

THE WAY OF THE GUN



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THE WAY OF THE GUN



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The Way of the Gun

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Dedicated to: Our armed forces—policemen and soldiers—both foreign and domestic. We pray for your safety, and that your gun is always a little faster than the bad guy's.

Draw!

The morning sun was climbing toward noon when the stranger walked into town. Dust covered him from his hat to his boots; even the saddle and saddlebags he had slung over one shoulder were caked with the stuff. In the hustle and bustle of main street in the morning, he attracted a few curious stares, but no real attention. It wasn't the first time some cowpoke's horse died on him and he had to hoof it into town.

The stranger walked straight over to the Full Moon Saloon, up the stairs, and through the bat-wing doors. Despite the early hour, a few gents were already bending their elbows at the bar, or sitting at tables playing poker. Dropping his saddle and bags on the floor next to the bar, he called to the bartender: "Whiskey."

"Sure, mister—you sound like you need to wash a lotta trail dust outta your mouth," said the bardog as he walked over with a bottle and glass. When the stranger took off his hat and pulled out a handkerchief to wipe some of the grime from his face, the bartender started. "Tom? Tom McCallister?"

"I was wonderin' how long it'd take you to recognize me, Clint," said the man with a grin. "It's been a long time, hasn't it?"

"Three or four years, I'd say," Clint replied. "You look like you've been over some mighty rough trails between now 'n' then."

"I've been lots of places, that's for sure."

"You back in town to stay? Eagle Rock's gotten bigger and noisier since you was here last, and the marshal ain't much to speak about. We could use someone better for the job, Tom."

Tom didn't say anything for a few seconds. He tossed off a shot of the whiskey. "Been a while since I did any marshalin'. Not sure if it suits me."

"But Tom, you'd be perfect for the job. You're just the sort of man we nee..."

"Hey, mister," said a voice to the left. McCallister turned his head a fraction of an inch. Standing there was a young man, in his twenties maybe, dressed like a cowboy but wearing a couple of Colts in a two-gun rig. The guns and the holsters both had the look of long and careful use—just like the gun Tom wore underneath his longcoat.

"Did I hear Clint right...you're Black Tom McCallister?"

"That wasn't exactly the name he used," Tom said, "but that's right."

"The same Black Tom McCallister what shot up the Buzzard Gulch Gang over in New Mexico last year? Who killed Red Monte in a gunfight in Leadville a while back?"

McCallister turned back to his whiskey and drank another shot. "Yeah, that's right, kid."

The other man flushed. "I ain't no kid!"

"If you say so, kid."

"The name's Bob Matthews, mister, and don't forget it!"

"Bob, calm down," said Clint. "No need to get riled up about anything. Have a drink."

Matthews hesitated for a second. "Sure," he said, snatching the bottle in front of McCallister. Before he could tip it back, McCallister's left hand shot out, fast as lightning, and grabbed his wrist.

"You usually take things that don't belong to you, kid?" he asked softly.

"Get yer hands off me, mister," said Matthews, jerking away. He put the bottle to his lips and drank. "If I want this whiskey, I'm gonna have some. You gonna stop me?"

McCallister hesitated for a moment. No one heard anything, but it seemed as if he sighed. "You sure you wanna do this, kid?"

"I don't think you're so tough. You're old, mister. Those stories I heard, I don't think there was anything to 'em—just folks talkin' big. I ain't afraid of you. You think you can take me, come on out into the street." He turned and walked out the door.

McCallister turned back to the bartender. "You heard him, Clint—he asked for it."

"Yeah, I heard him, Tom. So'd these other guys. Do what you gotta do." He looked away and began polishing the bar with a rag.

Putting his hat back on, McCallister walked out into the street. All the wagons and horses and people were gone, as if everyone could sense what was coming. Matthews was standing a few buildings down, his hands already near his guns. McCallister pinned back his longcoat so he could reach the revolver on his right hip without any interference.

"You ready, mister?" called Matthews.

"Sure," the shootist replied.

With a blur, Matthews drew both his guns and began firing. He stopped after pulling the triggers three or four times. Gunsmoke seeped from the barrels and wreathed around him.

McCallister was still standing there, his gun in his holster.

"That ain't possible!" Matthews screamed. "I know I hit you, mister. Fall down!"

