

DOG HOUSE RULES

FRONTIER TOWNS

FORT GRIFFIN

DOG HOUSE RULES
SAVAGED

THE FLAT PERSONALTY PACK

CENTRAL STATES

AND

OF THE

SOUTHERN DISTRICT

DHR1020SW



DOG HOUSE RULES FRONTIER TOWNS FORT GRIFFIN



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DHR1020SW



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THE FLAT PERSONALITY PACK

The Flat is full of personalities for the Judge to employ. While the Dog House Gang included Savaged statistics in the main Fort Griffin Savaged document, for easy reference, we figure a Judge will benefit from printing out specific NPC “cards” to aid in a fast and furious game pace, whether gunfire breaks out or because a PC interaction with a prominent personality needs a quick-as-lightning Trait test resolution. Of course, iffin’ the Judge is enlistin’ some players to assume the role of any personality in The Flat, we reckon a printed out character card will prove powerful useful.

Included for your shoot ‘em-up fun:

- Each page in the document contains one or more NPC cards. Some include an illustration; others are just the facts.
- Each card has bullet hole icons that the Judge can use to mark off shots. ○○○○○○
- Each card may bear the DHR icons for “Historical Person” or “Wild Card” status. As per the Introduction in the Fort Griffin Savaged document:



Indicates the NPC is based on a historical personage (even if the Dog House Gang has taken some liberties with the character’s content)



Indicates the NPC is a Wild Card (otherwise, an Extra)

How to Print

This pdf is built in layers, allowing the Judge to print the cards in different ways, with a simple toggle to include or remove elements on the page before clicking that drugstore-candy-like print button. A few tips for the trail (feel free to mix and match, pard):

- Background layer – toggle off to remove page borders and background color
- Parchment layer – toggle off to remove parchment color from the cards
- Text layer – toggle off to remove all text from display
- Pictures layer – toggle off to remove images from the cards



PERSONALITIES



JOHN SHANNSEY



ATTRIBUTES

Agility d8
Smarts d6
Spirit d8
Strength d6
Vigor d8

DERIVED

Charisma 0
Pace 6
Parry 7
Toughness 7
Grit 3

HINDRANCES

Code of Honor

EDGES

Block, Brawny

SKILLS

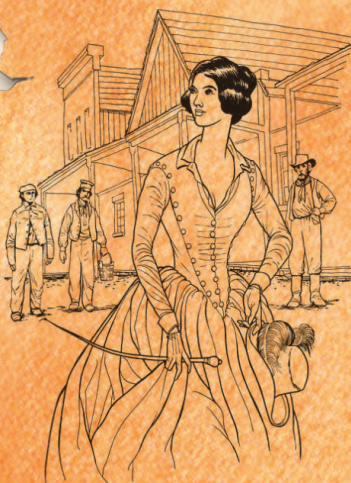
Fighting d8, Gambling d6, Guts d6, Intimidation d6, Knowledge (Business) d6, Knowledge (Civics) d4, Knowledge (North-Central Texas) d6, Notice d6, Persuasion d6, Repair d4, Riding d4, Shooting d6, Stealth d4, Streetwise d6, Swimming d4

GEAR

Colt Thunderer (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 20 bullets, fancy holster, brass knuckles (Damage Str+d4), custom boots, trousers, quality white shirt, Stetson hat



LOTTIE "THE POKER QUEEN" DENO



ATTRIBUTES

Agility d8
Smarts d8
Spirit d8
Strength d4
Vigor d6

DERIVED

Charisma +4
Pace 6
Parry 4
Toughness 5
Grit 3

HINDRANCES

Quirk (Minor—Gaming-Table Etiquette), Phobia (Minor—Cacti)

EDGES

Attractive, Charismatic, Connections (Sheriff), Sportsman, Strong Willed

SKILLS

Fighting d4, Gambling d8 (+2), Guts d6, Intimidation d6, Investigation d4, Knowledge (Current Events) d4, Knowledge (North-Central Texas) d6 Knowledge (Mathematics) d4, Notice d6, Persuasion d8, Repair d4, Riding d4, Shooting d4, Stealth d8, Streetwise d6, Taunt d6

GEAR

Colt Lightning (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 6 bullets, Remington Double-Derringer (concealed) (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 2 bullets, various silk dresses, fancy shoes, fancy hat, parasol

CLARA OLLSON



ATTRIBUTES

Agility d6
Smarts d6
Spirit d8
Strength d4
Vigor d6

DERIVED

Charisma +2
Pace 6
Parry 2
Toughness 5
Grit 0

HINDRANCES

None

EDGES

Attractive

SKILLS

Guts d6, Knowledge (North-Central Texas) d4, Knowledge (Arts) d4, Notice d6, Persuasion d8, Riding d4, Streetwise d4

GEAR

Women's dress, women's shoes

"BIG" MOSE MCCAIN

ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Charisma -2	Illiterate
Smarts d6	Pace 6	(Minor),
Spirit d6	Parry 6	Outsider
Strength d8	Toughness 6	(Minor)
Vigor d6	Grit 2	

EDGES

Ambidextrous, Berserk, Brawny

SKILLS

Fighting d8, Guts d6, Intimidation d8, Knowledge (Animal Behavior) d4, Knowledge (Current Events) d4, Notice d6, Persuasion d6, Riding d4, Shooting d6, Streetwise d6

GEAR

Brass knuckles (Damage Str+4), nightstick (Damage Str+d4), buckskin shirt, trousers, cowboy boots, Colt New Model Army (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 20 bullets, plain holster

ELIAS BENNINGTON, PROPRIETOR

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma +4	None
Smarts d8	Pace 6	EDGES
Spirit d8	Parry 4	Attractive,
Strength d6	Toughness 5	Charismatic,
Vigor d6	Grit 3	Sportsman

SKILLS

Fighting d4, Gambling d8 (+2), Guts d6, Intimidation d4, Investigation d4, Knowledge (Business) d8, Knowledge (Civics) d4, Knowledge (North Central Texas) d6, Notice d6, Persuasion d6, Riding d4, Shooting d6, Stealth d4, Streetwise d6

GEAR

Colt Peacemaker with custom grip (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 6 bullets, Fancy Holster, Remington Double Derringer (hidden in vest pocket) (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 2 bullets, fancy suit with vest, custom boots, gold pocket watch and chain

PERSONALITIES



MIKE FOGERTY (FRANK THURMOND)



ATTRIBUTES

Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d8

DERIVED

Charisma 0
Pace 6
Parry 5
Toughness 6
Grit 3

HINDRANCES

Enemy (Minor),
Vengeful (Minor)

EDGES

Dodge, Luck, No Mercy, Quick

SKILLS

Fighting d6, Gambling d6, Guts d6, Intimidation d6,
Knowledge (Texas) d6, Notice d6, Persuasion d6,
Riding d6, Shooting d8, Stealth d6, Streetwise d6

GEAR

Smith and Wesson Schofield (Range 12/24/48,
Damage 2d6+1, ROF 1, AP1), 40 bullets, trousers,
buckskin shirt, cowboy hat, cowboy boots, Bowie
knife, coin pouch (in pocket)



RUBY EASTERLING

ATTRIBUTES

Agility d6
Smarts d6
Spirit d8
Strength d4
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 2
Toughness 5
Grit 1

HINDRANCES

Quirk
(Minor—
Sarcasm)

EDGES

Alertness, Danger Sense

SKILLS

Guts d6, Intimidate d4, Knowledge (Human
Behavior) d4, Knowledge (North-Central Texas)
d6, Notice d6 (+2), Persuasion d8, Shooting d4,
Streetwise d6, Taunt d6

GEAR

Remington Pocket Pistol (Range 12/24/48,
Damage 2d6+1, ROF 1, AP1), 6 bullets, cotton
skirt, blouse, women's shoes, bandana



JEBEDIAH "JUNIOR" BURNS

ATTRIBUTES

Agility d8
Smarts d4
Spirit d6
Strength d8
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 6
Toughness 6
Grit 2

HINDRANCES

None

EDGES

Brawny, Combat Reflexes, Sweep

SKILLS

Fighting d8, Guts d6, Intimidation d6, Notice
d4, Riding d4, Shooting d6, Stealth d6,
Streetwise d4, Survival d4

GEAR

Brass knuckles (Damage Str+d4), nightstick
(Damage Str+d4), buckskin shirt, trousers,
cowboy boots, Colt New Model Army (Range
12/24/48, Damage 2d6+1, ROF 1, AP1), 20
bullets, plain holster



"BIG NOSE" KATE

(KATE ELDER, MARY KATHERINE HARONEY)

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma +2	None
Smarts d8	Pace 6	
Spirit d8	Parry 2	
Strength d4	Toughness 5	
Vigor d6	Grit 2	

