbol of the Wild West – and those who ride them the face. Masters of the mustangs, horsemen forge a living across some of the harshest land in the frontier.

BRINGING IN THE HERD

Like the cattle and horses they drive, horsemen work best as a team. They can steer and corral beasts of burden better than anyone, and their speed and maneuverability make them invaluable assets in any army. Horsemen use practiced skill and unshakeable teamwork to make a living and defend their lands.

The Horseman

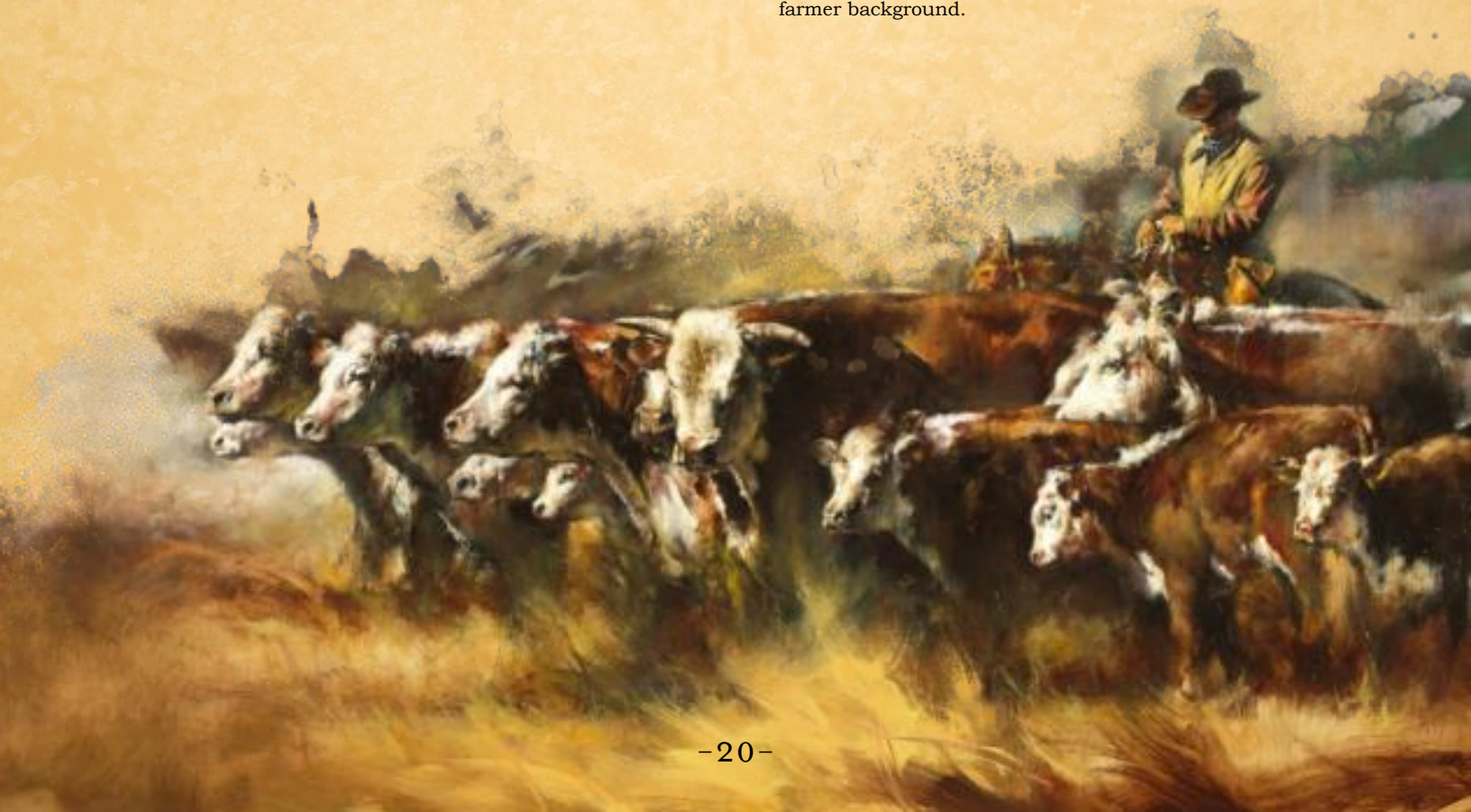
Level	Proficiency		Features	Armor Bonus
	Bonus			
1 st	+2		Horsemanship	+2
2 nd	+2		Horseman Breed	+2
3 rd	+2		Combat Style, Breed Feature	+2
4 th	+2		Ability Score Improvement	+2
5 th	+3		Extra Attack	+2
6 th	+3		Quick Reins	+2
7 th	+3		Combat Style	+3
8 th	+3		Ability Score Improvement	+3
9 th	+4		Breed Feature	+3
10 th	+4		Advanced Tactics	+3
11 th	+4		Ability Score Improvement	+3
12 th	+4		War Horse	+3
13 th	+5		Resilience	+4
14 th	+5		Breed Feature	+4
15 th	+5		Ability Score Improvement	+4
16 th	+5		Dominate Beast	+4
17 th	+6		Sunset Rider	+4
18 th	+6		Ability Score Improvement	+4
19 th	+6		Breed Feature	+5
20 th	+6		Spirit of the Horse	+5

CREATING A HORSEMAN

When creating a horseman (or woman) character, consider your nationality and working trade. Are you a rugged cattle farmer, used to long days and hard work? Are you a fanciful equestrian, who uses horsemanship as a form of status symbol? Are you a war veteran, accustomed to riding a horse into a hailstorm of bullets?

QUICK BUILD

You can make a horseman quickly by following these suggestions. First, put your highest ability score in Dexterity, followed by Wisdom. Second, choose the farmer background.



CLASS FEATURES

As a cowboy, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per horseman level

Hit Dice at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per horseman level after 1st

PROFICIENCIES

Weapons: Simple weapons, lasso, pistols

Tools: Leatherworker's tools

Saving Throws: Dexterity, Wisdom

Skills: Choose two from Acrobatics, Athletics, Intimidation, Nature, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a lasso or (b) a martial weapon (if proficient)
- two daggers
- a revolver and 20 bullets
- an explorer's pack

HORSEMANSHIP

At 1st level, you gain proficiency in Handle Animals. You also gain a riding horse or mule. This creature is considered your personal mount, or Steed. Most horseman abilities require you to be mounted on this specific steed. Gaining a new Steed takes 3 days of bonding with a new horse or mule.

ARMOR BONUS

Also at 1st level, you gain a bonus to your armor class equal to the amount listed under the Armor Bonus column of the horseman class table. You must be mounted on a horse or mule to gain this benefit, and its effects are in addition to any other armor bonus you may have.

HORSEMAN BREED

At 2nd level, you choose an archetype that reflects your training and specialties: Caballero, Cavalry, or Cowboy, all detailed at the end of the class description. Your breed grants you features at 3rd level and again at 9th, 14th, and 19th level.

MOUNTED COMBAT STYLE

Starting at 3rd level, you adopt a particular style of mounted fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again:

Archery. While riding your Steed, you gain a +2 bonus to ranged attacks and damage rolls using bows.

Defense. While mounted on your Steed, you can use your reaction to impose disadvantage on an attack roll against you.

Dueling. While mounted and wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to attack and damage rolls with the weapon.

Firearms. While mounted, you gain a +2 bonus to ranged attacks and damage rolls using firearms.

Lasso. While riding your Steed, you can make a Rope (Dexterity) tool check as an Attack action against a target 30 feet away or less. On a success, the target is grappled or entangled (your choice).

Starting at 7th level, you gain additional bonuses based on your chosen Fighting Style:

Archery. While riding your Steed, you can make an extra ranged weapon attack at disadvantage against a target within 15 feet of you when you take the Attack action on your turn.

Defense. While mounted on your Steed, if an opponent misses you with an attack, they can make no other attacks for the round, including reactions.

Dueling. While wielding a melee weapon in one hand and no other weapons, you can mount or dismount as a bonus action, instead of a move.

Firearms. While mounted, you can reload a firearm as a bonus action, instead of an action.

Lasso. While riding your Steed, if you grapple an opponent with a rope you can make an opposed Strength (Athletics) check. If you succeed, the target is pulled to the ground and prone.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 11th, 15th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

QUICK REINS

Starting at 6th level, you can have your Steed use the Dash or Disengage action as your bonus action.

ADVANCED TACTICS

At 10th level, you gain one of the following features of your choice.

Lone Wolf. When there are no allies other than your Steed within 30 feet of you, you gain a number of temporary hit points every round equal to your Wisdom modifier. These hit points are not cumulative.

Perseverance. You and your Steed gain proficiency in two saving throws of your choice.

Ride Like the Wind. Your Steed's base land speed increases by 20 feet.

Strength in Numbers. You gain a number of temporary hit points every round equal to the number of conscious allies within 30 feet of you, including your Steed. These hit points are not cumulative.

WAR HORSE

Beginning at 12th level, your Steed becomes immune to fear effects. As long as you are mounted, you have advantage on ability saves against fear effects.

In addition, any damage dealt by your mount's natural attacks is always maximized.

RESILIENCE

Starting 13th level, when you are suffering levels of exhaustion you can use an action to return your exhaustion level to 0. You must take a long rest before you can use this feature again.

INDOMITABLE STEED

At 16th level, your Steed can reroll a saving throw that it fails. If it does so, it must use the new roll. Your Steed can use this feature three times between long rests.

