



The Tombstone Seven



DEADLANDS

THE TOMBSTONE SEVEN

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HARROWED

Luke Pitt

"I reckon man is capable of horror enough all by his lonesome without needin' the boogeyman's help."

Luke Pitt served in Union Blue's forces at the Battle of Lost Angels in 1879. He was on the battlefield when Hellstromme dropped the prototype ghost rock bombs, incinerating hundreds in moments. Luke should have died from the burns he sustained. In fact, he did. But a manitou chose him as the perfect hero to inhabit and debase.

Luke lives by a personal code, but is so blind to the supernatural he can't accept his own resistance to it nor the fact that he's possessed by a demon. Most of his body and neck are covered by severe scars and he has a weeping burn on his side that never fully heals. He still carries the rifle he fought with during his Union Blue service, taking odd jobs around Tombstone as a bounty hunter or gunman.

Rank: Seasoned (20 XP)

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d10

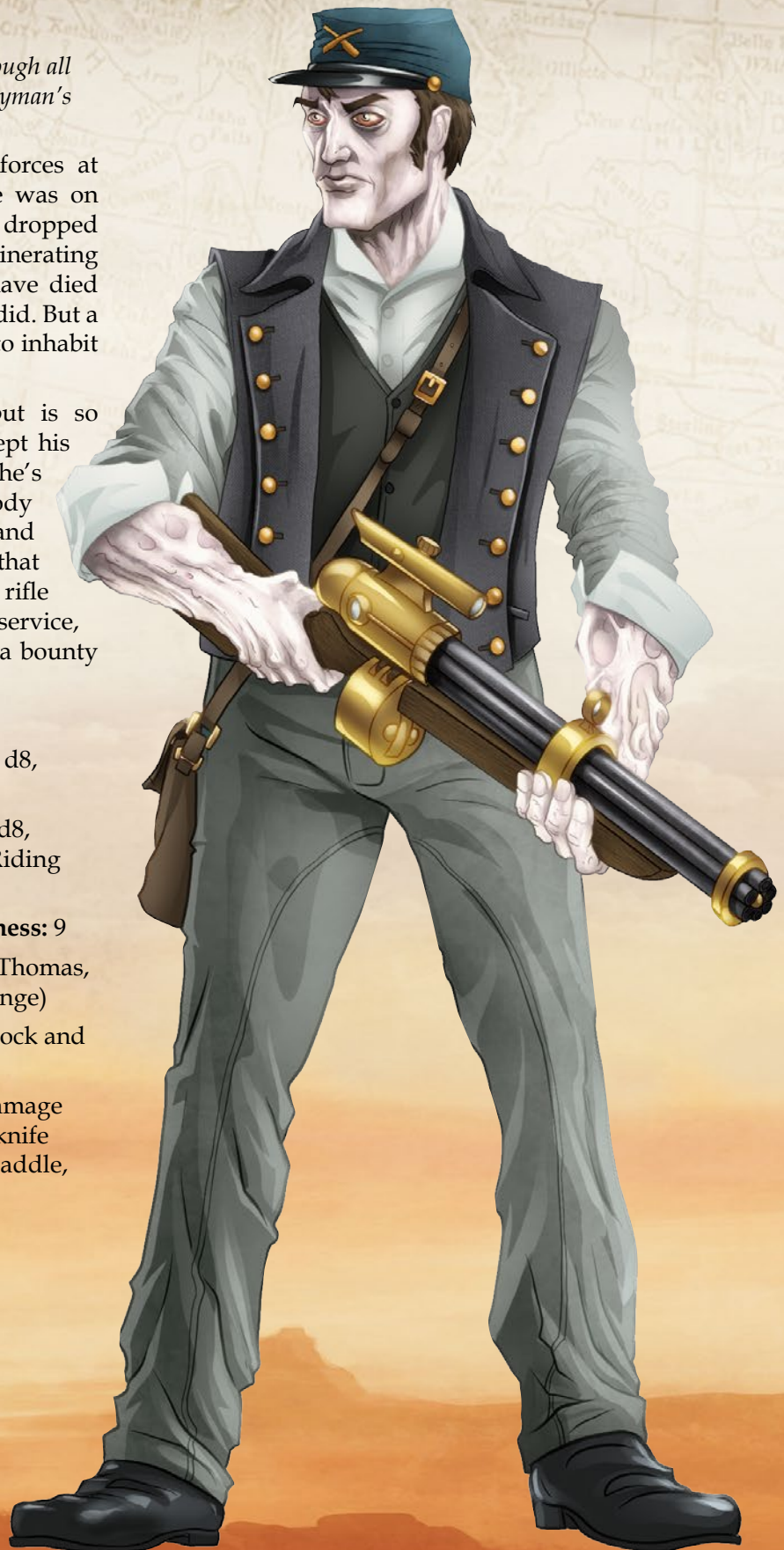
Skills: Fighting d8, Gambling d4, Guts d8, Intimidation d8, Notice d4, Repair d4, Riding d4, Shooting d8, Survival d4