EDGES

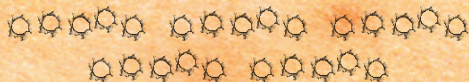
Alertness, Charismatic, Luck

SKILLS

Gambling d6, Guts d6, Healing d4, Intimidation d4, Knowledge (Current Events) d4, Notice d8 (+2), Persuasion d8, Riding d4, Shooting d4, Streetwise d8

GEAR

Remington Pocket Pistol (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 10 bullets, fancy cotton skirt, fancy blouse, broach, women's dress boots



INDIAN KATE (KATE GAMEL)

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma 0	Vengeful
Smarts d4	Pace 6	(Minor)
Spirit d8	Parry 2	
Strength d6	Toughness 5	
Vigor d6	Grit 0	

EDGES

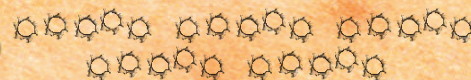
Dodge

SKILLS

Guts d6, Intimidate d6, Knowledge (Human Behavior), d4, Lockpicking d4, Notice d6, Persuasion d8, Riding d4, Shooting d4, Stealth d4, Streetwise d6

GEAR

Sharps Pepperbox (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 20 bullets, knife (Damage Str+d4), plain dress, women's dress boots, costume-jewel necklace, hair ribbons



ANNA LEIGH



ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma +2	None
Smarts d8	Pace 6	
Spirit d6	Parry 2	
Strength d4	Toughness 5	
Vigor d6	Grit 0	

EDGES

Attractive, Connections (Sheriff)

SKILLS

Guts d4, Healing d4, Investigation d4, Knowledge (Arts) d4, Knowledge (History) d4, Knowledge (North-Central Texas) d4, Knowledge (Performing Arts) d4, Notice d8, Persuasion d8, Shooting d4, Streetwise d6

GEAR

Remington Double Derringer (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 10 bullets, fancy dress, women's dress boots, gold necklace



PERSONALITIES

WILLIAM DONEY

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma -2	Enemy (Minor),
Smarts d6	Pace 6	Mean (Minor)
Spirit d6	Parry 5	
Strength d8	Toughness 6	
Vigor d66	Grit 0	

EDGES

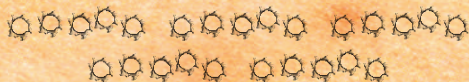
Berserk, Brawny, Combat Reflexes

SKILLS

Fighting d6, Guts d6, Intimidation d8, Knowledge (Animal Behavior) d4, Knowledge (North-Central Texas) d4, Notice d4, Riding d4, Shooting d6, Streetwise d6, Survival d6

GEAR

Colt New Model Army (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 20 bullets, Reid's Knuckleduster (Range 3/6/12, Damage 2d6, ROF 1, AP1), 7 bullets, plain holster, trousers, plain shirt, bowler hat, cowboy boots, pocketknife



SUE ANN "BUTTON" SUMMERS

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma 0	None
Smarts d6	Pace 6	
Spirit d6	Parry 2	
Strength d4	Toughness 4	
Vigor d4	Grit 0	

EDGES

None

SKILLS

Guts d4, Healing d4, Knowledge (The Flat Area) d6, Notice d6, Persuasion d6, Riding d4, Streetwise d4

GEAR

Plain dress, women's boots, small sun bonnet



WHIT HUBBARD (THE BARKEEP)



ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma +2	None
Smarts d8	Pace 6	
Spirit d8	Parry 4	
Strength d4	Toughness 5	
Vigor d6	Grit 0	

EDGES

Charismatic

SKILLS

Fighting d4, Guts d4, Knowledge (Business) d4, Knowledge (Current Events) d6, Knowledge (North-Central Texas) d6, Notice d8, Persuasion d6, Shooting d6, Streetwise d6

GEAR

Trousers, plain shirt, vest, plain men's shoes, Sharps Rifle (at the saloon, Range 20/40/80, Damage 2d8, ROF 1, AP2)





"UNCLE" BILLY WILSON



ATTRIBUTES

Agility d6
Smarts d8
Spirit d8
Strength d6
Vigor d6

DERIVED

Charisma +4
Pace 5
Parry 5
Toughness 5
Grit 2

HINDRANCES

Quirk (Minor—Practical Jokes), One Leg (Major)

EDGES

Alertness, Charismatic, Command, Entertainer (Storyteller)

SKILLS

Fighting d6, Gambling d6, Guts d6, Investigation d4, Knowledge (Business) d4, Knowledge (Performing Arts) d4, Knowledge (Tactics) d4, Knowledge (North-Central Texas) d4, Notice d6, Persuasion d8, Shooting d6, Streetwise d4, Stealth d6

GEAR

Remington Single Barrel (sawed off) (Range 5/10/20, Damage 1-3d6, ROF 1, AP1), 10 cartridges, knife (Damage Str+d4), cane (Damage Str+d4), Sharps Pepperbox (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 6 bullets, plain suit, cowboy boots, string tie, Stetson hat

SOLEDAD "SOL" SANCHEZ

ATTRIBUTES DERIVED HINDRANCES

Agility	d6	Charisma	+4	Vengeful
Smarts	d6	Pace	6	(Minor)
Spirit	d8	Parry	4	
Strength	d6	Toughness	4	
Vigor	d4	Grit	0	

EDGES

Attractive, Entertainer (Singing)

SKILLS

Fighting d4, Gambling d4, Guts d6, Investigation d4, Knowledge (Performing Arts) d6, Knowledge (North-Central Texas) d4, Notice d6, Persuasion d8, Shooting d4, Stealth d4, Streetwise d4, Throwing d4

GEAR

Knife (Damage Str+d4), Remington Double Derringer (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 4 bullets, fancy skirt, women's blouse, sombrero, cowboy boots

CORDELIA, SOLEDAD'S CAT

ATTRIBUTES DERIVED HINDRANCES

Agility	d8	Pace	6	None
Smarts	d6 (A)	Parry	3	
Spirit	d10	Toughness	3	
Strength	d4			
Vigor	d6			

EDGES

None

SKILLS

Climbing d6, Notice d6, Stealth d8

ARCANE POWERS

None

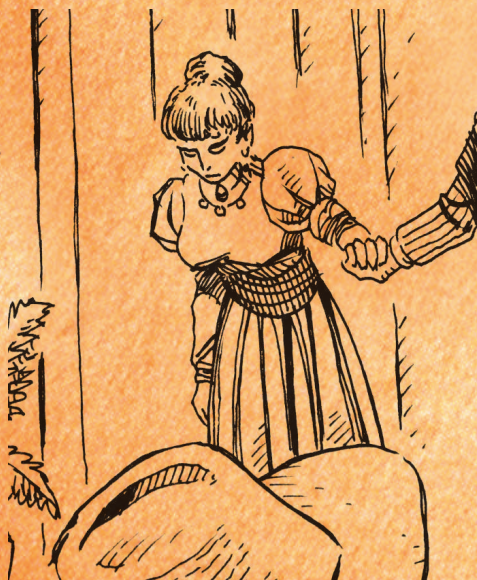
SPECIAL ABILITIES

Acrobat, Bite/Claws (Damage Str), Low-Light Vision, Size -2, Small

PERSONALITIES



"MARVELOUS" MURIEL HERVEY



ATTRIBUTES

Agility d6
Smarts d8
Spirit d8
Strength d4
Vigor d6

DERIVED

Charisma +4
Pace 6
Parry 4
Toughness 5
Grit 2

HINDRANCES

None

EDGES

Attractive,
Entertainer (Acting)

SKILLS

Fighting d4, Guts d6, Investigation d6, Knowledge (Current Events) d4, Knowledge (Performing Arts) d8, Notice d6, Persuasion d8, Shooting d4, Stealth d4, Throwing d6

GEAR

Remington Pocket Pistol (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 5 bullets, fancy dress (or fancy skirt and blouse), women's shoes, fancy sun hat



JULES ALBERT HERVEY



ATTRIBUTES

Agility d6
Smarts d6
Spirit d8
Strength d6
Vigor d6

DERIVED

Charisma +4
Pace 6
Parry 4
Toughness 5
Grit 2

HINDRANCES

None

EDGES

Alertness, Charismatic,
Entertainer (Piano,
Fiddle)

SKILLS

Fighting d4, Guts d6, Intimidation d4, Knowledge (Current Events) d4, Knowledge (Performing Arts) d4, Notice d6 (+2), Persuasion d6, Shooting d6, Streetwise d6, Throwing d6

GEAR

Remington Pocket Pistol (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 10 bullets, fancy suit, custom boots, pocket watch, Stetson hat

AVERY LAMB



ATTRIBUTES

Agility d6
Smarts d4
Spirit d6
Strength d8
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 5
Toughness 6
Grit 0