He started to raise his guns again. Faster than lightning, McCallister skinned leather and fired a single shot. Suddenly a big, scarlet hole appeared right between Matthews's eyes. The hole in the back of his head was even bigger. The young man fell into the dirt, a stunned expression on his face.

Shaking his head in regret, McCallister turned and began to walk back toward the Full Moon. As he went he loosened up his longcoat and buttoned it around him, ignoring the heat. He had to hide the bullet holes in his chest, after all. The heart inside wasn't beating, so it didn't hurt him any to take a few rounds there—but no sense gettin' everyone all upset about it.

A duel between two shootists out in the street at high noon. Gunfights with the sheriff and his posse on one side, and a band of ruthless outlaws on the other. The lightning-fast draws of gunslingers, desperadoes, and killers. This is the stuff of which western legends are made. More than any other archetype of that period, the man of the gun—whether you call him a gunslinger, shootist, gunman, quick-draw artist, or pistolero—embodies the qualities for which the west is known: self-reliance, violence, skill, and a free-wheeling attitude toward life.

Since gunslingers were such an important part of the West, they're equally as prominent in the *Weird West*. The *Deadlands D20* core book provided you with all the basics you needed to create gunslinger characters, or similar folk like mavericks and rowdies. *The Way of the Gun* helps to round out the picture by giving you more options for such characters—more feats, more prestige classes, more combat maneuvers, and of course more guns.

Chapter One, *Hot Lead and Cold Blood*, tells you a little about the life of the gunslinger. It includes information on ways to draw your gun, tactics for gunfights, and shootist lingo.

Chapter Two, *Skinnin' Leather*, describes new feats, maneuvers, and prestige classes for gunslingers and their ilk. Here you'll learn how your character can slip shoot, or create his own special draw that will make him faster than anyone else in the *Weird West*. And if he's tired of just being a plain old gunslinger, maybe he'll hear a higher calling and become a crusader or law dog — or take

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the desperado trail or join the ranks of the bounty hunters.

Chapter Three, *Hoglegs and Howitzers*, describes all sorts of new gear for your characters to acquire. In addition to dozens of new guns, it's got holsters, New Science gadgets, and other fun stuff.

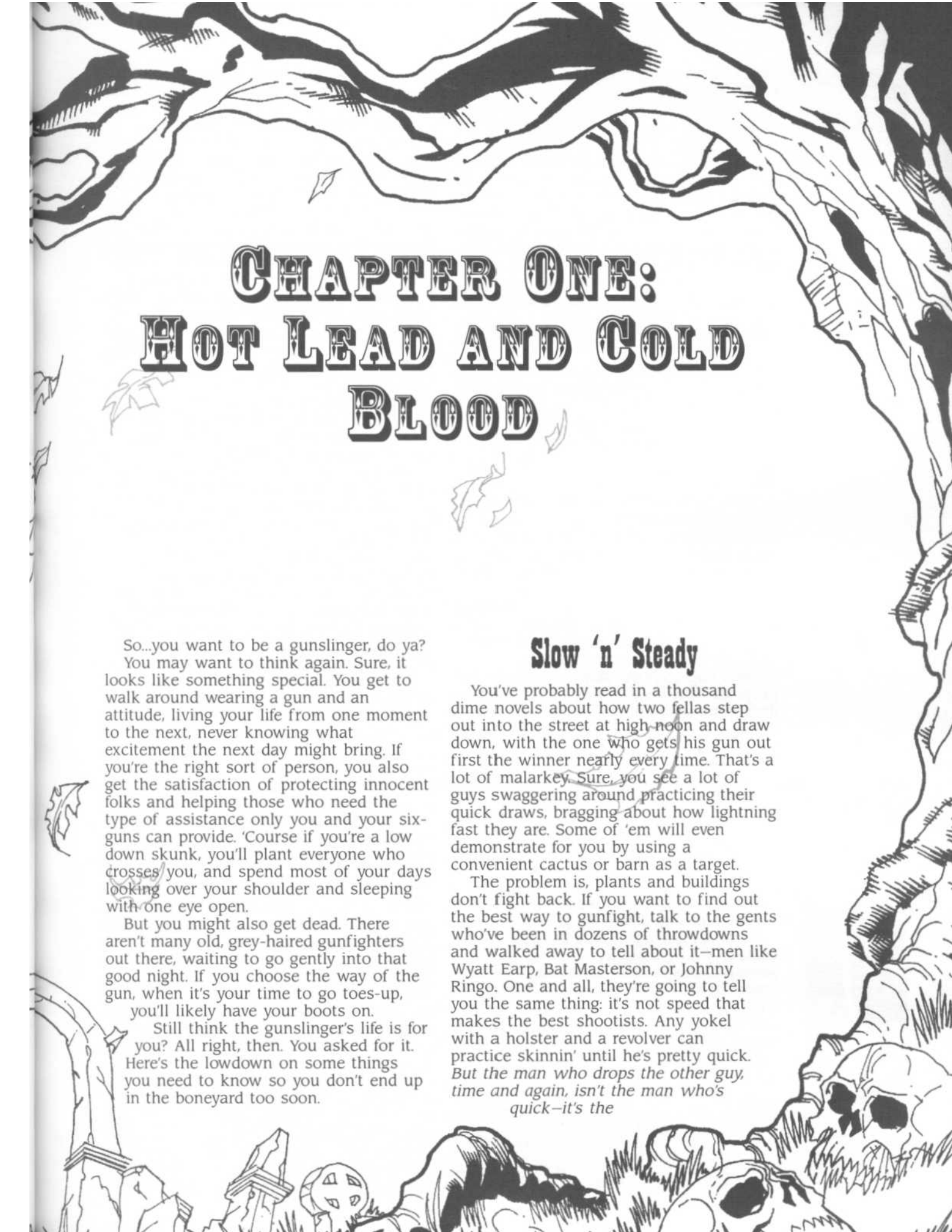
Chapter Four, *Gunfightin' Relics*, tells you about a few of the famous gunslinger-associated relics drifting around the *Weird West*. If your characters are lucky—or in some cases, unlucky—they may even find a few of 'em.