SUNSET RIDER

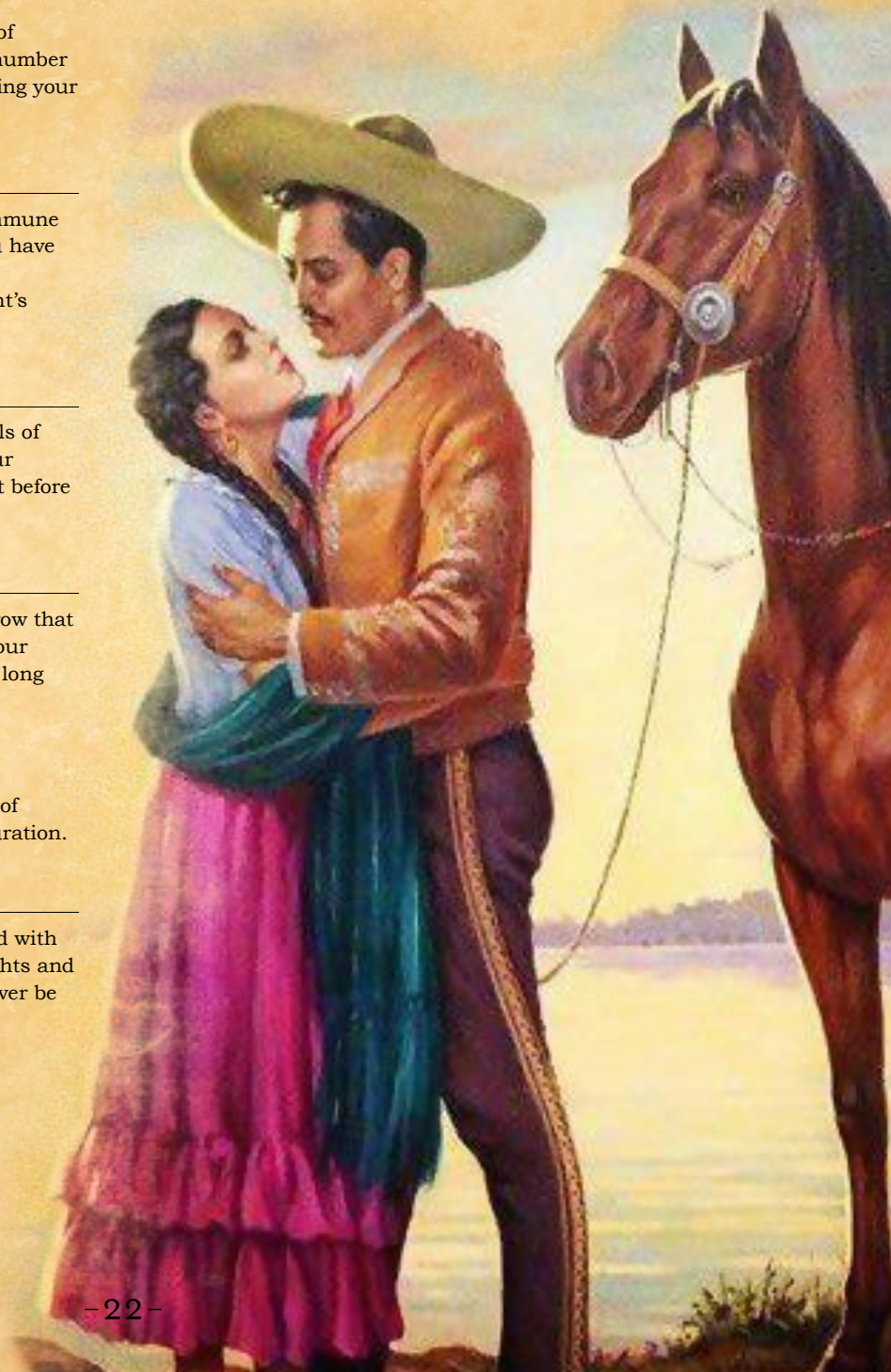
Beginning at 17th level, you never suffer levels of exhaustion from riding a mount, despite the duration.

SPIRIT OF THE HORSE

At 20th level, you form an almost spiritual bond with your mount. Your mount can sense your thoughts and commands from up to 1 mile away, and can never be tamed by anyone else as long as you live.

HORSEMAN BREED

All across the West, the horse has become the staple of transportation and labor. From the vaqueros in the south to the Lakota warriors of the north, horsemen seem to command the very wind as they ride. They are free men and women, born to ride and devoted only to the beasts they call friends.



CABALLERO

Caballeros are Spanish nobility, akin to knights. They are sworn protectors of the people, and while many use their wealth to accomplish (or dismiss) the task, others take to their trusty steed to ride out and face dangers head on. Caballeros are renowned for their sophistication, swordsmanship, and suave style.

AUDACITY

Beginning when you choose this breed 3rd level, your unmistakable confidence propels you into battle. You add your Charisma modifier to your initiative rolls.

In addition, you become proficient in Deception and Performance.

PANACHE

Starting at 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

EQUINE MANEUVER

Starting at 14th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you while mounted make during the same turn.

In addition, you do not need to make ability checks to maintain your balance if standing on your horse.

WAITING SADDLE

Beginning at 19th level, your horse becomes a safety net in your daring escapades. Climbing no longer costs you extra movement. In addition, if you intentionally leap from a height onto your Steed's saddle, treat the fall as if it were 20 feet shorter.

CAVALRY

Since the earliest wars fought on what would become America, the cavalry has been an essential part of any standing army. With speed and power they run down and surround their enemies, and the sound of approaching thunder is enough to intimidate even the most hardened foot soldier.

COMBAT STEED

Beginning when you choose this breed 3rd level, your Steed becomes well-suited to the rigors and chaos of war. Whenever you gain a level, including 3rd level, your Steed gains extra maximum hit points equal to your proficiency bonus.

CHARGE

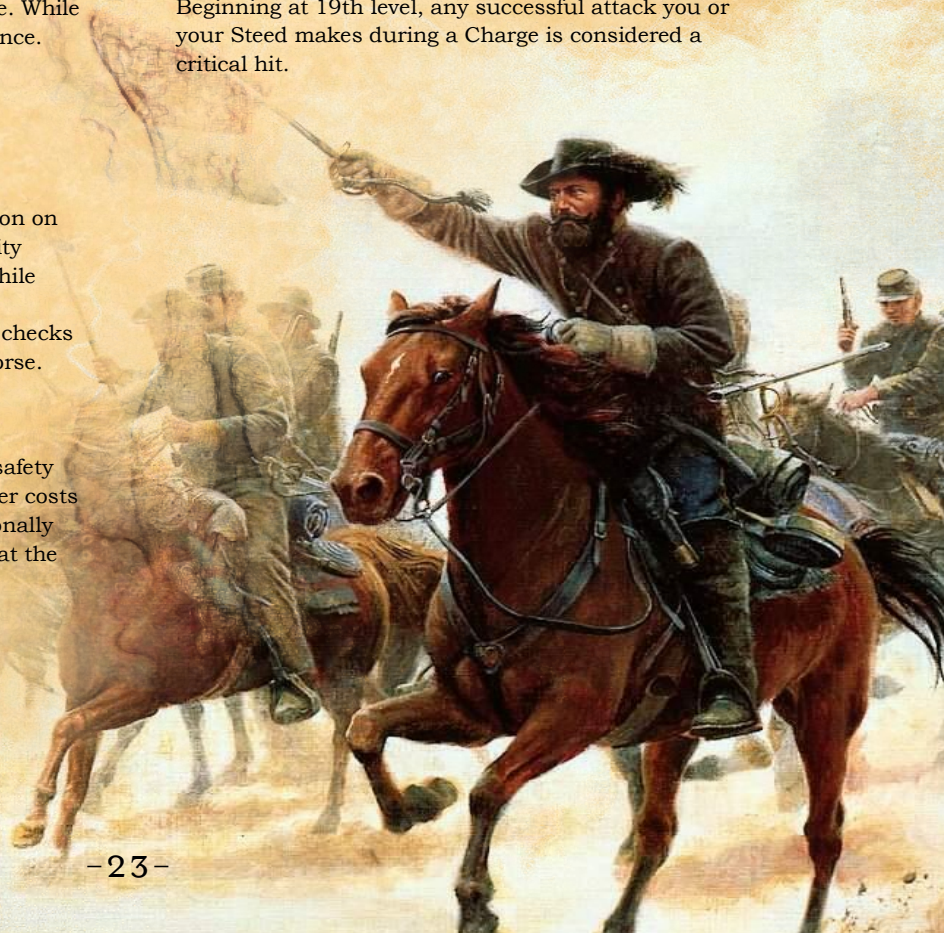
Starting at 9th level, when your Steed uses the Dash action, both you and your Steed can make a single melee attack against creatures at any point along the path – provided it is in a straight line. These attacks have advantage against unmounted creatures the size of your Steed or smaller.

BORN IN THE SADDLE

Starting at 14th level, you cannot be forcibly removed from your saddle by any means as long as you are conscious and not incapacitated.

SKIRMISHER

Beginning at 19th level, any successful attack you or your Steed makes during a Charge is considered a critical hit.





COWBOY

While gunfighters get the glory and businessmen get the riches, it is the cowboys who get the work done in the West. They are farmhands and ranchers, cattle drivers and wranglers, the hardy men and women tame the beasts and land with sheer grit and will.

ROUND UP

Beginning when you choose this breed 3rd level, can make a Handle Animal check to guide or steer all horses or livestock within 30 feet of you. The DC is 10 if the animals are placid, 15 if rushed, and 20 if the animals are stampeding or otherwise in danger.

If successful, the animals move in a direction of your choice for 1 minute. After that minute, unless threatened, most animals continue in that relative direction on their own.

You can make a Round Up check once per hour if guiding animals across vast distances. On a miss, at least one stray breaks away from the herd and must be corralled back into the group.

BREAK THEM IN

Starting at 9th level, you can attempt to break in a new Steed by force, rather than taking days to do so through training. Jumping on a wild mustang or unfamiliar mount requires a Strength (Athletics) check of 15, or the animal's opposed Athletics check result if it resists.

After that, you must make three consecutive Wisdom (Handle Animal) checks with a DC of 15 or the animal's opposed Athletics check result if it resists. With three consecutive successes, the animal becomes your new Steed. If the success streak is broken by a failure, you must begin again.

GREATER ROUND UP

Starting at 14th level, your Round Up radius expands to 60 feet. In addition, you only need to make one Round Up check per day to guide animals across vast distances.

SLEEP UNDER THE STARS

Beginning at 19th level, you only need to sleep for 4 hours to gain the benefits of a long rest. You can also go three sleepless nights without suffering the effects of exhaustion or acquiring exhaustion levels.

HUNTER

A French fur-trapper kneels in a birch canoe as it drifts slowly along a partially-frozen river. The cold doesn't faze him as he holds a rifle to his shoulder. With the faint sound of a splash, he fires – and adds another beaver pelt to his collection.

Riding like wind through a valley of thunder, a mounted Lakota warrior rides through a buffalo herd. He fires through clouds of dust, his arrow finding its mark as the beast slides to a sudden stop.

Lying flat on a hill, a freckled teenager blows a strand of red hair from her face. She peers down the barrel of a rifle, watching a group of thugs striding toward her farm on horseback. It is the last time they threaten her pa for the little money he has.

Hunters are masters of the ranged kill, scouts and trackers who use stealth and surprise to take out their quarry. Whether that quarry is human or animal, hunters prefer to remain unseen and use precision over brute strength or aggression.

ONE SHOT, ONE KILL

To many, hunters are like ghosts that haunt the forests and plains of the frontier. They are ambushers, stalking their prey and delivering killing blows in silence. Some are guerilla soldiers, shadows who race through the trees to evade enemies. Others are simply common folk who prefer to stay as far away from combat as possible. Still others are more brazen, chasing down their enemies with speed and precision.

CREATING A HUNTER

When creating a hunter character, consider overall your choice of prey. Do you hunt forest creatures for survival or profit, selling furs and horns? Are you a former soldier, preferring to stick to the trees and keep moving to stay one step ahead of the enemy? Did you learn to hunt from your village or family, or is it something you taught yourself?

QUICK BUILD

You can make a hunter quickly by following these suggestions. First, put your highest ability score in Wisdom, followed by Dexterity. Second, choose the naturalist background.