HINDRANCES

None

EDGES

Brawny

SKILLS

Fighting d6, Guts d6, Knowledge (Animal Behavior) d4, Knowledge (North-Central Texas) d4, Notice d4, Shooting d6, Streetwise d6, Swimming d4, Throwing d4

GEAR

Colt Lightning (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets, Colt Peacemaker (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets, plain holster (Lightning), shoulder holster (Peacemaker), trousers, buckskin shirt, cowboy boots, cowboy hat, bandana

JACK SWARTZ

ATTRIBUTES	DERIVED	HINDRANCES
Agility d4	Charisma 0	Quirk
Smarts d8	Pace 6	(Minor—
Spirit d6	Parry 4	Moody)
Strength d6	Toughness 5	
Vigor d4	Grit 0	

EDGES

Connection (Shackelford County Sheriff)

SKILLS

Fighting d4, Guts d6, Healing d4, Knowledge (Business) d6, Knowledge (Civics) d4, Knowledge (The Flat Area) d6, Notice d6, Persuasion d4, Riding d4, Repair d6, Shooting d4, Streetwise d6, Taunt d6

GEAR

Pocket Deringer (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 2 bullets, knife (Damage Str+d4), plain suit, cowboy boots, derby hat, bolo tie

ALLEN BAKER (JOSHUA ALLEN MORGAN)

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma 0	Wanted (Minor,
Smarts d6	Pace 6	Kansas robbery)
Spirit d6	Parry 5	EDGES
Strength d6	Toughness 5	Alertness
Vigor d6	Grit 1	

SKILLS

Fighting d6, Guts d6, Intimidation d4, Knowledge (Current Events) d4, Lockpicking d4, Notice d4 (+2), Persuasion d6, Riding d4, Shooting d6, Stealth d6, Streetwise d6, Survival d4, Swimming d4, Throwing d4

GEAR

Sharps Rifle (Range 20/40/80, Damage 2d8, ROF 1, AP2), 10 bullets, S&W Schofield (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 18 bullets, plain holster, knife (Damage Str+d4), buckskin trousers, plain shirt, vest, cowboy hat, cowboy boots, bandana

ESTELLE SWARTZ



ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma +2	None
Smarts d6	Pace 6	
Spirit d8	Parry 2	EDGES
Strength d4	Toughness 5	Charismatic
Vigor d6	Grit 0	

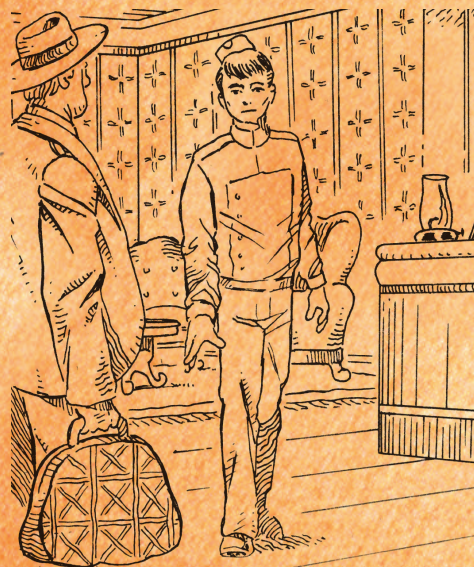
SKILLS

Guts d6, Healing d4, Knowledge (The Arts) d4, Knowledge (Civics) d4, Knowledge (The Flat Area) d6, Knowledge (Theology) d4, Notice d6, Persuasion d8, Repair d6

GEAR

Plain or fancy dress (varies), women's boots, fancy hat (sometimes), gold necklace

THEODORE "TEDDY" FARGAS



ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma 0	Curious (Major)
Smarts d6	Pace 6	EDGES
Spirit d6	Parry 5	Brawny, Connection
Strength d6	Toughness 6	(The Swartzes)
Vigor d6	Grit 1	

SKILLS

Fighting d6, Guts d6, Knowledge (Human Behavior) d4, Knowledge (The Flat Area) d6, Notice d6, Persuasion d6, Riding d4, Shooting d4, Streetwise d6, Throwing d4

GEAR

Reid's Knuckleduster (Range 3/6/12, Damage 2d6, ROF 1, AP1), 10 bullets, knife (Damage Str+d4), plain suit, men's shoes, bowler hat

H.E. CHAPIN



ATTRIBUTES	DERIVED	HINDRANCES
Agility d4	Charisma +2	None
Smarts d8	Pace 6	
Spirit d8	Parry 4	EDGES
Strength d4	Toughness 5	Charismatic
Vigor d6	Grit 0	

SKILLS

Fighting d4, Gambling d6, Guts d4, Investigation d6, Knowledge (The Bible) d4, Knowledge (Business) d8, Knowledge (Civics) d6, Knowledge (History) d6, Knowledge (North-Central Texas) d6, Notice d6, Persuasion d8, Shooting d4, Streetwise d6, Survival d4, Taunt d4

GEAR

Colt New Model Army (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), baton (Damage Str+d4), 10 bullets, plain suit, men's shoes, silver pocketwatch, string tie

JACOB WINSTON

ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Charisma 0	None
Smarts d4	Pace 6	EDGES
Spirit d6	Parry 5	Quick
Strength d6	Toughness 5	
Vigor d6	Grit 1	

SKILLS

Fighting d6, Guts d6, Knowledge (North-Central Texas) d4, Notice d4, Riding d4, Shooting d8, Streetwise d6, Stealth d6, Throwing d4

GEAR

Starr Army Revolver (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 8 bullets, trousers, plain shirt, bandana, cap, pocketknife

QUEENIE, GUARD DOG

ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Pace 8	Loyal (Minor—
Smarts d6 (A)	Parry 5	Outfitters' Staff)
Spirit d6	Toughness 4	
Strength d6		
Vigor d6		

EDGES

None

SKILLS

Fighting d6, Notice d10

ARCANE POWERS

None

SPECIAL ABILITIES

Bite (Damage Str+4), Fleet-Footed (d10 running), Go for the Throat, Size -1, Tricks

EPITACIO "EPPIE" NARANJO



ATTRIBUTES	DERIVED	HINDRANCES
Agility d4	Charisma +2	Pacifist (Minor)
Smarts d8	Pace 6	
Spirit d8	Parry 4	EDGES
Strength d4	Toughness 5	Charismatic, Danger Sense
Vigor d6	Grit 0	

SKILLS

Fighting d4, Guts d6, Healing d4, Knowledge (Catholicism) d6, Knowledge (Music) d6, Knowledge (Civics) d4, Knowledge (Texas History) d4, Notice d6, Persuasion d8, Repair d4, Riding d4, Shooting d4, Streetwise d6, Survival d4

GEAR

Colt Peacemaker (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets, plain suit, men's shoes, bowler hat, guitar

ANGELINA SARRACINO NARANJO



ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma +2	Curious (Major)
Smarts d6	Pace 6	
Spirit d8	Parry 2	EDGES
Strength d4	Toughness 5	Attractive
Vigor d6	Grit 0	

SKILLS

Guts d6, Knowledge (Catholicism) d4, Knowledge (Music) d4, Knowledge (The Flat Area) d4, Notice d6, Persuasion d8, Stealth d6, Streetwise d6, Taunt d4

GEAR

Plain dress, plain shoes, silver necklace



JET KEENAN



ATTRIBUTES

Agility d6
Smarts d10
Spirit d8
Strength d4
Vigor d4

DERIVED

Charisma 0
Pace 6
Parry 2
Toughness 3
Grit 2

HINDRANCES

Habit (Minor), Small

EDGES

Jack-of-All-Trades, Scholar (Chemistry, Science)

SKILLS

Guts d6, Healing d6, Investigation d6, Knowledge (Business) d6, Knowledge (Chemistry) d10 +2, Knowledge (Civics) d6, Knowledge (The Flat Area) d6, Knowledge (History) d4, Knowledge (Science) d6 +2, Knowledge (Technology) d6, Notice d8, Persuasion d4, Repair d6, Shooting d6

GEAR

Trousers, belt, average quality shirt, vest, pocket watch and chain, cowboy hat, men's shoes, Colt Old Model Navy (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 18 bullets (usually 6 on person), pocketknife

GEORGE JONES

ATTRIBUTES DERIVED HINDRANCES

Agility	d6	Charisma	0	None
Smarts	d6	Pace	6	
Spirit	d6	Parry	4	
Strength	d4	Toughness	5	
Vigor	d6	Grit	0	

EDGES

None

SKILLS

Fighting d4, Guts d6, Knowledge (The Bible) d4, Knowledge (Business) d4, Notice d6, Streetwise d6, Stealth d4, Survival d4, Throwing d4

GEAR

Trousers, plain shirt, work boots, cap, suspenders, knife (Damage Str+d4), sheath

ARNIE FOSTER

ATTRIBUTES DERIVED HINDRANCES

Agility	d6	Charisma	+2	None
Smarts	d4	Pace	6	
Spirit	d6	Parry	4	
Strength	d6	Toughness	5	
Vigor	d6	Grit	0	