Cha: 0; **Grit:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 9

Hindrances: Code of Honor, Doubting Thomas, Quirk (Never backs down from a challenge)

Edges: Arcane Resistance, Harrowed, Rock and Roll!, Supernatural Attribute (Vigor)

Gear: Gatling rifle (Range 24/48/96, Damage 2d8, RoF 2, AP 2), 50 cartridges, Bowie knife (Str+d4+1, AP 1), deck of cards, horse, saddle, saddlebags, bedroll, \$107.75.



HEXSLINGER

Carmen Valenzuela

"One of us is going to remove your hand from that pistol, señor. It will hurt less if it's you."

Orphaned and driven from her home in Mexico by servants of Xitlan's Obsidian Empire, Carmen came to Tombstone in 1879 with nothing but ragged clothes and her father's pistol. She sought a way—any way—to get revenge on the evil bastards who killed her family. When a chance encounter introduced her to Doc Holliday she couldn't help but notice the man's particular talents with regard to gunplay.

Doc saw more than a little of himself in the girl's persistent pestering so he finally agreed to take her on as a pupil. Never a slouch with a pistol, Carmen excelled under Doc's tutelage and quickly became one his best students.

Rank: Seasoned (20 XP)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Guts d4, Hexslinging d8, Intimidation d6, Knowledge (English) d6, Notice d6, Riding d6, Shooting d8

Cha: 0; **Grit:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Death Wish, Vengeful (Minor)

Edges: Arcane Background (Hexslinger), Born to Kill, New Power, 2x Power Points, Quick Draw

Powers: *Boost/lower Trait, numb, shootist, smite.*

Power Points: 15

Gear: Single-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 2x speed-load cylinders, knife (Str+d4), 50 cartridges, horse, saddle, saddlebags, bedroll, \$290.