Chapter Five, *Lawmen and Desperadoes*, talks about, and provides character statistics for, some of the most (in)famous gunmen in the *Weird West*. If you want to know how you stack up against John Wesley Hardin, "Doc" Holliday, Dallas Stoudenmire, or Clay Allison, here's where you'll find out.

So, strap on your shootin' irons, pardners, and get ready to ride...







CHAPTER ONE: HOT LEAD AND COLD BLOOD

So...you want to be a gunslinger, do ya?
You may want to think again. Sure, it looks like something special. You get to walk around wearing a gun and an attitude, living your life from one moment to the next, never knowing what excitement the next day might bring. If you're the right sort of person, you also get the satisfaction of protecting innocent folks and helping those who need the type of assistance only you and your six-guns can provide. 'Course if you're a low down skunk, you'll plant everyone who crosses you, and spend most of your days looking over your shoulder and sleeping with one eye open.

But you might also get dead. There aren't many old, grey-haired gunfighters out there, waiting to go gently into that good night. If you choose the way of the gun, when it's your time to go toes-up, you'll likely have your boots on.

Still think the gunslinger's life is for you? All right, then. You asked for it. Here's the lowdown on some things you need to know so you don't end up in the boneyard too soon.

Slow 'n' Steady

You've probably read in a thousand dime novels about how two fellas step out into the street at high-noon and draw down, with the one who gets his gun out first the winner nearly every time. That's a lot of malarkey. Sure, you see a lot of guys swaggering around practicing their quick draws, bragging about how lightning fast they are. Some of 'em will even demonstrate for you by using a convenient cactus or barn as a target.

The problem is, plants and buildings don't fight back. If you want to find out the best way to gunfight, talk to the gents who've been in dozens of throwdowns and walked away to tell about it—men like Wyatt Earp, Bat Masterson, or Johnny Ringo. One and all, they're going to tell you the same thing: it's not speed that makes the best shootists. Any yokel with a holster and a revolver can practice skinnin' until he's pretty quick. *But the man who drops the other guy, time and again, isn't the man who's quick—it's the*

man who keeps his head and aims. A level head and a steady hand make it a lot more likely you'll hit your target where it counts.

Think about it for a minute. If you're concentrating on drawing quickly, your hand's in motion the entire time, and so's the gun. When you're moving, it's harder to hit what you're shooting at. And suppose something goes wrong—maybe your gun snags on its holster, or you fumble with the hammer. Then you're in trouble, because your strategy depended entirely on speed, on getting off the first shot.