EDGES

None

SKILLS

Fighting d4, Guts d4, Streetwise d4, Taunt d4

GEAR

Trousers, plain shirt, pocketknife

PERSONALITIES



LOUIS WOOLFORM (LOUIS FASSET)



ATTRIBUTES

Agility d6
Smarts d8
Spirit d8
Strength d6
Vigor d8

DERIVED

Charisma +2
Pace 6
Parry 5
Toughness 7
Grit 3

HINDRANCES

Vengeful, Wanted (Minor)

EDGES

Brawny, Charismatic, Connections (Comancheros)

SKILLS

Fighting d6, Guts d8, Intimidation d8, Investigation d4, Knowledge (Business) d6, Knowledge (Civics) d4, Knowledge (Current Events) d4, Knowledge (North-Central Texas) d6, Knowledge (Tactics) d4, Notice d6, Persuasion d8, Shooting d6, Streetwise d8, Survival d6, Swimming d4, Taunt d4

GEAR

Plain men's suit, average quality shirt, cowboy boots, derby hat, knife (Damage Str+d4), Colt Peacemaker with Custom Grip (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets, holster, Reid's Knuckleduster (Range 3/6/12, Damage 2d6, ROF 1, AP1), 5 bullets, pocket watch with gold chain, stick of dynamite (Range 4/8/16, Damage 2d6, ROF 1)



AMBROISE GODENOT



ATTRIBUTES

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d8

DERIVED

Charisma 0
Pace 5
Parry 5
Toughness 7
Grit 2

HINDRANCES

Obese

EDGES

Combat Reflexes, Connections (Fort Griffin Troops)

SKILLS

Fighting d6, Guts d6, Intimidation d6, Knowledge (Baking) d6, Knowledge (Current Events) d4, Notice d6, Persuasion d4, Shooting d6, Streetwise d6, Survival d6

GEAR

Trousers, plain shirt, work boots, chef's hat, bandana, knife, Colt New Model Police Pistol (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets, straight razor (Damage Str+d4), cleaver (Damage Str+d4), brass knuckles (Damage Str+d4), sap (Damage Str+d4)

HARLAND LEE

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma -1	One Eye
Smarts d4	Pace 6	(Minor)
Spirit d6	Parry 5	
Strength d8	Toughness 7	
Vigor d8	Grit 0	

EDGES

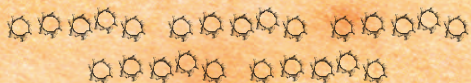
Brawny

SKILLS

Fighting d6, Guts d6, Knowledge (North-Central Texas) d4, Intimidation d6, Notice d4, Riding d6, Shooting d6, Streetwise d4

GEAR

Trousers, plain shirt, cowboy hat, work boots, Starr Army revolver (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets, holster, pocketknife, gloves, sap (Damage Str+d4)



RENT-A-THUG

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma 0	None
Smarts d4	Pace 6	
Spirit d4	Parry 5	
Strength d8	Toughness 5	
Vigor d6	Grit 0	

EDGES

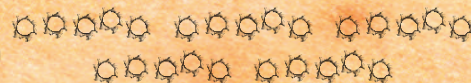
None

SKILLS

Fighting d6, Intimidation d4, Riding d4, Shooting d4, Streetwise d6, Survival d4, Throwing d4

GEAR

Buckskin trousers, plain shirt, duster, cowboy boots, cowboy hat, bandana, Colt New Model Army (2) (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 18 bullets, double holster, knife (Damage Str+4)



PETE HAVERTY

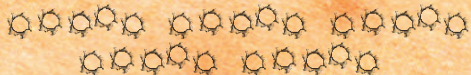
ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Charisma 0	None
Smarts d6	Pace 6	
Spirit d6	Parry 5	
Strength d6	Toughness 6	Edges
Vigor d8	Grit 2	Marksmanship

SKILLS

Fighting d6, Guts d6, Intimidation d4, Knowledge (Animal Behavior) d6, Knowledge (Business) d6, Knowledge (Horses) d6, Knowledge (North-Central Texas) d4, Notice d6, Persuasion d6, Riding d8, Shooting d8, Streetwise d6, Survival d6, Swimming d4, Throwing d6

GEAR

Knife (Damage Str+d4), Starr Army Revolver (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 40 bullets, plain holster, Spencer Carbine (used while on horseback, Range 20/40/80, Damage 2d8, ROF 1, AP2), 16 bullets, pocket watch, cowboy boots, trousers, leather chaps, cowboy hat, plain shirt, pocketknife



GRAYMARE, WAR HORSE

ATTRIBUTES	DERIVED
Agility d6	Pace 8
Smarts d4 (A)	Parry 6
Spirit d6	Toughness 10
Strength d12+2	
Vigor d10	

HINDRANCES

Loyal (Major - Pete Haverty)

EDGES

None

SKILLS

Fighting d8, Notice d6

ARCANE POWERS

None

SPECIAL ABILITIES

Fleet-Footed (d8 running), Kick (Damage Str+d4), Size +3, Tricks



PERSONALITIES

HENRY SIXKILLER

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma 0	Heroic
Smarts d6	Pace 6	EDGES
Spirit d6	Parry 5	Nerves of
Strength d6	Toughness 6	Steel
Vigor d8	Grit 2	

SKILLS

Fighting d6, Guts d6, Knowledge (Animal Behavior) d6, Knowledge (Construction) d4, Knowledge (Current Events) d4, Knowledge (The Flat Area) d4, Notice d6, Riding d6, Shooting d6, Survival d6, Stealth d6, Swimming d4, Throwing d6

GEAR

Knife (Damage Str+d4), Colt New Model Army (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 25 bullets, plain holster, cowboy boots, buckskin trousers, plain shirt, vest, cowboy hat



AGATENO, RIDING HORSE

ATTRIBUTES	DERIVED
Agility d8	Pace 8
Smarts d4 (A)	Parry 4
Spirit d6	Toughness 8
Strength d12	
Vigor d8	

HINDRANCES

Loyal (Major - Henry Sixkiller)

EDGES

None

SKILLS

Fighting d4, Notice d6

ARCANE POWERS

None

SPECIAL ABILITIES

Fleet-Footed (d8 running), Kick (Damage Str), Size +2, Tricks

BENNY SANDERS

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma +2	None
Smarts d6	Pace 6	EDGES
Spirit d6	Parry 4	Charismatic
Strength d4	Toughness 5	
Vigor d6	Grit 0	

SKILLS

Guts d4, Knowledge (Animal Behavior) d4, Persuasion d6, Riding d4, Shooting d4, Streetwise d4, Swimming d4, Throwing d4

GEAR

Knife (Damage Str+d4), slingshot (Range 4/8/16, Damage Str+d4, ROF 1), assorted rocks for slingshot, trousers, plain shirt, cap, plain shoes



MAX, THE STABLE DOG

ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Pace 8	Loyal (Minor - Pete Haverty)
Smarts d6 (A)	Parry 5	
Spirit d6	Toughness 4	
Strength d6		
Vigor d6		

EDGES

None

SKILLS

Fighting d6, Notice d10

ARCANE POWERS

None

SPECIAL ABILITIES

Bite (Damage Str+4), Fleet-Footed (d10 running), Go for the Throat, Size -1, Tricks

ZHOU SHUAN TAO (THE WIDOW CHEN)



ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma 0	None
Smarts d8	Pace 6	
Spirit d6	Parry 4	EDGES
Strength d4	Toughness 5	Command
Vigor d6	Grit 0	

SKILLS

Fighting d4, Guts d4, Knowledge (Art) d4, Knowledge (Business) d6, Knowledge (Current Events) d4, Intimidation d6, Notice d4, Persuasion d4, Repair d4, Shooting d4, Streetwise d8, Survival d6

GEAR

Blue Chinese tunic, blue Chinese trousers, canvas shoes, straw hat (or hair clip), Colt New Model Pocket Pistol (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 5 bullets

CHEN FEN HUA



ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma -2	Ugly
Smarts d6	Pace 6	
Spirit d6	Parry 4	EDGES
Strength d6	Toughness 5	None
Vigor d6	Grit 0	

SKILLS

Fighting d6, Guts d6, Notice d6, Repair d8, Streetwise d6, Survival d6

GEAR

Blue Chinese tunic, blue Chinese trousers, canvas shoes, silver necklace (under jacket), small knife in sheath (Damage Str+4)

PERSONALITIES

TANG LOK LONG (LOCO)

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma +2	None
Smarts d8	Pace 6	
Spirit d8	Parry 2	
Strength d4	Toughness 5	
Vigor d6	Grit 0	