CLASS FEATURES

As a hunter, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per hunter level

Hit Dice at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per hunter level after 1st

PROFICIENCIES

Weapons: Simple weapons, long bows, short bows, pistols, rifles

Tools: Leatherworker's tools, Woodcarver's tools

Saving Throws: Dexterity, Constitution

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

The Hunter			
Level	Proficiency Bonus	Features	Ambush
1 st	+2	Mark of the Hunter, Natural Explorer	1d6
2 nd	+2	Primeval Awareness	1d6
3 rd	+2	Hunter Archetype, Ambush	2d6
4 th	+2	Ability Score Improvement	2d6
5 th	+3	Extra Attack	3d6
6 th	+3	Mark of the Hunter and Natural Explorer Improvement	3d6
7 th	+3	Hunter Archetype Feature	4d6
8 th	+3	Ability Score Improvement, Land's Stride	4d6
9 th	+4	Hunter's Instinct	5d6
10 th	+4	Natural Explorer Improvement, Hide in Plain Sight	5d6
11 th	+4	Hunter Archetype Feature	6d6
12 th	+4	Ability Score Improvement	6d6
13 th	+5	Blind Sense	7d6
14 th	+5	Mark of the Hunter Improvement, Vanish	7d6
15 th	+5	Hunter Archetype Feature	8d6
16 th	+5	Ability Score Improvement	8d6
17 th	+6	Dominate Beast	9d6
18 th	+6	Feral Senses	9d6
19 th	+6	Ability Score Improvement	10d6
20 th	+6	Foe Slayer	10d6

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) simple weapon or (b) a pistol
- (a) a revolver and 20 bullets or
(b) a longbow and 20 arrows
- two daggers and an explorer's pack

MARK OF THE HUNTER

At 1st level, you learn to single out your prey in the midst of distractions. As an action you can designate a creature within 120 feet that you can see as your mark. Until you lose sight of that creature, you have advantage on attack rolls against it. If you attack any other creatures, however, you have disadvantage on your attack rolls against them. You can dismiss your mark as a bonus action.

At 6th level, you can mark two creatures you can see that are within range. At 14th level, you can choose three creatures.

NATURAL EXPLORER

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or the swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

PRIMEVAL AWARENESS

Beginning 2nd level, you can spend an action to detect the presence of large animals or humans within 1 mile of you. This awareness lasts for 1 round.

HUNTER ARCHETYPE

Starting at 3rd level, you choose an archetype that you strive to emulate: Archer, Scout, or Trapper. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

AMBUSH

At 3rd level, you know how to strike with stealth and precision. Once per turn, you can deal an extra 1d8 damage to one creature you hit with an attack if the creature does not see you. You have advantage on such attacks, as normal. The attack must use a finesse or a ranged weapon.

The amount of the extra damage increases as you gain levels in this class.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, when you take the Attack action on your turn.

LAND STRIDE

Starting at 8th level, moving through difficult terrain costs you no extra movement. You can also pass through plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

HUNTER'S INSTINCT

Starting 9th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn.

HIDE IN PLAIN SIGHT

At 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.



BLIND SENSE

Starting 13th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

VANISH

Beginning at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked, unless you choose to leave a trail.

DOMINATE BEAST

At 17th level, you can spend an action and attempt to beguile a beast that you can see, and that can see and hear you, within 60 feet. It must succeed on a Wisdom saving throw, opposed by your Handle Animal check, or be charmed by you for up to 1 minute. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

After the initial action used for this feature, you must use a bonus action in subsequent rounds to maintain this control, remaining visible and audible to the creature. Otherwise, the effect ends.

FERAL SENSES

Beginning at 18th level, your heightened awareness further intensifies. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. Your Blind Sense also extends to 30 feet, provided you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against any of your Marked enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

HUNTER ARCHETYPES

Every hunter has a favored weapon, and this choice shapes not only the logical prey but the tactics involved in using them. From bows and arrows to high-powered rifles, hunters create a style for themselves around the tools they use.

ARCHER

Masters of stealth and strength, archers use the near silence of the seemingly primitive bow to take out their quarry unnoticed.

BUFFALO WARRIOR

Beginning when you choose this archetype at 3rd level, your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

QUICK SHOT

Starting at 7th level, if you hit with a ranged bow attack you can make another ranged bow attack as a bonus action.

CHASING ARROW

Starting at 11th level, you are considered to have a reach of 10 feet for the purposes of creatures entering or leaving your threatened area. You must make a ranged bow attack if you use your reaction to attack a creature for leaving your threatened area.

GHOST IN THE TREES

Beginning at 15th level, when a creature attacks you and misses, you can attempt to Hide as a reaction.

SCOUT

Scouts are expert marksmen, deadly with rifles over long ranges and able to cover great distances on land.

SNIPER

Beginning when you choose this archetype 3rd level, you are at your deadliest when you get the drop on your enemies. After initiative is rolled for a combat, you have advantage on ranged rifle attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit. If you use Ambush on such a critical hit, use the maximum result for each Ambush die instead of rolling it.

ARMY CRAWL

Starting at 7th level, you can crawl at your full base land speed. In addition, while you are prone enemies have disadvantage on ranged attack rolls against you.

KNOCKDOWN SHOT

Starting at 11th level, when you successfully hit a creature with a ranged attack roll you can force it to make a Strength ability save. The difficulty is equal to 10 or the damage you dealt, whichever is greater. On a failure, the creature falls prone.

You can use this feature a number of times equal to your Wisdom modifier, after which you must take a short or long rest to regain all uses of this feature.

FORCED MARCH

Beginning at 15th level, your overland speed is considered double your normal land speed when determining distance you can cover. In addition, you only need 4 hours of sleep every night to gain the benefits of a long rest.

TRAPPER

While many hunters chase down and kill their prey, trappers generally prefer to let the prey come to them. They are experts at creating hidden traps to do their killing for them.

SET TRAPS

Beginning when you choose this archetype 3rd level, you can take 1 minute to set one of the following traps:

- **Deadly Trap.** The trap consists of a triggered spike, blade, pit, or other damage-dealing device. The trapped creature takes piercing damage equal to your Ambush damage.
- **Poison Trap.** The trap deals minimal damage, but delivers a potentially lethal poison. The trapped creature takes 1 piercing damage and must make a Constitution save or become poisoned by the trap.

- **Snaring Trap.** The trap constricts around a limb or other part of the triggering creature's body. The creature cannot move from the location of the trap, unless you include a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with Strength (Athletics) or Dexterity (Acrobatics) check as an Action. The trap or its leash has a number of hit points equal to 1/2 your level, or can be burst as a full-round action with a DC 20 Strength check. The trap can hold up to a Medium creature; each extra daily use of your trap ability spent when the trap is set increases the maximum size of creature the trap can hold. At your option, if there is a tall object or structure nearby, you can have the trap lift the creature.

Any ability checks or saves required by a trap are equal to 8 + your proficiency bonus + your Wisdom modifier.

Traps can be set to take up space as small as 5 x 5 feet or as large as 15 x 15 feet. Each trap lasts for 24 hours once deployed, after which it becomes useless.

You can deploy a number of traps per day equal to your Dexterity modifier, after which you must take a long rest to deploy more.

DECOY

Starting at 7th level, you can attempt to lure creatures to your trap. The decoy has a range of 60 feet. If any creature enters that area it must make a Wisdom save against your Trap DC. On a failure, it decides to investigate the area in which you set the trap.

A decoy can work on humans, as well. An example could be a makeshift humanoid shape in old clothing that could entice a human to come investigate the stranger.

IMPROVED TRAP

Starting at 11th level, your traps become more effective, depending on the trap used:

- **Deadly Trap.** The Ambush damage is maximized.
- **Poison Trap.** The trap poison has 10 more Cure Points than normal for the poison.
- **Snaring Trap.** The trapped creature is stunned for 1 round after becoming ensnared.

EVASION

Beginning at 15th level, you can nimbly dodge out of the way of certain area effects, such as traps or explosives. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SOLDIER

A lone Cheyenne warrior rides over a hill toward an enemy encampment. He fires into oncoming bullets, protected by the great spirits and confident that his horse will ride him to victory.

Lying on the ground with his back against what remains of a brick wall, an army officer winces as a bullet narrowly misses his head. He shouts to be heard by his terrified men, reloading his rifle as he orders them to fight to their last breath.

A Wyoming Territory scout fires her rifle at an endless wave of Apache warriors steaming toward her camp. One makes it up to her, and she dispatches him with a dagger drawn from her boot – facing the fierce man with strength that rivals his own.

Wandering veterans, wagon train protectors, valiant commanders, hardened mercenaries, and fearless braves – as soldiers, they all share an unparalleled mastery with weapons, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it down.



TRAINED FOR DANGER

Not every member of the city militia, the village skirmishers, or the United States Army is a soldier. Most of these troops are relatively untrained fighters with only the most basic combat knowledge. Veteran infantrymen, military officers, trained bodyguards, bounty hunters, and similar figures are fighters.

The Soldier

Level	Proficiency Bonus	Features
1 st	+2	Combat Style, Second Wind
2 nd	+2	Action Surge (one use)
3 rd	+2	Martial Archetype
4 th	+2	Ability Score Improvement
5 th	+3	Extra Attack
6 th	+3	Ability Score Improvement
7 th	+3	Martial Archetype Feature
8 th	+3	Ability Score Improvement
9 th	+4	Indomitable (one use)
10 th	+4	Martial Archetype Feature
11 th	+4	Extra Attack (2)
12 th	+4	Ability Score Improvement
13 th	+5	Indomitable (2)
14 th	+5	Ability Score Improvement
15 th	+5	Martial Archetype Feature
16 th	+5	Ability Score Improvement
17 th	+6	Action Surge (2), Indomitable (3)
18 th	+6	Martial Archetype Feature
19 th	+6	Ability Score Improvement
20 th	+6	Extra Attack (3)

CREATING A SOLDIER

As you build your soldier, think about two related elements of your character's background: Where did you get your combat training, and what set you apart from the mundane warriors around you? Were you particularly ruthless? Did you get extra help from a mentor, perhaps because of your exceptional dedication? What drove you to this training in the first place? A threat to your homeland, a thirst for revenge, or a need to prove yourself might have all been factors.

QUICK BUILD

You can make a soldier quickly by following these suggestions. First, put your highest ability score in Dexterity, followed by Constitution (or Charisma if you plan to adopt the Commander martial archetype. Second, choose the soldier background.

CLASS FEATURES

As a soldier, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per soldier level

Hit Dice at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your

Constitution modifier per soldier level after 1st

PROFICIENCIES

Weapons: Simple weapons, martial weapons, pistols, rifles

Tools: None

Saving Throws: Dexterity, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple weapon or (b) a martial weapon
- (a) a revolver or (b) a rifle
- a dagger, 20 bullets, and an explorer's pack

COMBAT STYLE

Starting at 1st level, you adopt a particular style of weapon fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again:

Archery. You gain a +2 bonus to ranged attacks and damage rolls using bows.

Defense. You gain a +2 bonus to your armor class.

Dueling. While wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with the weapon.

Pistols. You gain a +2 bonus to ranged attacks and damage rolls using pistols.