If, instead, you train yourself to remain cool, calm, and collected while the other guy's slingin' lead your way, take careful aim, and squeeze the trigger, you're much more likely to hit what you're pointing the gun at. Haste and fear won't get in your way, leaving you free to do what you have to do—shoot your opponent dead.

The Magic Circle

There's one situation where the foregoing pearls of wisdom don't apply. Seasoned shootists like to talk a lot about "the magic circle." That's not some cathouse down on Main Street, it's a sort of zone in a gunfight. The magic circle is a circle fifteen feet around you. When you're within fifteen feet of your target, you're so close that you don't really need to aim all that carefully. This means two things.

First, forget about "slow and steady." Keep the level head—it helps you in any dangerous situation—but go for the speed anyway. When you're that close, the first guy to point and pull the trigger usually gets to walk away.

Second, if your aim's still not so good, consider fanning (or slip shooting). Fanning isn't a good idea if you're too far away from your target. But when you're within the magic circle, you can practically touch the guy you're shooting at. In that case, getting a lot of lead into the air in as short a time as possible may mean the difference between life and death.

(If you want to simulate the magic circle in your games, it's easy: just grant anyone with a revolver and a Base Attack Bonus of at least +3 a circumstance bonus of +4 on rolls to hit any target within 15 feet. But don't forget, if the posse members get this bonus, whoever they're shooting at gets it, too...)

Quick Drawing

Okay, now forget what was said a minute ago about slow and steady shooting. There's no denying that a quick draw sometimes *does* mean the difference between life and death for a gunslinger. That's why real gunslingers pay so much attention to ways to draw guns quicker, holsters that allow for quicker draws, and all sorts of other tricks to get that hogleg out of that scabbard before the other guy. Hang around gunslingers long enough, and you'll soon get an earful of ideas and opinions about ways to draw guns quicker.

There are two basic types of draws. The first, and most common, is the fast draw (also called the side draw). It involves drawing a gun carried on the same side of the body as the hand drawing the gun. Guns carried this way have the hammer facing forward and the butt facing backward. This is the standard method of carrying a revolver; the only drawback to it is that it's harder to draw a gun this way when you're riding (-1 to Initiative rolls, and the Quick Draw feat cannot be used, when on horseback). A variant on the fast draw is the twist draw (also called the underhand draw), in which the gun's butt faces forward and the shooter draws it with the hand on the same side of the body and "twists" his wrist to get the gun facing forward.

Some gunslingers, especially those who frequently work as cowboys, prefer the cross draw (also called the border draw, plains draw, or reverse draw). This involves reaching across the body to draw a gun carried on the opposite side of the body from the hand that draws the gun (for example, using the right hand to draw a gun worn on the left hip). This requires a special cross draw holster that carries the gun snugly and butt-forward. The advantage to this is that it's easy to draw the gun when on horseback (or if the character is wearing a coat and hasn't had time to move it behind the holster). It's also safer, since it poses less risk of the gunslinger accidentally shooting himself while drawing. Characters on horseback suffer no Initiative penalty and can use the Quick Draw feat. The drawback is that it's slower than the fast draw (-1 to Initiative rolls except those made on horseback).

Initiative modifiers based on draws only apply in the first round of combat when a character uses his speed and skill to get his gun out quickly. They do not apply if the character already has his gun out when a shootout begins, or in later rounds after he draws his revolver.

By taking the *Special Draw* feat, any character can define a draw that he has practiced so much that he receives a +2 Initiative bonus for. If he selects fast draw or cross draw, he still suffers the penalties described above, though the feat's bonus partially counteracts them.

For information on holsters that can improve your draw, see Chapter Three.

Practice, Practice, Practice

So, first you're told to aim and shoot steady, and next you're told to be fast on the draw. Kind of hard to know what to do, ain't it?

The truth is, each gunslinger has to find his own style—his own balance between speed and aim. The really gifted shootists, folks like John Wesley Hardin, "Doc" Holliday, and Wild Bill Hickok, have both. Not only are they mighty fast on the draw, but they have an instinctive ability to aim at the same time. With that sort of talent on their side, it's no wonder they've carved so many notches in their respective guns.