EDGES

Charismatic

SKILLS

Gambling d4, Guts d6, Knowledge (Current Events) d6, Knowledge (Performing Arts) d6, Notice d6, Repair d8, Riding d4, Streetwise d6, Survival d4

GEAR

Trousers, plain shirt, vest, canvas shoes, straw hat, pocketknife



LUAN LI SHEN

ATTRIBUTES	DERIVED	HINDRANCES
Agility d10	Charisma 0	Wanted
Smarts d6	Pace 6	(Major)
Spirit d6	Parry 6	
Strength d6	Toughness 5	
Vigor d6	Grit 2	

EDGES

First Strike, Quick

SKILLS

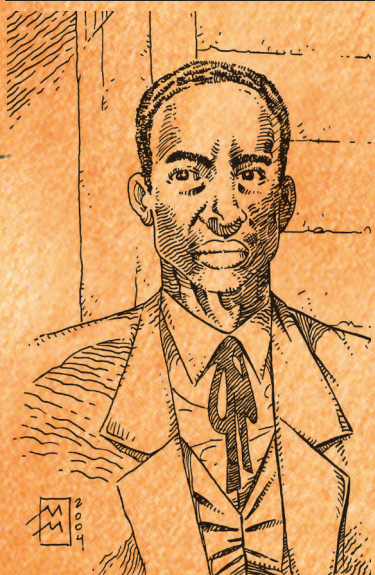
Climbing d6, Fighting d8, Guts d6, Knowledge (Martial Arts) d6, Notice d6, Stealth d8, Streetwise d6, Survival d4, Throwing d6

GEAR

Black Chinese tunic and trousers, canvas shoes, shuriken (5) (Range 3/6/12, Damage Str+1, ROF 1, AP1) sewn into tunic pouches, butterfly knife (Damage Str+d4)



ELIJAH EARL



ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Charisma 0	Vow (Major—Tolerate No Disrespect)
Smarts d6	Pace 6	
Spirit d8	Parry 5	
Strength d6	Toughness 5	
Vigor d6	Grit 2	

EDGES

Steady Hands

Fighting d6, Gambling d4, Guts d6, Healing d4, Intimidation d4, Knowledge (Animal Behavior) d4, Knowledge (Business) d4, Knowledge (North-Central Texas) d6, Knowledge (Tactics) d4, Notice d6, Shooting d8, Stealth d4, Streetwise d6, Survival d6, Swimming d4, Throwing d4

SKILLS

Spencer Carbine (Range 20/40/80, Damage 2d8, ROF 1, AP2), 16 bullets, S&W Schofield (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 18 bullets, plain holster, lasso (Damage Special), trousers, plain shirt, vest, cowboy boots



DAWENA EARL



ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma -2	Outsider
Smarts d6	Pace 6	
Spirit d6	Parry 4	EDGES
Strength d4	Toughness 6	None
Vigor d8	Grit 0	

SKILLS

Fighting d4, Guts d6, Healing d6, Knowledge (Animal Behavior) d6, Knowledge (Visual Art) d4, Notice d6, Riding d6, Shooting d4, Stealth d6, Survival d6

GEAR

Knife (Damage Str+d4), wraparound deerskin skirt (Tonkawa), plain shirt with no sleeves (wears bright colored calico poncho in winter), beaded Tonkawa moccasins

MOON, THE DOG

ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Pace 8	Loyal (Major - Elijah and Dawena Earl)
Smarts d6 (A)	Parry 5	
Spirit d6	Toughness 4	
Strength d6		
Vigor d6		

EDGES

None

SKILLS

Fighting d4, Notice d10

ARCANE POWERS

None

SPECIAL ABILITIES

Bite (Damage Str+d4), Fleet-Footed (d10 running), Go for the Throat (raise hits weak spot), Size -1

MILLY WHITE

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma 0	None
Smarts d6	Pace 6	
Spirit d6	Parry 2	
Strength d4	Toughness 4	
Vigor d4	Grit 0	

EDGES

None

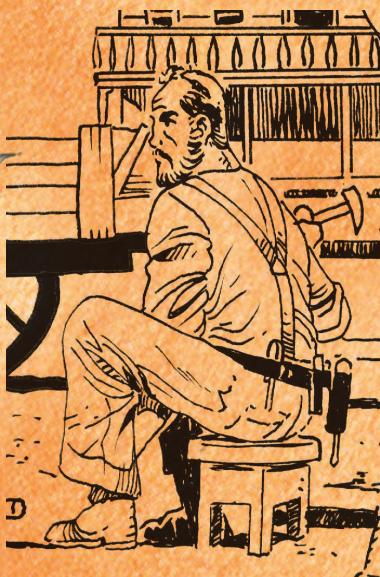
SKILLS

Guts d4, Knowledge (The Flat Area) d6, Knowledge (Singing) d4, Notice d4, Riding d6, Swimming d4

GEAR

Plain skirt, plain shirt, women's boots

BENJAMIN FRANKLIN (B.F.) CLAMPITT



ATTRIBUTES

Agility d8
Smarts d6
Spirit d4
Strength d8
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 5
Toughness 6
Grit 0

HINDRANCES

Habit (Major, Carousing)

EDGES

Brawny

SKILLS

Driving d4, Fighting d6, Gambling d4, Knowledge (Animal Behavior) d4, Knowledge (Construction) d6, Knowledge (The Flat Area) d6, Knowledge (Woodworking) d6, Notice d4, Repair d6, Riding d4, Shooting d6, Streetwise d6, Swimming d4

GEAR

Trousers, plain shirt, suspenders, Henry Rifle (Range 20/40/80, Damage 2d8, ROF 1, AP2), 15 bullets, bandana, cap, work boots, knife (Damage Str+d4), hammer

FERNANDO IBARRA MONTROYA

ATTRIBUTES DERIVED HINDRANCES

Agility	d6	Charisma	0	None
Smarts	d4	Pace	6	
Spirit	d6	Parry	5	
Strength	d8	Toughness	6	
Vigor	d6	Grit	0	

EDGES

Brawny

SKILLS

Driving d4, Fighting d6, Guts d4, Knowledge (Horses) d4, Knowledge (Woodworking) d4, Riding d6, Shooting d4, Survival d4, Swimming d4, Throwing d4

GEAR

Buckskin trousers, plain shirt, vest, suspenders, cowboy boots, cowboy hat, bolo tie, tobacco pouch, pocketknife, knife (Damage Str+d4), Colt Walker Dragoon (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets, spare cylinder (loaded)

ZEDEDIAH (ZED) HARPER

ATTRIBUTES DERIVED HINDRANCES

Agility	d6	Charisma	0	None
Smarts	d6	Pace	6	
Spirit	d4	Parry	5	
Strength	d8	Toughness	5	
Vigor	d6	Grit	0	

EDGES

None

SKILLS

Fighting d6, Guts d4, Intimidation d4, Knowledge (Current Events) d4, Repair d6, Riding d6, Shooting d4, Streetwise d6, Throwing d6

GEAR

Buckskin trousers, plain shirt, suspenders, work boots, cowboy hat, knife (Damage Str+d4), Starr Army Revolver (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets

CONSTANCE HARPER



ATTRIBUTES

Agility d4
Smarts d8
Spirit d8
Strength d4
Vigor d6

DERIVED

Charisma +4
Pace 6
Parry 2
Toughness 5
Grit 0

HINDRANCES

Greedy (Minor)

EDGES

Attractive,
Charismatic

SKILLS

Guts d6, Intimidation d6, Investigation d6,
Knowledge (Current Events) d6, Knowledge (Singing)
d6, Knowledge (Theology) d4, Notice d6, Persuasion
d8, Streetwise d4, Taunt d4

GEAR

Women's dress, women's boots, silver necklace,
parasol, women's hat

MARIBELLE, THE DRAFT HORSE

ATTRIBUTES

Agility d8
Smarts d4 (A)
Spirit d6
Strength d12
Vigor d8

DERIVED

Pace 10
Parry 4
Toughness 8

HINDRANCES

None

EDGES

None

SKILLS

Fighting d4, Notice d6

ARCANE POWERS

None

SPECIAL ABILITIES

Kick (Str), Fleet-Footed (d8 running), Size +2,
Tricks

LUCIUS, THE DOG

ATTRIBUTES

Agility d8
Smarts d6 (A)
Spirit d6
Strength d6
Vigor d6

DERIVED

Pace 8
Parry 5
Toughness 4

HINDRANCES

Loyal (Minor—
Clampitt,
Montoya)

EDGES

None

SKILLS

Fighting d6, Notice d10

ARCANE POWERS

None

SPECIAL ABILITIES

Bite (Damage Str+d4), Fleet-Footed (d10
running), Go for the Throat (raise hits weak
spot), Size -1, Tricks