Shootist Effects

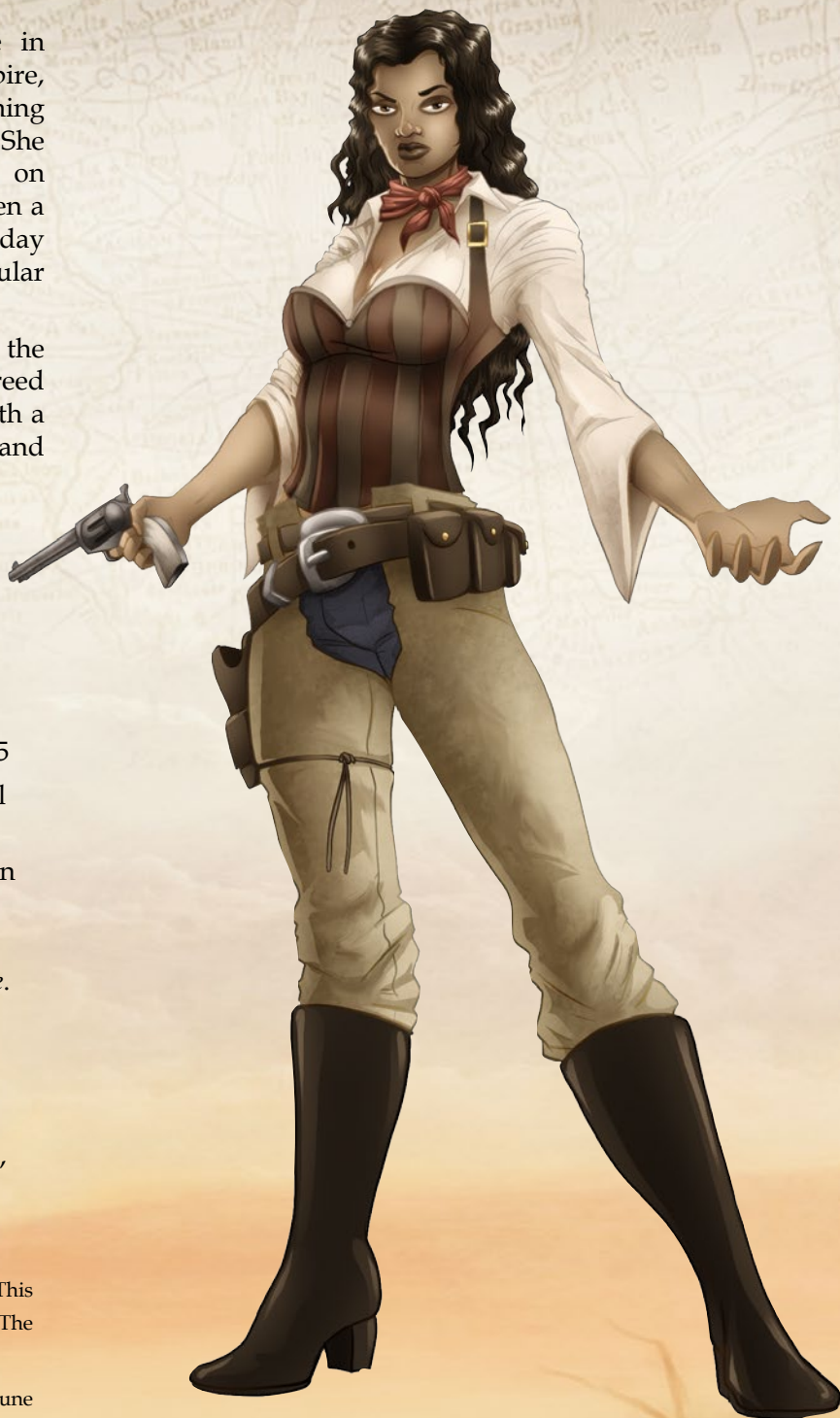
☞ **Bullet With Your Name on It (Seasoned, 2 PP):** This rune allows the shootist to ignore 2 points of Cover. The bullet ricochets or simply travels "around" the obstacle.

☞ **Ghost Bullet (Novice, 1 PP):** The bullet with this rune carved into it inflicts nonlethal damage.

☞ **Guidin' Light (Seasoned, 2 PP):** Firing this "flare" bullet into the night sky removes Illumination penalties in the immediate area for 1 minute. If fired indoors, roll a d6: On a 4–6, the bullet ignites any flammable materials it strikes.

☞ **Knife Through Butter (Novice, 1 PP):** This rune grants a bullet +4 AP.

☞ **Loaded for Bear (Novice, 1 PP):** This rune adds +1 die type to the weapon's damage.



☞ **Longbarrel Special (Seasoned, 2 PP):** The bullet carved with this rune ignores 2 points of Range penalties.

☞ **Sacramento Surprise (Seasoned, 2 PP):** This rune adds +1 die of energy damage—acid, cold, electricity, fire, or sound—to a bullet. The hexslinger determines the effect when the rune is carved.

☞ **Spherical Shell (Seasoned, 2 PP):** This rune causes the bullet to fragment when it strikes a target, inflicting its damage in a Small Burst Template

GUNSLINGER

Virginia Ann Earp

*"You picked the wrong Earp to mess with...
not that there's a right one."*

In actual history, young Ginny Earp died at age 3. In Deadlands she grew up to be Hell with a pistol, hiring out her services to Union Blue and Wasatch during the Great Rail Wars. When that work dried up in 1880, Virginia spent several months in Shan Fan trying to forget the horrors of her past.

In 1881 her older brothers wired her from Tombstone, Arizona Territory, where they had their hands in a number of business interests as well as providing the town's law. Big trouble was brewing, the telegraph said, between the Earp brothers and a gang of no-account outlaws called the Cowboys. Ginny high-tailed it south to Cochise County and never looked back. Much like her brother Wyatt, Ginny is almost as good at using the butt end of her pistols as the barrels.