Rifles. When you roll a 1 or 2 on a damage die for an attack you make with a rifle, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to $1d10 + \text{your soldier level}$. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

EXTRA ATTACK

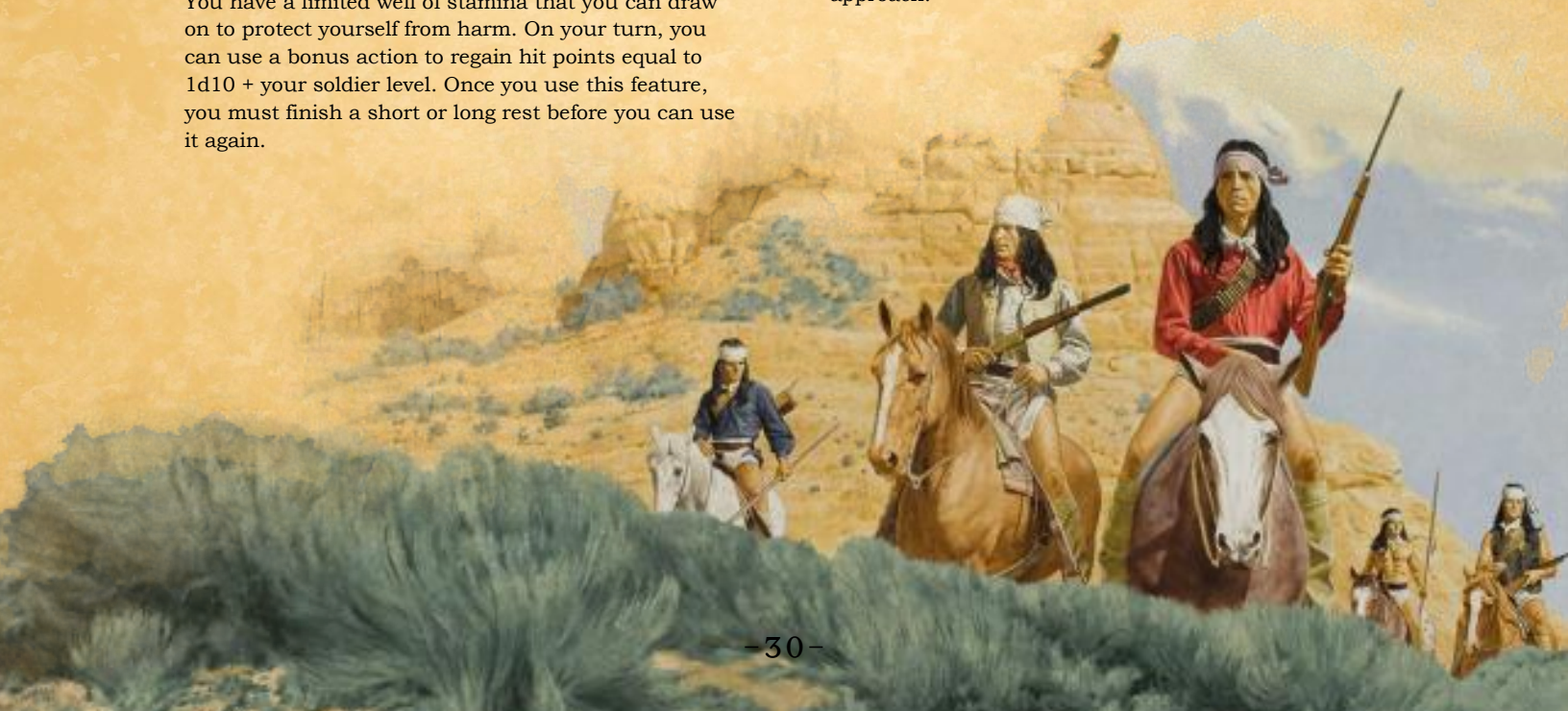
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

MARTIAL ARCHETYPE

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.



CHAMPION

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

REMARKABLE ATHLETE

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

SUPERIOR CRITICAL

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have half or fewer of your hit points left. You don't gain this benefit if you have 0 hit points.



COMMANDER

Those who emulate the archetypal Commander employ martial techniques passed down through generations. To a Commander, combat is an academic field. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Commander archetype, but those who do are well-rounded soldiers of great skill and knowledge.

COMBAT SUPERIORITY

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have three superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver Save DC = 8 + twice your proficiency bonus

STUDENT OF WAR

At 3rd level, you gain proficiency with mason's tools.

KNOW YOUR ENEMY

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. You will know if the it is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Hit points
- Lifestyle
- Total class levels (if any)
- Soldier class levels (if any)

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you start your turn with no superiority dice, you regain two of them at the end of that turn.

INFANTRY

The backbone of any standing army, the archetypal Infantryman is a highly trained and observant soldier. Those of the Infantry depend on their fellow warrior as much as their own wits to keep them alive.

IMPROVED COVER

Beginning when you choose this archetype at 3rd level, when you have at least half cover you are considered to have one degree of cover higher than normal for your situation.

FALLEN SOLDIER

Starting at 7th level, you can stabilize a creature by touch with an action. You must take a short or long rest before you can use this feature again.

In addition, if an ally is reduced to 0 hit points within 15 feet of you, you can use your reaction to make an attack against the attacking enemy.

NEVER SURRENDER

At 10th level, when you use your Second Wind, you also dismiss any ongoing mind-affecting or poison effect you are currently experiencing.

BATTLE YELL

Starting at 15th level, you can make an Intimidation check as action to attempt to terrify your enemies. All enemies within 30 feet of you must make a Charisma save against your roll result or be Frightened for a number of rounds equal to your Charisma modifier.

Once you use this feature, you must take a short or long rest before you can use it again.

BAND OF BROTHERS

At 18th level, when you use your Second Wind you can select one adjacent ally to recover the same amount of hit points as you do.



CHAPTER TWO: MECHANICS

In the *Frontier* campaign setting, there are a number of rulings and mechanics added to help illustrate the Old West time and flair. All mechanics are optional, but should be considered in any *Frontier* campaign – as well as any other similar setting.

DRINKING

There is a romanticized image of the frontier saloon. A man pushes open the swinging doors of an ornately decorated and large clean saloon, bellies up to the bar, and orders a whiskey. As someone plays a piano in the corner, with dancing girls swirling around, the bar tender takes out a clean bottle of bourbon, and fills a shot glass which is quickly consumed. The man then throws down a gold coin, and takes his bottle to one of the many gaming tables, and gets involved in a game of poker. The poker game then ends in a shootout, with dead bodies strewn about the floor. The problem is that it's not always an accurate or typical portrayal of the way it really is.

Most saloons are not large, not very ornate, nor are they very tidy. Floors are often covered with sawdust, which absorb everything from tobacco juice, blood, beer, and liquor, as well as holding down other displeasing odors associated with busy saloons.

Still, there is no mistaking the incredible prevalence and popularity of alcohol in the West. Drinking is a year-round sport, and a man can't take ten steps through a boomtown without passing a saloon or tavern. Cowboys swig watered-down whiskey as they share stories around campfires, and everything from gin to wine can be ordered in gambling halls and finer establishments in town. It is both a vice of drunken miners with a short life span, and the relief of hard-working men and women across the frontier.



ALCOHOL GAME MECHANICS

Alcohol acts as an intoxicant at lower doses, but inflicts exhaustion if one overindulges. While it resembles a poison in some ways, it does not count as one for proficiency with the poisoner's kit, nor can it be cured with a Healer's Touch. Characters proficient in brewer's supplies may create alcoholic beverages per the rules for crafting.

A creature may consume 2 alcoholic drinks before requiring a DC 15 Constitution poison save to avoid ill effects; one alcoholic drink is the equivalent of one pint of beer, one glass of wine, or one shot of hard liquor. Until a creature fails its saving throw, each alcoholic drink consumed bestows one of the following beneficial effects (choose or roll randomly):

- +1d3 temporary hit points
- Advantage on a single saving throw against a mind-affecting or effect
- Advantage on a single Charisma check
- Advantage on a single Dexterity (Acrobatics or Stealth) check
- Advantage on a single Strength check
- Advantage on a single Wisdom (Insight or Perception) check

These beneficial effects last until the creature fails a saving throw against alcohol consumption or until one hour has passed. Creatures may resume drinking after an hour has passed in order to regain these benefits, but the DC increases to 20 until they have taken a long rest.

Once a creature fails its Constitution saving throw, it is immediately subject to a level of exhaustion equal to the additional number of alcoholic drinks it has consumed (past the initial two, "safe" drinks) and all beneficial effects of alcohol consumption end. For example, a creature that fails its saving throw on its third drink immediately suffers the first level of exhaustion (disadvantage on ability checks) while one that fails on its fifth drink suffers the third level of exhaustion (disadvantage on ability checks, speed halved, and disadvantage on attack rolls and saving throws). These levels of exhaustion are recovered as usual.

GAMBLING

Going West means taking a chance and seeking your fortune, or at least a better life. Perhaps there is something in the outlook of those who head out into an empty and unsettling landscape that makes games of chance so alluring. Perhaps that's the reason gambling in the West is more popular and pervasive than anywhere else in the country.

Gambling takes many forms, from the standard fare of poker to dice games, chess, and board games. Whatever the game, it is a combination of skill and luck that either stuffs the pockets or leads to a long and saddening walk home.

GAMBLING GAME MECHANICS

There are two forms of gambling, Player vs House and Player vs Player. When playing against the House, the gambler rolls against a static number in the hopes of winning a prize. When playing against other players, both gamblers try to roll higher than each other.

First, start by wagering an amount of money in gold pieces. This can be as little or as much as you like, though some establishments may have a minimum bet. Next, depending on the game played, roll 1d20 and add your proficiency in any of the following skills.

- Game Set: Board Games (Intelligence)
- Game Set: Dice (Intelligence)
- Game Set: Playing Cards (Intelligence)

Playing Against the House. When playing against the house or gambling establishment, your target is to meet or exceed 15 with your check. Some loftier gambling halls or competitions may have a difficulty of 20 or possibly as high as 25.

Matching the DC: If you exactly match the DC, you break even, and neither gain nor lose money.

Success by ≤ 5: If you succeed by 5 or less, you double your wager.

Success by 6+: If you succeed by more than 6, you triple your wager.

Failure by ≤ 5: If you fail by 5 or less, you lose your wager.

Failure by 6+: If you fail by 6 or more, you lose double your wager. If you do not have the excess funds, you may owe the house – or the house could demand payment, arrest, or other punishment.

Playing Against Another Player: When playing against another PC or an NPC character, you follow the same rules as playing against the house. Your target difficulty, however, is the roll(s) of the other player(s) involved. If you fail, you pay the opposing player with the highest roll. In case of a tie, roll again.

LITERACY & LANGUAGES

Being a melting pot of cultures and ethnicities, the West hosts many languages. Far more of these languages are spoken than written. Some languages, most of them among the Native Americans, simply do not have a written form. Others are spoken by people who either never learned to read or haven't done so in many years.

LITERACY GAME MECHANICS

Every character begins with at least one starting languages. If you have an Intelligence score of 8 or lower, you are considered illiterate – and cannot read or write any of your known languages.

For every score of +2 above 8, you can read and write one of the languages that you know. Later, if your Intelligence score increases, you can learn to read and write additional languages.

LANGUAGE GROUPS

Many cultures have their own specific languages. Some have language groups that are understood among similar peoples, even if the words and phrases aren't exactly the same.

Language	Typical Speakers
Algonquin	Cheyenne, Cree, Blackfoot, Ojibwe
Athabaskan	Apache, Navajo, Tonkawa
Chinese	Chinese
English	Americans, British, Europeans
Iroquoian	Cherokee, Huron, Mohawk, Seneca
Siouan	Crow, Lakota, Omaha
Spanish	Mexicans, Spanish
Uto-Aztecan	Comanche, Shoshone, Ute

Other cultural languages, such as French, Gaelic, German, Italian, or Japanese, are also plausible for character definition. Odds are, however, that they will rarely come into play or be commonly encountered.



MASS COMBAT

With a land full of rival nations and loyal warriors, combat on a large scale is not only common but an integral part of martial stability. Players may have opportunities to lead armies into battle against opposing forces. Success or failure can affect not only social standing, but ultimately the survival of a group or the nation as a whole.

GAMBLING GAME MECHANICS

When opposing forces engage in mass combat, designate one commander for each army involved. Roll for Initiative. The commander with the highest Initiative chooses where to put their units on a battle map and the direction from when the enemies may approach. Battle maps have squares like standard game maps, though the size and distance of these squares is flexible and reflective of the situation.