PERSONALITIES



REVEREND SHEPHERD MIDDLETON



ATTRIBUTES

Agility d6
Smarts d6
Spirit d8
Strength d6
Vigor d6

DERIVED

Charisma +2
Pace 6
Parry 2
Toughness 5
Grit 2

HINDRANCES

Code of Honor

EDGES

Charismatic, Command

SKILLS

Guts d8, Healing d4, Knowledge (The Bible) d6, Knowledge (Current Events) d4, Knowledge (The Flat Area) d4, Notice d6, Persuasion d8, Riding d4, Shooting d6, Streetwise d6

GEAR

Plain men's suit, string tie, average quality shirt, bowler hat, men's shoes, spectacles



RICHARD "CARETAKER" JEFFERSON



ATTRIBUTES

Agility d6
Smarts d4
Spirit d6
Strength d6
Vigor d8

DERIVED

Charisma 0
Pace 6
Parry 6
Toughness 6
Grit 0

HINDRANCES

None

EDGES

None

SKILLS

Fighting d6, Guts d6, Intimidation d6, Knowledge (Construction) d4, Knowledge (The Bible) d4, Knowledge (The Flat Area) d4, Notice d4, Repair d4, Shooting d4, Streetwise d6

GEAR

Trousers, plain shirt, vest, suspenders, work boots, cap, knife, tool belt (hammer, screwdriver, pliers, pocketknife), cowboy hat



JAMES ROMNEY

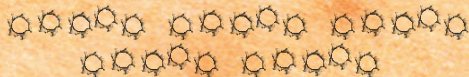
ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma -2	None
Smarts d8	Pace 6	
Spirit d6	Parry 2	EDGES
Strength d6	Toughness 5	None
Vigor d6	Grit 0	

SKILLS

Guts d4, Investigation d6, Knowledge (The Bible) d6, Knowledge (Current Events) d4, Knowledge (Grammar) d4, Knowledge (History) d6, Knowledge (Physical Sciences) d6, Knowledge (North-Central Texas) d6, Notice d4, Riding d4, Shooting d6, Streetwise d8

GEAR

Plain men's suit, men's shoes, string tie, straw hat, pocket watch, handkerchief, haversack (books, pencils, paper, pocketknife, bag of raisins, Colt Improved Pocket Pistol (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 5 bullets



MARTHA "MAHALIA" DEDMON

ATTRIBUTES	DERIVED	HINDRANCES
Agility d4	Charisma +2	None
Smarts d8	Pace 6	
Spirit d8	Parry 2	EDGES
Strength d4	Toughness 5	Charismatic,
Vigor d6	Grit 2	Command

SKILLS

Guts d4, Healing d6, Intimidation d8, Knowledge (The Bible) d8, Knowledge (Current Events) d4, Knowledge (Performing Arts) d4, Knowledge (Visual Arts) d4, Notice d6, Repair d6, Shooting d4, Streetwise d6, Survival d4

GEAR

Plain women's dress, women's shoes, fancy hat, purse (handkerchief, tin of chocolate, comb, mirror, Remington Double Derringer (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 2 bullets)



IRA J. "DOC" CULVER



ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma +2	Elderly
Smarts d10	Pace 5	
Spirit d8	Parry 4	
Strength d4	Toughness 4	EDGES
Vigor d4	Grit 2	Charismatic, Scholar

LANGUAGES

English, Spanish

SKILLS

Fighting d4, Gambling d6, Healing d10, Knowledge (Business) d6, Knowledge (Current Events) d4, Knowledge (Life Science) d10+2, Knowledge (Pharmaceuticals) d8, Knowledge (Theology) d8+2, Notice d6, Riding d4, Shooting d6

GEAR

Plain men's suit, average quality shirt, cowboy boots, Stetson hat, pocket watch with gold chain, doctor's kit, holster, S&W Schofield (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets, pocketknife



PERSONALITIES

ANNETTE FISHER

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma +2	None
Smarts d8	Pace 6	
Spirit d8	Parry 2	
Strength d4	Toughness 4	
Vigor d4	Grit 0	

EDGES

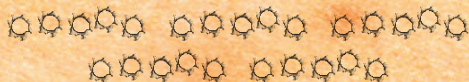
Attractive

SKILLS

Guts d6, Healing d4, Investigation d4, Knowledge (Art) d6, Knowledge (Current Events) d6, Knowledge (History), d6, Knowledge (Theology) d4, Notice d4, Persuasion d6, Riding d4

GEAR

Silk dress, women's shoes, gloves, gold necklace, feathered hat, parasol, haversack (books, paper, pencil, charcoal, pouch w/ assorted coins (\$20), comb, mirror)



CULVER'S CATS

ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Pace 6	None
Smarts d6 (A)	Parry 3	
Spirit d10	Toughness 3	
Strength d4		
Vigor d6		

EDGES

None

SKILLS

Climbing d6, Notice d6, Stealth d8

ARCANE POWERS

None

SPECIAL ABILITIES

Acrobat, Bite/Claw (Damage Str), Low Light Vision, Size -2, Small

ARTHUR J. HAMILTON



ATTRIBUTES	DERIVED	HINDRANCES
Agility d4	Charisma +2	Elderly
Smarts d10	Pace 5	
Spirit d8	Parry 2	
Strength d4	Toughness 4	
Vigor d4	Grit 0	

EDGES

Charismatic, Connection (F.B. York)

SKILLS

Investigation d8, Knowledge (Behavioral Sciences) d6, Knowledge (The Bible) d6, Knowledge (Business) d10, Knowledge (Civics) d6, Knowledge (Forgery) d4, Knowledge (History) d4, Knowledge (North-Central Texas) d4, Notice d6, Persuasion d8, Shooting d4, Streetwise d6

GEAR

Plain suit, good quality shirt, bowler hat, men's shoes, gold pocket watch, string tie



J.F. WIGGINS



ATTRIBUTES

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 5
Toughness 5
Grit 0

HINDRANCES

None

EDGES

None

SKILLS

Fighting d6, Guts d4, Knowledge (Business) d6, Knowledge (Civics) d4, Knowledge (Current Events) d4, Knowledge (North-Central Texas) d4, Knowledge (Tactics) d4, Notice d6, Persuasion d6, Shooting d6, Streetwise d6, Survival d6

GEAR

Remington Pocket Pistol (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 8 bullets, pocketknife, fancy suit, fancy shirt, men's shoes, silver and onyx bolo tie

JAY MIDDLETON

ATTRIBUTES

Agility d8
Smarts d4
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 5
Toughness 5
Grit 1

HINDRANCES

None

EDGES

Quick

SKILLS

Fighting d6, Guts d4, Knowledge (San Antonio) d4, Notice d4, Riding d6, Shooting d6, Stealth d6, Streetwise d6, Survival d6

GEAR

Colt Peacemaker (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 18 bullets, regular holster, buckskin trousers, plain shirt, vest, cowboy hat, cowboy boots

HARVEY "THE OWL" PARKER

ATTRIBUTES

Agility d8
Smarts d4
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma +2
Pace 6
Parry 5
Toughness 5
Grit 1

HINDRANCES

None

EDGES

Attractive

SKILLS

Fighting d6, Guts d4, Intimidation d6, Knowledge (The Flat Area) d4, Notice d4, Riding d6, Shooting d6, Streetwise d6, Survival d4

GEAR

Colt Peacemaker (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 20 bullets, knife (Damage Str+d4), fancy holster, trousers, plain shirt, bandana, cowboy hat, cowboy boots

JAMES LUTHER "J.L." THORP



ATTRIBUTES

Agility d6
Smarts d6
Spirit d6
Strength d8
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 5
Toughness 6
Grit 0

HINDRANCES

Habit (Minor)

EDGES

Brawny

SKILLS

Driving d4, Fighting d6, Guts d6, Knowledge (Blacksmithing) d6, Knowledge (Construction) d6, Notice d6, Repair d6, Shooting d6, Throwing d4

GEAR

Trousers, plain shirt, leather apron, heavy gloves, work boots, knife (Damage Str+d4), Remington Whitmore, Sawed-Off (in the Smithy, Range 5/10/20, Damage 1-3d6, ROF 1-2, AP2)

TIMOTHY "TIMMY" O'LOCHLANN



ATTRIBUTES

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma +0
Pace 6
Parry 5
Toughness 6
Grit 0

HINDRANCES

None

EDGES

Brawny

SKILLS

Fighting d6, Guts d6, Intimidation d6, Knowledge (Blacksmithing) d6, Knowledge (Construction) d4, Repair d6, Shooting d6, Taunt d4

GEAR

Sharps Rifle (Range 20/40/80, Damage 2d8, ROF 1, AP2) 10 bullets, knife (Damage Str+d4), sheath, boots, trousers, shirt, derby hat, cloth overcoat, leather apron



MATTHEW "MATTIE" THORP



ATTRIBUTES

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 4
Toughness 5
Grit 1

HINDRANCES

None

EDGES

None

SKILLS

Climbing d4, Fighting d4, Guts d6, Shooting d4, Stealth d4, Streetwise d4, Survival d4, Swimming d6, Throwing d4