Rank: Seasoned (20 XP)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d4, Persuasion d6, Riding d6, Shooting d8, Stealth d6, Survival d4

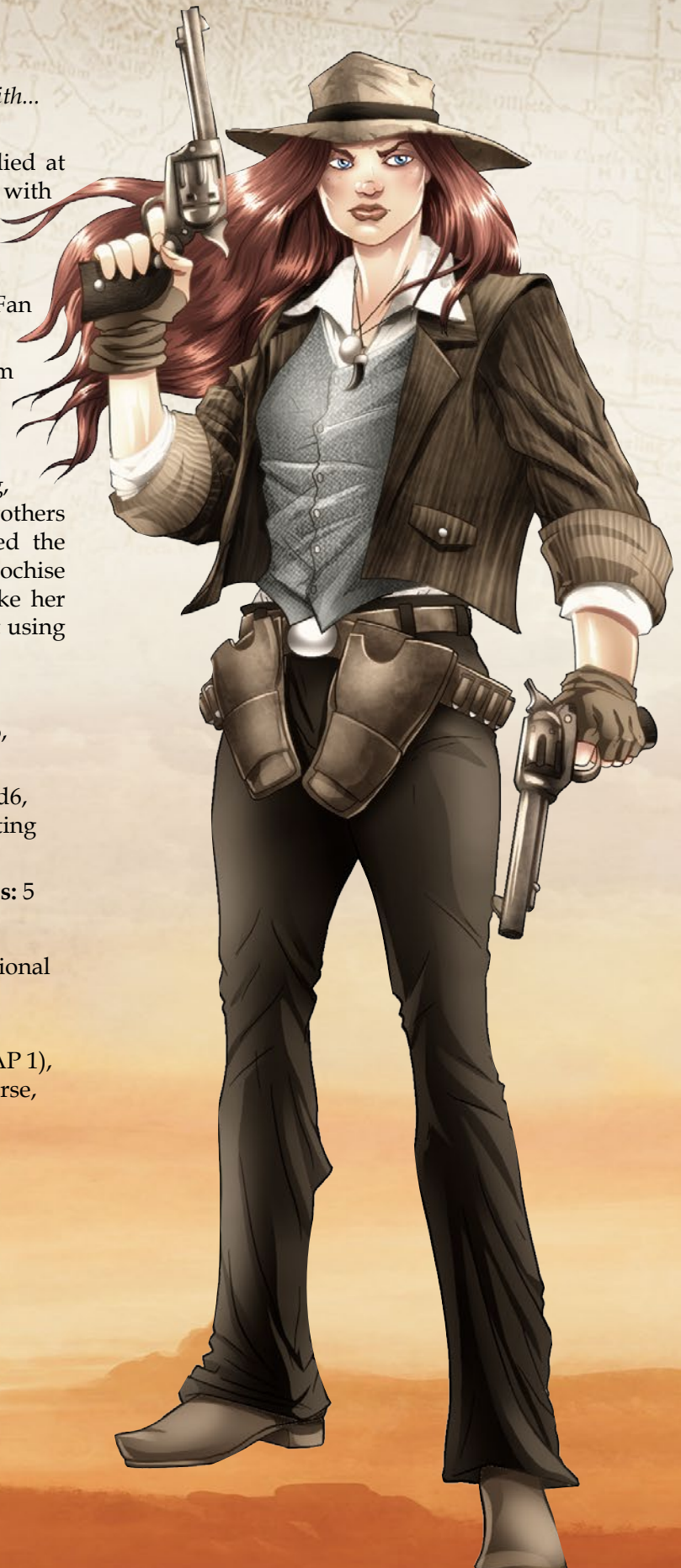
Cha: 0; **Grit:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Loyal, Stubborn

Edges: Ambidextrous, Duelist, Improvisational Fighter, Quick Draw, Two-Fisted

Gear: 2x double-action Colt Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 2x speed-load cylinders, 100 cartridges, horse, saddle, saddlebags, bedroll, \$272.

DEADLANDS



TEXAS RANGER



Warren Earp

"Officially, it was a rabid dog, but how many dogs walk on two legs and need silver bullets to put down?"

The youngest Earp brother traveled a unique path. Too young to fight in the War Between the States, Warren wandered Out West into Texas. There he saw for himself the horrors of the Reckoning and learned a thing or two about what makes abominations tick. After he single-handedly saved Exposition, Texas from an outbreak of rattler young 'uns, Earp became one of a handful of Northerners to attain rank in the Texas Rangers.

Warren's heroism was never in question. But once his superiors got wind of his near-total inability to keep a secret, they may have regretted the move. In early 1881, the Rangers dispatched Warren Earp to Cochise County, Arizona. His mission is to aid the local law—his older brothers—in their struggles against the Cowboy Gang.