Each round on your turn, you can choose a number of Units to use equal to your character level + your proficiency bonus + your Charisma modifier. These units are considered to move and act simultaneously or in the order you choose. Each unit has a movement speed and range it can attack, measured in squares. All units move as your Move action, and attack as your Action. There are no Bonus Actions in Mass Combat unless specified.

When attacking, make an Intelligence (Battle) check opposed by your opponent's Battle check. If you succeed, your attacking unit damages the enemy unit – effectively destroying or scattering it. Some attacking units had disadvantage on this check for making attacks under certain conditions, such as heavy rain. All attacking units have advantage on this check if they are flanking the enemy unit. This includes ranged units, though they must be adjacent to the enemy unit to have advantage.

The player's character token or miniature remains on the map as a Commander. As a Commander, you can move 1 square at a time but cannot attack by yourself. A Commander can be attacked by units, and you are considered to have a number of Health Points equal to your character level. At any point in combat you can announce your intent to withdraw from battle. In doing so, all your attacking units have disadvantage on Battle checks (including defensive checks) until your next round. On your next round, if you are still alive, you and your army successfully leave the field of battle and the encounter is ended.



TYPES OF UNITS

There are four types of units that can be procured and used in Mass Combat: Artillery, Cavalry, Foot, and Ranged. Their statistics are listed and detailed below.

UNIT	COST	RANGE	MOVE
Foot	1	1	3
Ranged	2	4	2
Cavalry	3	2	5
Artillery	4	3	1

Artillery. The devastating cannons of the artillery can often turn the tide of any battle. They are relatively rare, but potentially deadly in effect. They have three options in battle which they can use on allied or enemy units within range. They can Cover (granting advantage on Battle checks to 1 ally unit within range), Bombard (imposing disadvantage on Battle checks to 1 enemy unit within range for 1 round), or Attack (causing damage).

Cavalry. Cavalry and mounted horsemen are considered a luxury to lesser commanders, but an integral part of their war machine by experienced generals. Their mobility and increased range make them extremely versatile, able to flank or overrun enemy units. Cavalry treat enemy units as difficult terrain, but can move through them as long as they end in unoccupied squares.

Foot. Foot soldiers are the staple of every army, and the easiest to conscript. Charging onto the battlefield, their bravery and determination is as much a deciding factor in battle as the commander leading them.

Ranged. Archers and riflemen are a vital and cost-effective unit in any army. Their great range allows them to not only attack from a safe distance, but also target enemy units beyond the range of their own soldiers. Ranged units have disadvantage on Battle checks if there are friendly units between them and the enemy units they are attacking, or if a partial cover such as trees or fog obstruct the view.

Cost. Before every battle, each Commander is granted a leadership pool with which to conscript units. Unless the battle is an ambush, the Commanders are aware of the total units of the opponents as well. When you begin a battle, select units of your choice totaling no more than the leadership pool you have been assigned.

Range. This is the maximum distance a unit may attack or affect, measured in squares.

Move. This is the maximum distance a unit may move, measured in squares. A unit cannot, Dash, Disengage, or trade an attack for movement.

NEW SKILLS

All of the original skills in the Player's Handbook are compatible with this setting, and can be used by *Frontier* characters.

In addition, there are two new skills added:

CHARISMA (CULTURE)

Your Charisma (Culture) skill illustrates your grasp of social etiquette, regional customs, and local laws. Make a Charisma (Culture) ability check when you want to arrange a cultural event such as a festival or competition, recognize a high-ranking individual, or appeal to a stranger's sense of honor.

INTELLIGENCE (BATTLE)

Your Intelligence (Battle) skill measures your ability to assess a battlefield, put tactics into action, and overall coordinate troops and large groups of people. Make an Intelligence (Battle) ability check when you want to find an advantage in an enemy army's deployment, recognize an ambush, move troops in mass combat, or find the weakness in an individual or group.

NEW FEATS

As with skills, the original feats in the Player's Handbook are compatible with this setting, and can be used by *Frontier* characters.

In addition, there are three new feats added:

CHEATER

You may not be the smartest gambler, but your trickery can earn you the following benefits:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- You can use either Deception or Sleight of Hand checks when gambling, instead of the appropriate gaming set proficiency.

FAMOUS ARTISAN

- You gain proficiency in one set of artisan's tools and one skill of your choice.
- If you work between adventures by crafting using your artisan's tools, you can earn enough to support a wealthy lifestyle instead of a modest one.

FIREARM EXPERT

Prerequisite: proficiency with firearms weapons

Thanks to extensive practice with firearms, you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed firearm weapon, you can use a bonus action to attack with a loaded firearm weapon with the light property that you are holding in the other hand.
- When you roll a 1 or 2 on a damage die for an attack you make with a firearm weapon that has the two-handed property, you can reroll the die and must use the new roll.

FIREARM FAMILIARITY

You have practiced extensively with and learned to use a variety of different firearms, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with pistols and rifles.

MASTER CRAFTSMAN

Prerequisite: proficiency in at least 1 tool set

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can craft an equivalent of 10 gp per day, instead of the usual 5 gp.
- Your tool kit provides the materials needed, even if you do not otherwise have them on hand.



CHAPTER THREE: BACKGROUNDS

The West is a story of conquest, of competing promises and opposing visions of the land. Many peoples laid claim to the West, and many played a part in settling it. These personalities paint a diverse picture of the land, and every face from the Mississippi to the Pacific has a story.

Any standard background from the Player's Handbook could be considered appropriate to the *Frontier* setting. Below is a list of new and setting-specific backgrounds to use for characters.

BANKER

You have spent years in the halls and vaults of the Eastern cities, working meticulously to manage other people's money as well as gather your own. You are an accountant, clerk, or other financial organizer.

You know how to get your way from behind the scenes, putting your nose to books to pull strings, bend numbers, and make sure your pocket book always ends up on top.

Skill Proficiencies: Investigation, Persuasion

Languages: One of your choice

Equipment: A set of common clothes, three coin pouches, a watch, and a belt pouch containing 25 gp.

FEATURE: FINANCIAL TRUST

Your reputation precedes you, and the wealthy respect you. People are inclined to trust you with their money, whether it's holding onto their gold stash or overseeing their accounts. As such you have a great deal of social leverage, knowing where the money flows and where you could possibly pinch it off – or even pocket a little for yourself.



SUGGESTED CHARACTERISTICS

Bankers tend to be rather academic and reserved individuals, though many have bold personalities reflective of their station. They see the world as a giant opportunity, one that will not go to waste.

d6 Personality Trait

- 1 Punctuality is an understatement. If I don't stick to a strict schedule, there is chaos.
- 2 I didn't do so well back East, but in the frontier I have the chance at a new life.
- 3 I am obsessed with numbers, and count nearly everything I can.
- 4 I feel safest behind a counter or desk.
- 5 I pocket anything I see that may have value.
- 6 Money is power, and I intend to have it all.

d6 Ideal

- 1 **Greed.** Gold is the only law I respect. (Chaotic)
- 2 **Organization.** Finance is a tricky business, one that needs a sharp and fair mind. (Neutral)
- 3 **Compulsion.** I am obsessed with numbers, and count nearly everything I can. (Lawful)
- 4 **Worker.** Just trying to keep food on the table. (Good)
- 5 **Power.** You've heard of the golden rule, right? Whoever has the gold makes the rules? (Lawful)
- 6 **Trade.** There is a great deal to be learned from a culture by what they find valuable. (Good)

d6 Bond

- 1 I made some terrible investments, and now I'm trying to work my way out of debt.
- 2 My reputation is my life, and I work hard to maintain the public trust.
- 3 My family means everything to me. It's why I do what I do.
- 4 I have zero self-esteem, and wealth is the only thing that makes me feel worth anything.
- 5 There are a lot of shady business folk out there. I aim to set a good example for my profession.
- 6 My father was a respected banker, and I can only hope to one day make him proud.

d6 Flaw

- 1 I don't have time for love or family. Work is life.
- 2 I am a complete coward. I was never meant for the dangers of adventuring.
- 3 I am terrible with numbers, and my accounts tend to sour very quickly.
- 4 I identified a bank robber once, and now I fear they'll return for me.
- 5 I'll jump on any mission where gold is involved.
- 6 I tend to look down on the poor and savage, seeing their poverty as less than human.

CITY WATCH

You have served the community where you grew up, standing as its first line of defense against outlaws. You aren't a soldier, directing your gaze outward at possible enemies. Instead, your service to your hometown was to help police its populace, protecting the citizenry from lawbreakers and malefactors of every stripe.

Even if you're not city-born or city-bred, this background can describe your early years as a member of law enforcement. Most settlements of any size have their own chiefs and police forces, and even smaller communities have sheriffs and deputies who stand ready to protect their community.

Skill Proficiencies: Investigator, Insight

Languages: Two of your choice

Equipment: A uniform in the style of your unit and indicative of your rank, a whistle with which to summon help, a set of handcuffs, and a pouch containing 10 gp.

FEATURE: WATCHER'S EYE

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and outlaws. You can easily find the local outpost of the sheriff or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.



SUGGESTED CHARACTERISTICS

The rampant lawlessness and looming threats found throughout much of the West leaves many City Watchers paranoid or constantly vigilant. They are rarely without a sidearm, and even those who are retired keep a wary eye on strangers.

d6 Personality Trait

- 1 I'm always polite and respectful.
- 2 I'm slow to trust, but those who earn it will almost never lose it.
- 3 I enjoy pointing out details to others on how to spot criminal activity before it happens.
- 4 I enjoy my rank and often lord it over others.
- 5 I have a crude sense of humor.
- 6 Things are rarely what they seem, and I intend to find the truth in any situation.

d6 Ideal

- 1 **Greater Good.** My job is to lay down my life in defense of the innocent. (Good)
- 2 **Responsibility.** I do what I must to capture outlaws, without becoming one myself. (Lawful)
- 3 **Independence.** When people follow orders blindly they embrace a kind of tyranny. (Chaotic)
- 4 **Vigilance.** As soon as you let your guard down, that's when trouble strikes. (Any)
- 5 **Innocent Until Guilty.** Just because someone is shifty doesn't make them a criminal. (Neutral)
- 6 **Local Pride.** My town, territory, or people are all that matter to me. (Any)

d6 Bond

- 1 I could never stand by and let outlaws get away.
- 2 Someone saved my life in a gunfight. To this day, I will never leave a friend behind.
- 3 The law must be respected, or there is chaos.
- 4 One particular outlaw had always evaded me. I still try to find them however possible.
- 5 Most civilians aren't fighters, and they need to be protected.
- 6 The natives were here long before anyone else, and our laws shouldn't impede on their freedom.

d6 Flaw

- 1 A notorious outlaw left me for dead, and the mere sound of their name terrifies me.
- 2 I often use the badge to get what I want.
- 3 I once killed someone who I later found out was innocent, and keep that secret hidden.
- 4 My hatred and paranoia of outlaws is blinding.
- 5 I always obey authority, even if that authority is a monster.
- 6 I'd rather eat a bullet than admit when I'm wrong.

FOREIGNER

You have spent the greater part of your life abroad. You could have come to the West seeking gold and glory, or fled your home land to escape punishment. You could even have been a local or native who has traveled so extensively even your peers see you as an outsider.