Skill like that involves a certain amount of inborn ability, but more than that it requires one thing: practice. A gunslinger like Hardin or Dallas Stoudenmire doesn't just pick up a gun and know how to shoot straight and fast. He spends *hours* every day drawing his gun as fast as he can, until the lightning reflexes and eagle-eye aim become almost instinctual. Oftentimes they practice in front of a mirror, so they can watch their own technique and find ways to improve it. They practice wearing coats and not

Hot Lead & Cold Blood

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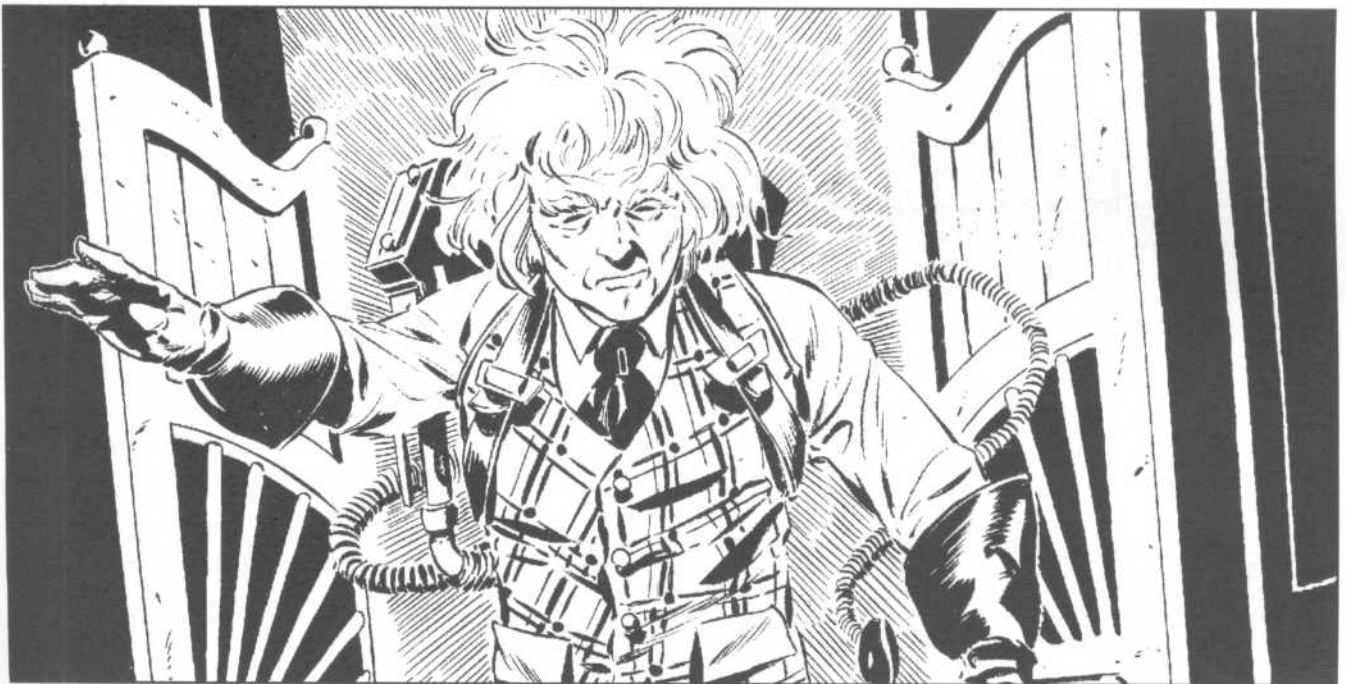
wearing coats, on horseback and on foot, sometimes even in the rain. That's what it takes to join the ranks of the great—and more importantly, living—professional gunslingers.

Distractions

Unfortunately, gunfights rarely occur with the simplicity and ease reflected in the dime novels. Instead, all sorts of circumstances conspire to make the shootist's job harder. The Marshal may, if he wishes, bring any of these factors into play in appropriate situations during the game.

First off, there's the sunshine. If you go out into the street at high noon to shoot it out with some bandito, you'd better not have one of those fancy nickel-plated or silver-plated hoglegs. They bounce the sunlight right back into the shooter's eyes, imposing a -1 circumstance penalty on his to hit rolls.