Rank: Seasoned (20 XP)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

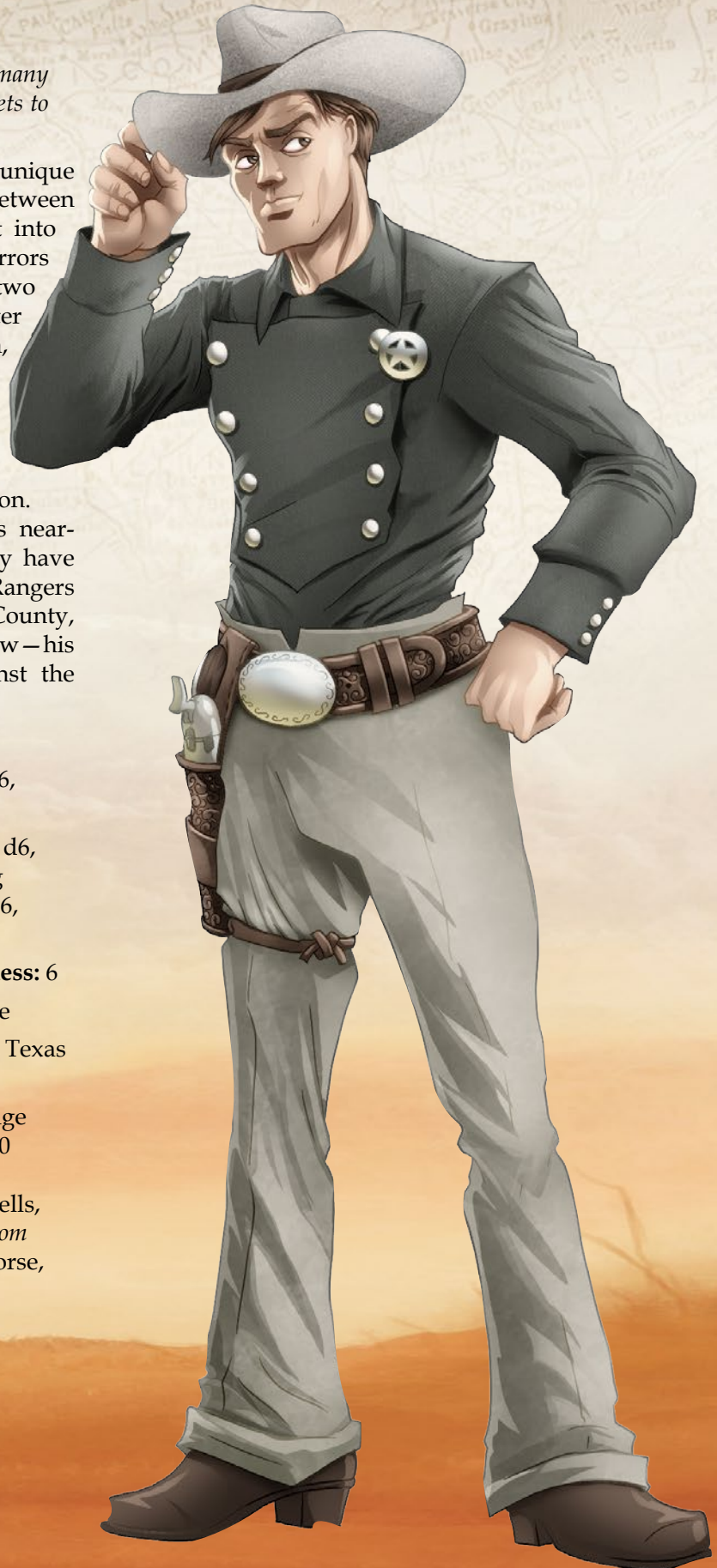
Skills: Fighting d6, Guts d6, Intimidation d6, Knowledge (Occult) d6, Notice d4, Riding d6, Shooting d6, Streetwise d6, Survival d6, Tracking d6

Cha: +2; **Grit:** 2; **Pace:** 5; **Parry:** 5; **Toughness:** 6

Hindrances: Big Mouth, Heroic, Slowpoke

Edges: Brave, Command, Nerves of Steel, Texas Ranger

Gear: Single-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 50 cartridges, double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), 20 shells, Bowie knife (Str+d4+1, AP 1), *Fugitives From Justice in the Confederacy*, Ranger badge, horse, saddle, saddlebags, bedroll, \$256.