GEAR

Sharps Rifle (Range 20/40/80, Damage 2d8, ROF 1, AP2) 5 bullets, slingshot (Range 4/8/16, Damage Str+d4, ROF 1), several round stones, knife (Damage Str+d4), cowboy boots, trousers, plain shirt, bandana, cap, fishing rod

LUCAS "LUKE" THORP



ATTRIBUTES

Agility d4
Smarts d6
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 4
Toughness 5
Grit 0

HINDRANCES

None

EDGES

None

SKILLS

Climbing d4, Fighting d4, Guts d4, Notice d4, Repair d4, Shooting d4, Streetwise d4, Survival d4, Swimming d4, Throwing d4

GEAR

Knife (Damage Str+d4), cowboy boots, trousers, plain shirt, vest, bowler hat, fishing rod

PERSONALITIES

EMILY E THORP

ATTRIBUTES	DERIVED	HINDRANCES
Agility d4	Charisma +2	None
Smarts d6	Pace 6	
Spirit d8	Parry 2	
Strength d6	Toughness 5	
Vigor d6	Grit 0	

EDGES

Attractive (once she cleans up)

SKILLS

Guts d6, Knowledge (The Bible) d6, Knowledge (Civics) d4, Knowledge (Current Events) d4, Notice d6, Persuasion d6, Repair d6, Swimming d4

GEAR

Plain skirt, plain blouse, straw bonnet, women's boots

SUSAN THORP

ATTRIBUTES	DERIVED	HINDRANCES
Agility d4	Charisma 0	None
Smarts d4	Pace 6	
Spirit d6	Parry 2	
Strength d4	Toughness 4	
Vigor d4	Grit 0	

EDGES

None

SKILLS

Knowledge (The Bible) d4, Notice d4, Persuasion d4

GEAR

Simple dress, small bonnet



WILLIAM R. "BILLY" CRUGER



ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Charisma +2	Code of Honor
Smarts d6	Pace 6	
Spirit d8	Parry 5	
Strength d6	Toughness 6	
Vigor d8	Grit 3	

EDGES

Charismatic, Hard to Kill

SKILLS

Fighting d6, Guts d8, Intimidation d8, Investigation d4, Knowledge (Civics) d6, Knowledge (Current Events) d4, Knowledge (North-Central Texas) d6, Knowledge (Tactics) d4, Notice d6, Persuasion d8, Riding d6, Shooting d8, Streetwise d6, Survival d4

GEAR

Knife (Damage Str+d4), holster (plain), Colt Peacemaker (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 40 bullets, Loomis Side-by-Side (usually kept at jail unless trouble is brewing, Range 12/24/48, Damage 1-3d6, ROF 1-2, AP2), 10 shells, cowboy boots, plain spurs, Stetson hat, plain suit, badge



MAYNARD "MANGY" MANSFIELD



ATTRIBUTES

Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d8

DERIVED

Charisma -2
Pace 6
Parry 5
Toughness 6
Grit 2

HINDRANCES

None

EDGES

Quick Draw

SKILLS

Climbing d6, Fighting d6, Guts d4, Intimidation d6, Knowledge (Current Events) d4, Knowledge (The Flat Area) d4, Notice d6, Riding d6, Shooting d8, Streetwise d6, Survival d4, Tracking d4

GEAR

Knife (Damage Str+d4), Holster (plain), Starr Army Revolver (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 20 bullets, Henry Rifle (Range 20/40/80, Damage 2d8, ROF 1, AP2), 15 bullets, buckskin trousers, plain shirt, cowboy hat, bandana, vest, cowboy boots, badge



BENJAMIN "B.A." ADAMSON

ATTRIBUTES

Agility d8
Smarts d6
Spirit d4
Strength d6
Vigor d8

DERIVED

Charisma +2
Pace 6
Parry 4
Toughness 7
Grit 2

HINDRANCES

Heroic

EDGES

Attractive,
Brawny

SKILLS

Fighting d4, Guts d4, Knowledge (Civics) d4, Knowledge (Current Events) d4, Knowledge (The Flat Area) d4, Knowledge (Technology) d6, Repair d6, Riding d6, Shooting d8, Streetwise d4, Swimming d6

GEAR

Knife (Damage Str+d4), Holster (plain), Colt Lightning (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 18 bullets, Spencer Carbine (Range 20/40/80, Damage 2d8, ROF 1, AP2), 30 bullets, trousers, cowboy boots, cowboy hat, plain shirt, badge

WILLIAM "CHUBBY" WILSON

ATTRIBUTES

Agility d6
Smarts d8
Spirit d4
Strength d6
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 4
Toughness 5
Grit 0

HINDRANCES

Poverty

EDGES

Connection
(Sheriff)

SKILLS

Fighting d4, Gambling d4, Investigation d4, Knowledge (Animal Behavior) d6, Knowledge (Current Events) d8, Notice d6, Persuasion d6, Repair d6, Riding d6, Shooting d4, Streetwise d4

GEAR

Knife (Damage Str+d4), Remington-Whitmore M1873 (Range 12/24/48, Damage 1-3d6, ROF 1-2, AP2), 10 shells, trousers, plain shirt, military boots, cowboy hat



JOHN HENRY "DOC" HOLLIDAY, D.D.S.



ATTRIBUTES

Agility d10
Smarts d8
Spirit d6
Strength d6
Vigor d4

DERIVED

Charisma 0
Pace 6
Parry 4
Toughness 4
Grit 3

HINDRANCES

Anemic, Vengeful (Minor)

EDGES

Dead Shot, Quick, Quick Draw, Sportsman

SKILLS

Fighting d6, Guts d8, Intimidation d8, Investigation d4, Knowledge (Civics) d6, Knowledge (Current Events) d4, Knowledge (North-Central Texas) d6, Knowledge (Tactics) d4, Notice d6, Persuasion d8, Riding d6, Shooting d8, Streetwise d6, Survival d4

GEAR

Remington Whitmore M1873, sawed-off barrel (Range 5/10/20, Damage 1-3d6, ROF 1-2, AP2), 10 shells, Colt Lightning (2) (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 24 bullets, fancy shirt, fancy trousers, custom boots, vest, bolo tie, Stetson hat, metal flask with whiskey, silver pocketwatch with chain, double holster, shoulder holster, 3 fine cigars, surgeon's kit, pocketknife



JOHN HENRY SELMAN



ATTRIBUTES

Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d8

DERIVED

Charisma -2
Pace 6
Parry 5
Toughness 6
Grit 3

HINDRANCES

Mean, Wanted (Minor)

EDGES

Dodge, Quick, Quick Draw, Nerves of Steel

SKILLS

Fighting d6, Guts d6, Intimidation d6, Knowledge (Animal Behavior) d4, Knowledge (Current Events) d4, Knowledge (North-Central Texas) d4, Notice d6, Riding d8, Shooting d8, Stealth d8, Streetwise d6

GEAR

Spencer Carbine (Range 20/40/80, Damage 2d8, ROF 1, AP2), 16 bullets, Colt New Model Army (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 18 bullets, Reid's Knuckleduster (Range 3/6/12, Damage 2d6, ROF 1, AP1), 5 bullets, knife (Damage Str+d4), fancy holster, trousers, chaps, plain shirt, cowboy boots, spurs, cowboy hat



CIRCLING HAWK



ATTRIBUTES

Agility d8
Smarts d6
Spirit d8
Strength d6
Vigor d8

DERIVED

Charisma 0
Pace 6
Parry 5
Toughness 6
Grit 3

HINDRANCES

Code of Honor, Loyal

EDGES

Alertness, Command, Fast
Healer, Steady Hands

SKILLS

Fighting d8, Guts d8, Intimidation d6, Knowledge (Canine Behavior) d4, Knowledge (North-Central Texas) d6, Knowledge (Tactics) d4, Notice d6 (+2), Riding d8, Shooting d8, Stealth d8, Tracking d6

GEAR

Henry Rifle (Range 20/40/80, Damage 2d8, ROF 1, AP2), 60 bullets, bandolier, Bowie knife (Damage Str+d4), bow (Range 12/24/48, Damage 2d6, ROF 1, AP0), arrows (12), quiver, buckskin trousers, buckskin vest, moccasins, cowboy hat



"COPPERHEAD" (ELISE HEBERT)



ATTRIBUTES

Agility d10
Smarts d6
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma +2
Pace 6
Parry 5
Toughness 5
Grit 2

HINDRANCES

Vengeful (Major), Vow (Major)

EDGES

Attractive, Dodge, Quick,
Quick Draw, Trademark
Weapon (S&W Schofield)