Whether you are a foreigner or a local voyager, you have a breadth of cultural experience many seem to lack. This often sets you apart, which probably suits you just fine.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: Any one musical instrument or gaming set of your choice, likely something you picked up in your travels

Languages: Two of your choice

Equipment: A set of traveler's clothes, trail rations, several trinkets from another nation, a map, and a pouch containing 10 gp.

FEATURE: EXOTIC

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign – whether you are or not. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your travels.

SUGGESTED CHARACTERISTICS

Foreigners often parley the attention they draw into access to people and places they might not otherwise have. Teachers, scholars, and merchants, to name a few, might be interested in hearing about distant lands and people. Others guard their past, sticking to their own kind and remaining aloof of local groups.

d6 Personality Trait

- 1 I have different assumptions from those around me concerning personal space, blithely invading others' space in innocence, or reacting to ignorant invasion of my own.
- 2 I have my own ideas about what is and is not food, and I find the eating habits of those around me fascinating, confusing, or revolting.
- 3 I express affection or contempt in ways that are unfamiliar to others.
- 4 I honor my deities through practices that are foreign to this land.
- 5 I have a strong code of honor or sense of propriety that others don't comprehend.
- 6 I begin or end my day with small traditional rituals that are unfamiliar to those around me.

d6 Ideal

- 1 **Open.** I have much to learn from the kindly folk I meet along my way. (Good)
- 2 **Reserved.** As someone new to these strange lands, I am cautious and respectful in my dealings. (Lawful)
- 3 **Adventure.** I'm far from home, and everything is strange and wonderful! (Chaotic)
- 4 **Plotting.** Though I may not know their ways, neither do they know mine, which can be to my advantage. (Evil)
- 5 **Inquisitive.** Everything is new, but I have a thirst to learn. (Neutral)
- 6 **Suspicious.** I must be careful, for I have no way of telling friend from foe here. (Any)

d6 Bond

- 1 So long as I have this token from my homeland, I can face any adversity in this strange land.
- 2 The deities of my people are a comfort to me so far from home.
- 3 It was my family's choice to travel, not mine, but I will go wherever they go.
- 4 My freedom is my most precious possession. I'll never let anyone take it from me again.
- 5 I'm fascinated by the beauty and wonder of this new land, and the opportunities it promises.
- 6 Though I had no choice, I lament having to leave my loved one(s) behind. I hope to see them again one day.

d6 Flaw

- 1 I am secretly (or not so secretly) convinced of the superiority of my own culture over that of this foreign land.
- 2 I pretend not to understand the local language in order to avoid interactions I'd rather not have.
- 3 I have a weakness for the new intoxicants, gambling, and other pleasures of this land.
- 4 I don't take kindly to some of the actions and motivations of the people of this land, because these folk are different from me.
- 5 I consider the adherents of other gods to be deluded innocents at best, or ignorant fools at worst.
- 6 I have a weakness for the exotic beauty of the people of these lands.



GAMBLER

You live day to day on games of chance. From saloons to storehouses to river boats, you earn a living through fortune and the misfortune of others. Your skill and subtlety has not only lined your pockets, but earned a name for yourself.

Even when you're away from the table, you know how to keep a good poker face. You can bluff or con your way out of most situations, and can read the tells of even the most stoic strangers.

Skill Proficiencies: Deception, Insight

Tool Proficiencies: Two gaming sets of your choice

Equipment: A set of fine clothes, a set of traveler's clothes, a deck of cards, a dice set, and a belt pouch containing 15 gp.

FEATURE: FRIENDS IN LOW PLACES

You have up to four informants throughout the West. From barkeeps to prostitutes to elected officials, these shady individuals are in the know – and can often impart information to you such as upcoming gambling tournaments or who the richest folks in town may be.

SUGGESTED CHARACTERISTICS

Gamblers are often secretive and calculating, knowing when to show their hand and when to hide it. Some become compulsive liars, while others are tactful speakers. In any case, they consider it a point of pride that they can tell when others are lying.

d6 Personality Trait

- 1 I have a joke for every occasion, and especially occasions where humor is inappropriate.
- 2 Flattery is my preferred trick for getting what I want.
- 3 I like to talk a big game, because it helps me feel better about my shortcomings.
- 4 I neither boast nor congratulate skill, because life is all dumb luck.
- 5 There is no risk I won't take, no matter the cost.
- 6 I fall in love easily, but so far haven't found someone who can keep up with me.

d6 Ideal

- 1 **Trickery.** A fool and his gold are soon parted. (Chaotic)
- 2 **Honor.** I never cheat or lie. I beat folks through pure skill. (Lawful)
- 3 **Thrill.** I love the rush of not knowing, of being surprised in life. (Any)
- 4 **Moderation.** I only gamble to keep myself afloat, never more. (Good)
- 5 **Reputation.** Everyone knows my name, and I work hard to keep it that way. (Any)
- 6 **Courtesy.** I can smell an amateur a mile away, and usually cut them some slack. Usually. (Good)

d6 Bond

- 1 My integrity is often questioned, but I will challenge any man who calls me a cheat.
- 2 The one I love is in dire straits, and I vowed to bring us both a better life.
- 3 I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.
- 4 Some no-account swindled me out of my life savings, and I'm working my way up the tables to get it back.
- 5 I don't care about money. Information is my currency, and I intend to get rich with it.
- 6 I'm so good I rarely find a solid challenge, and always keep an eye out for one.

d6 Flaw

- 1 My gambling is compulsive. I will keep digging as long as I think I'll strike pay dirt.
- 2 I can't resist a pretty face.
- 3 I am horribly in debt, and my collectors seem to be around every corner.
- 4 I'm convinced that no one could ever fool me the way I fool others.
- 5 I'd rather try to trick someone into getting what I want than simply asking for it.
- 6 I'd rather live to gamble another day, and I'm not above running to save my own hide.



PROSTITUTE

If there's one thing the hordes of Westward-rushing miners and prospectors desire more than gold, it is the companionship of lovely ladies. Like them, you sought to make a living in the booming expansion. You simple did so in the comfort of your own room. You may take pride in being part of the oldest profession in history, or you may hide your past like a dirty secret.

You have seen the dark side of humanity, which either intrigues, amuses, or disgusts you. Your profession also brought to your attention many secrets that your clients didn't think to keep quiet.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One gaming set of your choice

Languages: One language of your choice

Equipment: A set of fine clothes, gaming set, a bed roll, a small knife, and a belt pouch containing 10 gp.

FEATURE: SAFE HOUSE

You have a former place of business that still welcomes you as if you still worked there. It may not be particularly easy to get to, but the owners and operators will always welcome you. They will hide you and your allies in the safe house if you are in trouble, even from the law – though they don't have the firepower to defend you against excessive force.

SUGGESTED CHARACTERISTICS

The majority of women (and men) engaged in prostitution are young, with poor educations, largely illiterate, with families that have either cast them out or are not in a position to help them. Some of them were brought into the profession by their spouses or parents, or fell into it because they were seduced by their wealthy employers. These folks simply didn't have the means to provide for themselves, other than by selling the one thing they had at their disposal.

d6 Personality Trait

- 1 I had far too many clients to get emotionally attached to any of them.
- 2 I only worked in the field because I had a debt. Now that it's paid, I've never looked back.
- 3 I saw things that still haunt my nightmares.
- 4 You hear the darndest things in this profession.
- 5 I've been threatened more times than I count. You get numb to it after a while.
- 6 I always have a plan for what to do when things go wrong.

d6 Ideal

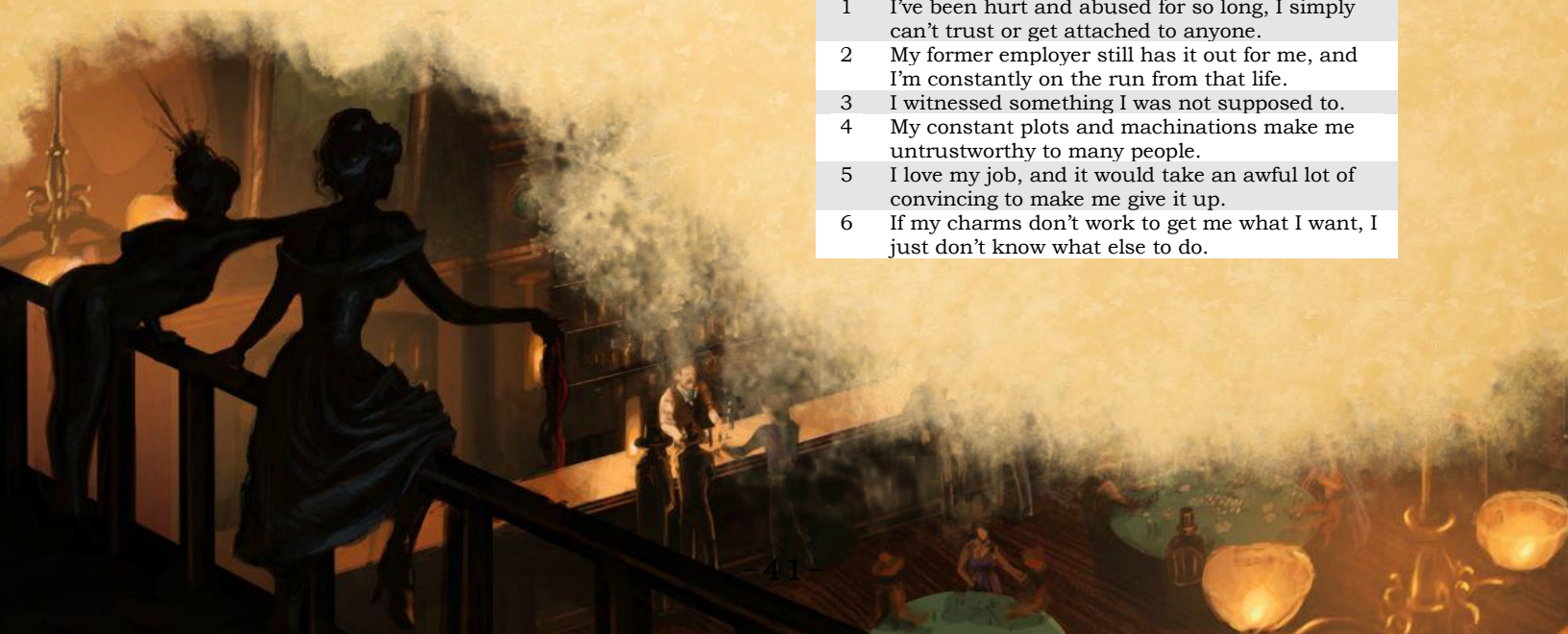
- 1 **Freedom.** Chains are meant to be broken, as are those who would forge them. (Chaotic)
- 2 **Honor.** I don't harm or take advantage of others in the trade. (Lawful)
- 3 **People.** I'm loyal to my friends, not to any ideals, and everyone else can catch a stagecoach to Hell for all I care. (Neutral)
- 4 **Redemption.** There's a spark of good in everyone – even me. (Good)
- 5 **Charity.** I don't need the money anymore, so I have what I have to those who do. (Good)
- 6 **Scheme.** I've worked for others my whole life. Time to forge my own empire with a few desperate souls of my own. (Evil)

d6 Bond

- 1 My integrity is often questioned, but I will challenge any man who calls me a cheat.
- 2 The one I love is in dire straits, and I vowed to bring us both a better life.
- 3 I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.
- 4 Some no-account swindled me out of my life savings, and I'm working my way up the tables to get it back.
- 5 I don't care about money. Information is my currency, and I intend to get rich with it.
- 6 I'm so good I rarely find a solid challenge, and always keep an eye out for one.

d6 Flaw

- 1 I've been hurt and abused for so long, I simply can't trust or get attached to anyone.
- 2 My former employer still has it out for me, and I'm constantly on the run from that life.
- 3 I witnessed something I was not supposed to.
- 4 My constant plots and machinations make me untrustworthy to many people.
- 5 I love my job, and it would take an awful lot of convincing to make me give it up.
- 6 If my charms don't work to get me what I want, I just don't know what else to do.