FORMER OUTLAW



Ned Harkness

"One day you wake up and realize you're on the wrong side. Just takes me longer to wake up than most folks."

Ned Harkness was born and raised on a west Texas ranch, and there ain't a critter in the world he can't tame. Unfortunately, Ned's temperament didn't suit him to book-learning or honest pursuits. Instead he put his skills at riding and shooting to use in a series of outlaw gangs. By 1881 he was riding with the Cowboy Gang, "treeing" towns all across the New Mexico bootheel and living a bandito's life.

But after Mexican troops ambushed and killed Old Man Clanton in August, Ned sensed a turn toward wanton cruelty, mayhem, and murder among his companions. He turned over a new leaf, and rode to Tombstone to get himself deputized. Now he's tight with the Earps and on the lookout for a way to redeem his outlaw soul...before the bounty hunters catch up to him!

Rank: Seasoned (20 XP)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Gambling d6, Guts d6, Notice d6, Riding d8, Shooting d8, Taunt d6

Cha: 0; **Grit:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Heavy Sleeper, Loyal, Wanted (Major)

Edges: Alertness, Ambidextrous, Born in the Saddle, Steady Hands, Two-Fisted

Gear: 2x double-action Colt Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), 100 cartridges, Bowie knife (Str+d4+1, AP 1), deck of cards, horse, saddle, saddlebags, bedroll, \$273.75.



SHAMAN



Matilda Loomis

"You all know I don't believe in harming anyone, but I'm telling you that thing needs to die."

The child of an African-American father and an Apache mother, Matilda never felt quite at home in either of her parents' worlds. Her tribe cast her out, and when she was only eight outlaws robbed and murdered her father. She had no friends or kin in the world. Her luck changed when an Indian Agent—possibly the only honest one in Arizona—took her in. The man's name was John Clum, and he became Matilda's adoptive father.

Matilda is at home in many worlds, and in none. Although she practices the spirit medicine her mother taught her, she prefers town life as her father did. She honors all living things while making allowances for the modern life she must lead. In recent years Matilda took after her adoptive father as well, becoming a reporter for the *Tombstone Epitaph*.

Rank: Seasoned (20 XP)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Guts d8, Intimidation d6, Notice d6, Persuasion d8, Stealth d4, Taunt d6, Tribal Medicine d8

Cha: +0; **Grit:** 2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: All Thumbs, Cautious, Pacifist (Major)

Edges: Arcane Background (Shamanism), Attractive, Power Points, Snakeoil Salesman, Strong Willed, Tale Teller

Powers: *Healing, shape change.* **Power Points:** 20

Gear: Camera, 10x photographic plates, pencils, pad, gold watch, \$477.



MAD SCIENTIST



Cooper Grannon

"Coop ain't scairt. Coop has dreams that make this look like a church social."

"Coop" Grannon's father was a blacksmith and his grandfather too, so it seemed only natural for Coop to take up the family business. Before long he was one of the most sought-after blacksmiths in all the surrounding towns. Folks would make a special trip to have their horses shod or their Franklin stoves repaired by Coop Grannon himself.

In recent years, Coop's been inspired to take the blacksmith's trade to places his forefathers couldn't have imagined. Although his designs aren't as sleek and newfangled as one might find in the City o' Gloom, they're utilitarian and effective. Instead of a flamethrower, Coop wields his "Self-Igniting Bellows" when trouble rears its ugly head. And with his personally crafted smith's tools—made from ghost steel—he can sharpen weapons, add extra weight to blunt objects, or "tune up" pistols and rifles.

Rank: Seasoned (20 XP)

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Driving d4, Fighting d4, Guts d6, Knowledge (Metallurgy) d6, Knowledge (Physics) d6, Notice d6, Repair d8, Shooting d4, Weird Science d8

Cha: 0; **Grit:** 2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Bad Dreams, Lyin' Eyes, Quirk (Refers to himself in the third person)

Edges: Arcane Background (Weird Science), Knack (Born on All Hallow's Eve), Gadgeteer, New Power, Power Points

Powers: *Burst* (Self-Igniting Bellows), *smite* (Smith's Tools). **Power Points:** 25 per gizmo

Gear: Anvil, blacksmith's tools, blacksmith's hammer (Str+d6, AP 1 vs. rigid armor), smoked-glass goggles, leather apron and gloves, horse, Conestoga wagon, \$100.