SKILLS

Fighting d6, Gambling d4, Guts d6, Healing d4, Intimidation d6, Knowledge (Current Events) d6, Notice d6, Riding d6, Shooting d10, Stealth d6, Streetwise d6, Survival d4, Swimming d4, Tracking d6

GEAR

Buckskin trousers, Plain shirt, leather vest, poncho, sombrero, cowboy boots, S&W Schofield (2) (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), double holster, 24 bullets, Colt Improved Pocket Pistol (in poncho pocket, Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 5 bullets, Colt New Model Navy Pistol (in belt, Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 6 bullets, straight razor (Damage Str+d4), bow (Range 12/24/48, Damage 2d6, ROF 1, AP0), quiver w/10 arrows, haversack (rations, one additional box of S&W 20 bullets)

PERSONALITIES



BENJAMIN (BEN) THOMPSON



ATTRIBUTES

Agility d8
Smarts d8
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma +2
Pace 6
Parry 5
Toughness 5
Grit 3

HINDRANCES

Code of Honor

EDGES

Charismatic, Quick, Quick Draw, Level Headed

SKILLS

Fighting d6, Gambling d8, Guts d6, Intimidation d6, Investigation d6, Knowledge (Civics) d6, Knowledge (Current Events) d6, Notice d6, Persuasion d6, Riding d6, Shooting d8, Stealth d6, Streetwise d6, Survival d4, Tracking d6

GEAR

Plain men's suit, cowboy hat, cowboy boots, spurs, cloth overcoat, gloves, double holster, Colt Peacemaker (2) (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 24 bullets, Winchester '73 (Range 20/40/80, Damage 2d8, ROF 1, AP2), 50 bullets, pocketknife



"TEXAS" BILLY THOMPSON



ATTRIBUTES

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d10

DERIVED

Charisma 0
Pace 6
Parry 5
Toughness 7
Grit 2

HINDRANCES

Overconfident, Wanted (Minor)

EDGES

Improved Nerves of Steel, Nerves of Steel, No Mercy

SKILLS

Fighting d6, Gambling d6, Guts d6, Intimidation d6, Knowledge (Civics) d4, Knowledge (Current Events) d6, Notice d6, Riding d6, Shooting d6, Streetwise d6, Survival d4

GEAR

Plain men's suit, vest, cowboy hat, cowboy boots, string tie, cartridge belt, double holster, Starr Army Revolver (2) (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 60 bullets, Colt Improved Pocket Pistol (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets, knife (Damage Str+d4), boot knife (Damage Str+d4)



EMMET CALHOUN



ATTRIBUTES

Agility d8
Smarts d8
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 5
Toughness 5
Grit 2

HINDRANCES

Outsider

EDGES

Alertness, Sportsman

SKILLS

Fighting d6, Gambling d8 (+2), Guts d4, Knowledge (Animal Behavior) d6, Knowledge (Current Events) d6, Knowledge (Farming) d4, Notice d8, Persuasion d4, Repair d4, Riding d6, Shooting d6, Stealth d6, Streetwise d6, Survival d6

GEAR

Colt New Model Army (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 20 bullets, holster, cowboy boots, spurs, cowboy hat, buckskin shirt, trousers, chaps, gloves, canteen, haversack, knife (Damage Str+d4), bed roll, compass, rations (1 week)

WILLARD "THE WEASEL" VICKERS



ATTRIBUTES

Agility d8
Smarts d4
Spirit d6
Strength d6
Vigor d8

DERIVED

Charisma 0
Pace 6
Parry 4
Toughness 6
Grit 0

HINDRANCES

None

EDGES

Combat Reflexes, First Strike

SKILLS

Boating d6, Fighting d4, Intimidation d4, Knowledge (Current Events) d4, Knowledge (The Flat Area) d4, Notice d4, Riding d6, Shooting d6, Stealth d6, Streetwise d4, Survival d4, Swimming d6

GEAR

Knife (Damage Str+d4), Starr Army Revolver (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 20 bullets, plain holster, trousers, plain shirt, vest, derby hat, pocket knife (Damage Str+d4), military boots, chewing gum

LEWIS "KILLER" KIRBEE



ATTRIBUTES

Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma +2
Pace 6
Parry 4
Toughness 5
Grit 0

HINDRANCES

None

EDGES

Attractive, Dodge

SKILLS

Gambling d4, Fighting d4, Intimidation d4, Knowledge (The Bible) d4, Knowledge (The Flat Area) d4, Knowledge (Tactics) d4, Notice d4, Persuasion d6, Riding d6, Shooting d6, Streetwise d6

GEAR

Colt Thunderer (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 18 bullets, plain holster, knife (Damage Str+d4), cowboy boots, cowboy hat, trousers, fancy shirt, cheroot cigars (3), gun cleaning kit



NED CARTER



ATTRIBUTES

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

DERIVED

Charisma 0
Pace 6
Parry 4
Toughness 5
Grit 0

HINDRANCES

Hard of Hearing (Minor)

EDGES

Alertness

SKILLS

Driving d4, Fighting d4, Guts d6, Knowledge (Current Events) d4, Knowledge (The Flat Area) d4, Notice d6 (+2 non-auditory, +0 auditory), Persuasion d6, Shooting d6, Stealth d6, Survival d6

GEAR

Trousers, second-hand men's suit jacket, plain shirt, leather tunic (underneath jacket), work boots, straw hat, hand-cart (contains miscellaneous items, covered by ripped up burlap sacks, and a Sawed-off Loomis Side-by-Side (Range 5/10/20, Damage 1-3d6, ROF 1-2, AP2)), 3 shells, knife (Damage Str+d4)



WILLIS TOWNSEND

ATTRIBUTES	DERIVED	HINDRANCES
Agility d6	Charisma 0	Mean, Greedy
Smarts d8	Pace 6	(Minor)
Spirit d6	Parry 4	EDGES
Strength d8	Toughness 6	Attractive,
Vigor d6	Grit 0	Brawny

SKILLS

Driving d6, Guts d4, Fighting d4, Knowledge (Animal Behavior) d4, Knowledge (Business) d6, Knowledge (Current Events) d4, Knowledge (The Texas Stagecoach Triangle) d6, Notice d4, Persuasion d6, Repair d4, Riding d4, Shooting d6, Streetwise d6, Survival d4

GEAR

Buckskin trousers, vest, plain shirt, duster, cowboy boots, spurs, cowboy hat, Colt New Model Army (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 12 bullets, holster, Henry Rifle (Range 20/40/80, Damage 2d8, ROF 1, AP2), 30 bullets, knife (Damage Str+d4), cheroots (10)



FOREST SEDWICK

ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Charisma -2	Speech
Smarts d4	Pace 6	Impediment
Spirit d6	Parry 5	EDGES
Strength d6	Toughness 6	Brawny
Vigor d6	Grit 0	

SKILLS

Driving d6, Fighting d6, Guts d6, Knowledge (Current Events) d4, Knowledge (The Texas Stagecoach Triangle) d4, Riding d6, Shooting d8, Survival d6

GEAR

Buckskin trousers, plain shirt, cowboy hat, cowboy boots, Colt Revolving Cylinder Shotgun (Range 12/24/48, Damage 1-3d6, ROF 1, AP2), 10 shells, Colt Dragoon (2) (Range 12/24/48, Damage 2d6+1, ROF 1, AP1), 24 bullets, double holster, Bowie knife (Damage Str+d4)



XU JING HAN

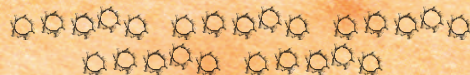
ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Charisma 0	Outsider
Smarts d6	Pace 6	
Spirit d6	Parry 7	EDGES
Strength d6	Toughness 6	Acrobat,
Vigor d8	Grit 2	Quick

SKILLS

Fighting d8, Guts d6, Knowledge (Martial Arts) d4, Knowledge (Performing Arts) d4, Notice d6, Repair d4, Shooting d4, Stealth d6, Streetwise d4, Survival d6, Throwing d6

GEAR

Remington Double-Derringer (Range 5/10/20, Damage 2d6+1, ROF 1, AP1), 20 bullets, shuriken (3) (Range 3/6/12, Damage Str+1, ROF 1, AP1), silk shirt, fitted trousers, acrobat shoes, haversack, sombrero



SUN MEI LING

ATTRIBUTES	DERIVED	HINDRANCES
Agility d8	Charisma 0	Outsider
Smarts d6	Pace 6	
Spirit d8	Parry 5	EDGES
Strength d4	Toughness 5	Entertainer,
Vigor d6	Grit 2	Quick

SKILLS

Fighting d6, Guts d6, Healing d4, Knowledge (Dancing) d4, Knowledge (Martial Arts) d4, Knowledge (Performing Arts) d6, Notice d4, Persuasion d6, Stealth d6, Streetwise d4, Throwing d6

GEAR

Silk shirt, fitted trousers, acrobat shoes, haversack, straw hat