RESEARCHER

You spent years studying a particular field of knowledge, and many consider you an expert in the field. Rather than slinging guns or swinging hammers, you come to the West with books under your arms and notes in your pocket. You live for the exploration, and keep running journals of your discoveries.

Skill Proficiencies: History, Investigation

Tool Proficiencies: Calligrapher's Tools

Languages: One language of your choice

Equipment: A set of fine clothes, gaming set, a bed roll, a small knife, and a belt pouch containing 10 gp.

SPECIALTY

To determine the nature of your scholarly training, roll a d6 or choose from the options in the table below.

d8	Specialty	d8	Specialty
1	Discredited Academic	4	Medicine
2	Geology	5	Sociology
3	Herbology	6	Zoology

FEATURE: SCHOLAR

When you attempt to learn or recall a piece of information, if you do not know that knowledge, you often know where and from whom you can obtain it. Usually, this information comes from a library, university, or another learned person. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of a culture or creature considered a mere myth can require an adventure or even a whole campaign.

SUGGESTED CHARACTERISTICS

Researchers are defined by their extensive studies, and their characteristics reflect this life of study. Devoted to scholarly pursuits, a researcher values knowledge highly — sometimes in its own right, sometimes as a means toward other ideals.

d6	Personality Trait
1	I use polysyllabic words that convey the impression of great erudition.
2	I've read every book in the world's greatest libraries — or I like to boast that I have.
3	I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
4	There's nothing I like more than a good mystery.
5	I'm willing to listen to every side of an argument before I make my own judgment.
6	I . . . speak . . . slowly . . . when talking . . . to idiots, . . . which . . . almost . . . everyone . . . is . . . compared . . . to me.

d6	Ideal
1	Knowledge. The path to power and self-improvement is through knowledge. (Neutral)
2	Beauty. What is beautiful points us beyond itself toward what is true. (Good)
3	Logic. Emotions must not cloud our logical thinking. (Lawful)
4	No Limits. Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)
5	Power. Knowledge is the path to power and domination. (Evil)
6	Self-Improvement. The goal of a life of study is the betterment of oneself. (Any)

d6	Bond
1	It is my duty to protect my students.
2	I have an ancient book that holds terrible secrets that must not fall into the wrong hands.
3	I work to preserve a library, university, museum, or monastery.
4	My life's work is a series of books related to a specific field of study.
5	I've been searching my whole life for the answer to a certain question.
6	The unknown terrifies me, and others. I must catalogue what I can for the safety of all.

d6	Flaw
1	I am easily distracted by the promise of information.
2	Most people scream and run when they see a bear. I stop and take notes on its anatomy.
3	Unlocking an ancient mystery is worth the price of a civilization.
4	I overlook obvious solutions in favor of complicated ones.
5	I speak without really thinking through my words, invariably insulting others.
6	I can't keep a secret to save my life, or anyone else's.

VARIANT RESEARCHER: TEACHER

Rather than collecting information for yourself, you seek to bestow knowledge on others. You could be a school teacher, a mentor, or even a guide. Instead of Investigation, you are proficient in Persuasion.



EQUIPMENT

All of the equipment from the Player's Handbook and Dungeon Master's Guide could be applicable in the *Frontier* setting. Below is a list of the most appropriate weapons, as well as a few new ones, that could be found in the West. For item or weapon description details, please refer to the Player's Handbook or Dungeon Master's Guide.

The damages for firearms have been lowered significantly in the *Frontier* setting. This is due not only to the prevalence of firearms, but also the relative lack of protection and healing as defense against them.

WEAPONS				
Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, Light, Thrown (range 20/60)
Handaxe	5 gp	1d6 slashing	2 lb.	Light, Thrown (range 20/60)
Light Hammer	2 gp	1d4 piercing	2 lb.	Light, Thrown (range 20/60)
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), Versatile (1d8)
Unarmed Strike	--	1 bludgeoning	--	--
<i>Simple Ranged Weapons</i>				
Dart	5 cp	1d4 piercing	¼ lb.	Finesse, Thrown (range 20/60)
Shortbow	20 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	--	Ammunition (range 30/120)
<i>Martial Melee Weapons</i>				
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, Light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, Light
War Pick	5 gp	1d8 piercing	2 lb.	--
Warhammer	10 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, Reach
<i>Martial Ranged Weapons</i>				
Longbow	30 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
<i>Explosives</i>				
Dynamite (Stick)	10 gp	3d6 bludgeoning	1 lb.	5 foot radius (range 20/60), DC 12 Dexterity save for half damage
Gunpowder, Keg	250 gp	7d6 fire	20 lb.	10 foot radius, DC 12 Dexterity save for half damage
Gunpowder, Satchel	15 gp	3d6 fire	2 lb.	10 foot radius, DC 12 Dexterity save for half damage
<i>Firearms (Pistols)</i>				
Revolver	100 gp	1d8 piercing	3 lb.	Ammunition (range 40/120), reload (6 shots)
<i>Firearms (Rifles)</i>				
Rifle, Bolt-Action	125 gp	1d10 piercing	8 lb.	Ammunition (range 80/240), loading, two-handed
Rifle, Repeating	300 gp	1d10 piercing	8 lb.	Ammunition (range 80/240), reload (12 shots), two-handed
Shotgun	150 gp	1d8 piercing	7 lb.	Ammunition (range 30/90), reload (2 shots), two-handed
<i>Ammunition</i>				
Arrows (20)	1 gp	--	1 lb.	--
Bullets (10)	2 gp	--	2 lb.	--
Sling Bullets (20)	4 cp	--	1½	--

BESTIARY

The life of the pioneer is as difficult as it is dangerous, and as potentially rewarding as it is beautiful. Besides the constant struggle against nature and the wide-open terrain, there are also wild animals and often wilder people to contend with.

ANIMALS

The West is teeming with life and creatures of every form. From herds of bison on the plains to packs of wolves in the forest, the frontier can be an inspiring and dangerous place.

The following list of creatures can be found in Appendix A of the Monster Manual. They are listed here as an index and table for potential random encounters.

d20	Creature	d20	Creature
1	Badger	11	Poisonous Snake
2	Black Bear	12	Owl
3	Brown Bear	13	Riding Horse
4	Cat	14	Scorpion
5	Deer	15	Swarm of Insects
6	Eagle	16	Swarm of Rats
7	Elk	17	Swarm of Ravens
8	Hawk	18	Vulture
9	Jackal (Coyote)	19	Weasel (Ferrett/Raccoon)
10	Lion (Cougar)	20	Wolf

THE BISON

One of the most iconic creatures to be found in the West is the massive bison, also called the buffalo by many. Bison are generally peaceful grazers, though they have been known to defend themselves fiercely and cause great destruction with their stampedes.

BISON

Large beast

Armor Class 12 (natural armor)

Hit Points 76 (8d12+24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	6 (-2)

Damage Resistances Cold, Bludgeoning

Senses passive Perception 10

Challenge 4 (1,100 XP)

Better Nose Than Eyes. The bison has advantage on Wisdom (Perception) checks that rely on smell, but disadvantage on checks that rely on eyesight.

Trampling Charge. If the bison moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the bison can make one stomp attack against it as a bonus action.

ACTIONS

Slam. Melee Weapon Attack: +8 to hit, reach 5 feet., one target. Hit: 18 (3d8+5) bludgeoning damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 feet., one prone creature. Hit: 21 (3d10+5) piercing damage.

NONHEROIC CHARACTERS

Nonheroic characters include everything from professional workers to petty criminals, law officers to native scouts. They lack the inclination or training to be heroes, but they are capable in their own fields. Skilled craftsmen, educated professors, and hard-working miners are all nonheroic characters, as is the local governor, the self-serving snake-oil salesman, and the gun-toting outlaw troublemaker.

The following list of creatures can be found in Appendix B of the Monster Manual. They are listed here as an index and table for potential random encounters.

1d10	Creature	1d10	Creature
1	Bandit	6	Medic
2	Commander	7	Scout
3	Commoner	8	Thug
4	Gunslinger	9	Rustler
5	Martial Artist	10	Spy



COMMANDER

Medium Human

Armor Class 13

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	11 (+0)	14 (+2)

Skills Perception +2, Persuasion +4

Senses passive Perception 12

Challenge 3 (700 XP)

Morale. Allies within 30 feet of the commander have advantage against fear effects.

Delegate. As a bonus action, the commander can grant an action to an ally within 60 feet.

ACTIONS

Short Sword. Melee Weapon Attack: +5 to hit, reach 5 feet., one target. Hit: 8 (1d6+3) bludgeoning damage.

Rifle. Ranged Weapon Attack: +5 to hit, range 80/240, one target. Hit: 13 (2d10+3) piercing damage.

GUNSLINGER

Medium Human

Armor Class 13

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Intimidation +2

Senses passive Perception 13

Challenge 1/2 (100 XP)

Trigger Finger. On a critical hit, the gunslinger can make an extra attack.

ACTIONS

Multiattack. The gunslinger makes two revolver attacks.

Revolver. Ranged Weapon Attack: +5 to hit, range 40/120, one target. Hit: 7 (1d8+3) piercing damage.

Rifle. Ranged Weapon Attack: +5 to hit, range 80/240, one target. Hit: 8 (1d10+3) piercing damage.

MARTIAL ARTIST

Medium Human

Armor Class 15

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dexterity +5

Skills Acrobatics +5, Athletics +4, Perception +3

Senses passive Perception 14

Challenge 1 (200 XP)

Evasion. The martial artist takes half damage on a failed save against area attacks, and no damage on a successful one.

ACTIONS

Multiattack. The martial artist makes two unarmed attacks.

Unarmed. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage.

MEDIC

Medium Human

Armor Class 12

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	11 (+0)	12 (+1)	12 (+1)

Skills Medicine +3

Senses passive Perception 11

Challenge 1/8 (25 XP)

Healer (Recharge 5-6). The medic can use its action to heal an adjacent ally for 2 (1d4) hit points.

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.

RUSTLER

Medium Human

Armor Class 12

Hit Points 11 (2d8+2)

Speed 30 ft. (ft. on horseback)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Athletics +2, Handle Animal +2

Senses passive Perception 10

Challenge 1/8 (25 XP)

Horse Thief. The rustler can use its action to steer all horses or livestock animals within a 30 foot radius in a direction of its choosing.

ACTIONS

Revolver. Ranged Weapon Attack: +5 to hit, range 40/120, one target. Hit: 7 (1d8+3) piercing damage.



POISONS AND DISEASES

Threats in the West don't always come from bullets and arrows. Often it is the unseen that poses the most danger. Many creatures are venomous, able to kill a grown man with a single bite or sting. Harsh climates and crowded boomtowns foster diseases and ailments that cause boils, aches, or death. Treating these ailments is unfortunately both difficult and uncommon, and those who are capable of doing so come in high demand.

Characters of the Healer class can use their Healer's Touch ability to treat poisons or diseases. Poisons and diseases have a certain number of Cure Points. These afflictions require healing equal to their Cure Points in order to be cured.

For example, Rattlesnake Venom has 10 Cure Points. It would then require 10 points of healing from the Healer's Touch ability, spread out over multiple rounds, in order to cure it. If an affliction is partially cured but is left untreated for more than 1 minute (for poisons) or 1 day (for diseases), any progress toward curing the affliction is lost.

POISONS

Cure Points	Poison	Effects
5	Scorpion Sting	Dex Damage, Paralysis
10	Rattlesnake Venom	Poison Damage
12	Chloroform	Unconsciousness, Damage
15	Arsenic	Constitution Damage

Arsenic (Ingested). This is a deadly poison administered in pill or liquid form. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw, taking 1 Constitution ability damage every round. The creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.

Chloroform (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is unconscious for the duration.

Rattlesnake Venom (Injury). This poison is delivered by or extracted from poisonous snakes. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw, taking 10 (3d6) poison damage every round. The creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.

Scorpion Sting (Injury). This poison is delivered by or extracted from scorpions. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed and suffers 1 Dexterity ability damage per round. The creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.

DISEASES

When a character comes into contact with a diseased person, object, or hazard – such as fetid water or the home of a diseased person, they must make a Constitution save. The DC is dependent on the disease in question. Diseases take a certain number of days to manifest before any effects are suffered, listed until the Manifest column.

Once a disease manifests, the diseased creature ends its long rest suffering 1 level of exhaustion. After the next long rest, and every day thereafter, the creature makes another save. On a success, the disease is cured but the exhaustion levels remain. Exhaustion levels recover on their own at the rate of 1 level per day or long rest.

If a disease is treated with a Healer's Healing Touch ability, one level of exhaustion is immediately recovered. The remaining levels, if any, must either recover naturally or be treated daily (at a maximum of 1 level per day).

DISEASES

Cure Points	Disease	Manifest	Save DC
5	Fever	1 Day	10
10	Influenza	1 Day	12
12	Small Pox	1d4 Days	13
15	Bubonic Plague	1d4 Days	15
22	Pneumonia	1d4 Days	16
22	Tuberculosis	1d4 Days	18



PREGENERATED CHARACTERS

The following list is a sample party of characters, built using the *Frontier* campaign setting options. They could be used for reference, or as an idea or option for a character that is ready to play.

CLEMENTINE BROWN

Clementine was born into a large family of cattle ranchers. When tragedy claimed the rest of her kin, she saddled up and rode off to save the family farm.

CLEMENTINE BROWN

Medium Human

Class: Horseman 1

Background: Folk Hero

Languages: English (Illiterate)

Armor Class 12 (14 on horseback)

Hit Points 10 (1d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	9 (-1)	14 (+2)	10 (+0)

Saves Dexterity +4, Wisdom +4

Skills Acrobatics +5, Animal Handle +4, Athletics +3, Survival +4

Condition Resistances Advantage on Insight vs Deception

Tool Proficiencies Leatherworker's Tools, Vehicles (Land)

Senses passive Perception 12

Focus. You can use an action to grant yourself focus. Before the end of your next turn, you have advantage on the first attack roll, skill check, ability check, or ability save you make.

Safety in Numbers. You can Dodge as a bonus action if you are within 5 feet of an ally.

True Grit. As a bonus action, you can grant yourself a number of temporary hit points equal to your Charisma modifier. You must take a short or long rest to use this feature again.

FEATS

Athlete

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 feet or ranged (60 feet), one target. Hit: 4 (1d4+2) piercing damage.

Revolver. Ranged Weapon Attack: +4 to hit, range 40/120, one target. Hit: 6 (1d8+2) piercing damage.

"The bigger a man's gun, the smaller his doodlewick. Next time a feller brags about his rifle? Laugh."



BIOGRAPHY

Clementine was the youngest child in a family of cattle ranchers deep in the Wyoming Territory. While her four older brothers and father herded the cattle, Clem showed her own prowess as a skilled rider and roper. When her mother died of pneumonia, Clem also began tending to the cooking and cleaning for the family.

Over the years, more tragedy would strike. Her eldest two brothers died in a river crossing accident, and her remaining sibling was killed in a saloon brawl. Once the grief had passed, Clementine convinced her sullen father to let her try to run the indebted farm. He eventually agreed, and Clem set off in search of partners to aid in the cause.

ISAIAH NORTH

A former slave and Civil War soldier, Isaiah moved a group of his friends and family out West. He was supposed to fight against hostile Indians. Soon, however, he sympathized with the natives and quickly became an ally and peace-keeper.

ISAIAH NORTH

Medium Human

Class: Soldier 1

Background: Soldier (Knight Variant)

Languages: English (Illiterate)

Armor Class 14

Hit Points 15 (1d12+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	12 (+1)

Saves Dexterity +4, Constitution +5

Skills Athletics +4, History +1, Intimidation +3, Perception +2

Damage Resistances Bludgeoning

Tool Proficiencies Playing Cards, Vehicles (Land)

Senses passive Perception 12

Night Runner. You can see twice as far as normal in starlight, moonlight, torchlight and other conditions of poor illumination, and you retain the ability to distinguish color and detail under these conditions.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Second Wind (1/short rest). You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your soldier level. Once you use this feature, you must finish a short or long rest before you can use it again.

FEATS

Sharpshooter

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 feet or ranged (60 feet), one target. Hit: 4 (1d4+2) piercing damage.

Revolver. Ranged Weapon Attack: +4 to hit, range 40/120, one target. Hit: 6 (1d8+2) piercing damage.

Rifle. Ranged Weapon Attack: +4 to hit, range 240 feet, one target. Hit: 7 (1d10+2) piercing damage

"Black. White. Red. Yellow. There's lots of colors out West, but Gold be their king."



BIOGRAPHY

Isaiah was born on a cotton plantation in Georgia, his parents both slaves whom he never met. He was freed near the outbreak of the Civil War and immediately enlisted in the Union Army. He served for years as advance infantry until he took a bullet to the hip, sidelining him for the remainder of the war. He had always regretting missing out on the last battles.

After the war ended, Isaiah sought employment where he could. Yet he soon found the North scarcely more inviting than the South. He married another former slave named Penny, and when their first child was born Isaiah suggested they head out west.

Isaiah sought out four of his old war buddies and forged a traveling party with his family. Together they joined a wagon train destined for California.

SISTER MARIA ROSA

A former prostitute on the run after a horrific incident, Rosa has tried desperately to keep her past buried. She is shy and reserved, and wary of anyone who could learn her dark secret.

MARIA ROSA

Medium Human

Class: Healer 1

Background: Prostitute

Languages: English (Speak Only), Spanish (Literate)

Armor Class 13

Hit Points 7 (1d6+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	10 (+0)	16 (+3)	14 (+2)

Saves Wisdom +5, Charisma +4

Skills Insight +5, Investigation +2, Medicine +5, Nature +5, Perception +5, Performance +4, Persuasion +4, Religion +2, Survival +5

Tool Proficiencies Healer's Kit, Poisoner's Kit, Playing Cards

Condition Resistances Advantage vs Disease, recover in ½ time

Senses passive Perception 10

Analysis. You can make a DC 10 Wisdom (Medicine) check to deduce the approximate percentage of hit points a target within 30 feet of you possesses. You can also detect the presence of a disease or poison in an adjacent object or creature.

With a Medicine check of 15 or higher, you know the exact number of hit points in the creature, the exact poison, or exact disease in the creature.

Man Down (3/long rest). When you use the Dash action you can use a healer's kit or Healer's Touch feature as a bonus action.

FEATS

Healer

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 feet or ranged (20/60), one target. Hit: 4 (1d4+2) piercing damage.

"I know God will not give me anything I can't handle. I just wish that He didn't trust me so much."



BIOGRAPHY

Rosa Vasquez was born in northern Mexico Territory to a small family of farmers. When her father died and her mother could no longer support her, Rosa headed north in search of work. Barely able to speak English, she found employment as a saloon dancer and later as the latest painted lady in a prestigious brothel.

One day Rosa received a new client – the infamous and heavy-handed Sheriff Nathaniel Keller. When Keller grew drunk and aggressive, Rosa defended herself by pushing the corrupt lawman out the open window. She would later claim he fell, and fled both the brothel and the profession.

Rosa joined a Catholic convent, changing her name to Maria Rosa, and now wishes to absolve herself of a lifetime of sins. Still worried they may catch up to her, she tends to the injured and prays for safety and peace of mind.

PARSON

Once a pastor of a small congregation, Father Thomas Byrne urged nonviolence until his town was raided by bandits. He abandoned his vows to enact vengeance on the men responsible, traveling the West as a nameless gunslinger.

PARSON

Medium Human

Class: Gunfighter 1

Background: Acolyte

Languages: English, Spanish, Athabaskan (Speak Only)

Armor Class 14

Hit Points 10 (1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	12 (+1)	14 (+2)	14 (+2)

Saves Dexterity +4, Charisma +4

Skills Insight +4, Medicine +4, Perception +4, Religion +3

Condition Resistances Advantage on Con saves vs Alcohol

Tool Proficiencies None

Senses passive Perception 14

Luck of the Irish. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Reckless. At the start of your turn, you can gain advantage on all melee weapon attack rolls you makes during that turn, but attack rolls against you have advantage until the start of your next turn.

Smooth Talker (1/long rest). If you fail a Charisma-based skill check, you can immediately reroll – keeping the results of the second roll, even if it is worse.

Grit – 1 Point

Deadeye. You can spend 1 grit point to avoid suffering disadvantage on an attack roll when you attack a target beyond normal range with a firearm.

Gunslinger Dodge. When you are hit by an attack, you can use your reaction to spend 1 grit point and force the attacker to reroll its attack roll and take the lower of the two results.

FEATS

Inspiring Leader

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 feet or ranged (20/60)., one target. Hit: 4 (1d4+2) piercing damage.

Revolver. Ranged Weapon Attack: +4 to hit, range 40/120, one target. Hit: 6 (1d8+2) piercing damage.

Rifle. Ranged Weapon Attack: +4 to hit, range 80/240, one target. Hit: 7 (1d10+2) piercing damage.



BIOGRAPHY

Thomas Byrne arrived in New York from Ireland as a small boy. His family was strict but level-headed, and when Thomas decided to join the Church his parents supported him completely. Eventually his apprenticeship brought him further west and south until finally he operated his own church in Texas.

Some years later an unknown outlaw posse rode into town, shooting up the place and robbing from the frightened civilians. They burst into Byrne's church, stealing from the parishioners. Byrne told the congregation not to meet violence with violence. On their way out, however, the outlaws were told "not to leave witnesses," then proceeded to shoot up and burn down the town. Byrne and a handful of civilians survived, a fate he couldn't decide was better or worse than death.

Byrne left his post and standing, chasing what scant clues he could find on the outlaw posse. Adopting the vague moniker Parson, he now resorts to the violence and vengeance he once condemned in his hunt for the ones responsible for the massacre.

*"You better pray God really is merciful.
Because I sure as Hell ain't."*

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