Second, there's smoke. Smokeless gunpowder is rare in the Weird West; only certain alchemists manufacture it, and they charge double or triple for the bullets that use it. So, when you fire your gun, it's going to belch out puffs of thick, grey smoke—and smoke gets in your eyes. For each shot after the first fired in a gunfight, where the shooter isn't moving





around enough to keep the smoke away from him, impose a cumulative -1 circumstance penalty due to his obstructed vision (thus, the first shot's at -0, the second at -1, the third at -2, and so on).

Gettin' Plugged

If you follow the way of the gun long enough, it's bound to happen: someone takes a shot at you and gets lucky. Before you know it, there's a burning pain in your leg, or your gut, or your shoulder, someplace like that (can't be the heart or the head, or you wouldn't be feeling it anymore, would ya?). The best gunfighters can keep shooting, and hitting, even when pain gets in the way. More than one gunfighter has finished off his opponent while using one hand to hold his innards in where they should be.

In *Deadlands D20*, a character's ability to withstand pain and fatigue, and cope with injuries, is measured by his hit points. However, the way the rules work, until you actually keel over from wounds and blood loss, losing hit points doesn't affect the character in any significant way. That's not very frightening—or very in keeping with the spirit of *Deadlands*—now, is it?

If you'd like to make gunfighting (and combat in general) a little more worrisome and lethal for your posse, you can use this optional rule. First, divide each character's or critter's hit points into fifths. Leave the remainder in the very last portion if the hit points don't divide evenly by five. For example, a character with 65 hit points would divide them this way: 13/13/13/13/13. If he had 68 hit points, they'd divide out like this: 13/13/13/13/16.

Those five parts of your hit points are called *Injury Thresholds*. They define how much punishment you can withstand before it starts to take its toll.

The first level, the one at the end that often has an extra portion of hit points, is called *Healthy*. As long as you're within that portion, you're fine—just a little tired or nicked, at worst. The remaining four levels are *Light*, *Heavy*, *Serious*, and *Critical*. As you lose hit points, you gradually drop from one level to another. The problem with this is, the more hurt you get, the harder it is for you to function: you're in pain, you're tired, maybe you're even bleeding. To represent this, for each of these Injury Thresholds you cross into, you suffer a cumulative -1 circumstance penalty on all rolls you make. So, for Light injuries, you're at -1; Heavy injuries, -2; Serious injuries, -3; and Critical injuries, -4 (and of course, at that point you're mighty close to dyin').

For example, let's take our cowpoke with 68 hit points and Injury Thresholds of 13/13/13/13/16. If he suffers 15 or fewer hit points of damage in a fight, he remains *Healthy*—no problems there. But when he loses that 16th hit point, he drops to having a *Light* level of injury. That means he takes a -1 penalty on all his rolls. If he loses, say, another 20 hit points, he'll be down to *Heavy*, and suffer a -2 on all rolls. In short—the more he gets hurt, the more he tires himself out by fighting, the more difficulty he has functioning.

Remember, this rule is just an option for those who want a little more realism in their fights. If you don't want to keep up with the extra bookkeeping involved, that's fine.

Gunfightin' Lingo

If you're going to be a gunslinger, pardner, you need to talk the talk. Here's how folks out West refer to the fine art of slingin' lead:

Adobe wall him: To kill someone
Bed him down: To kill someone
Black-eyed Susan: A revolver
Blow out his lamp: To kill a man
Blue lightning: A revolver
Buffalo: To hit someone with a gun barrel
Bullet knock: To shoot
Buscadero: A gunslinger
Case of slow: The malady afflicting gunfight losers
Cash in his six-shooter: Use a pistol to rob a bank
Coffee mill: A revolver
Cowboy change: Bullets used as money
Crease: To stun someone with a bullet to the head
Cut down: To level a pistol at someone
Cutter: A revolver
Dewey: A revolver
Down him: To kill someone
Dragoon: A revolver
Draw: To pull a pistol; to take cards in poker or various other games
Draw a bead: Aim a gun at a target
Easy on the trigger: Short-tempered; volatile
Equalizer: A revolver
Fill your hand: Draw your gun
Five beans in the wheel: Five bullet in a gun's cylinder, with the hammer on the empty chamber
Flamethrower: A revolver
Fraggle: To rob
Fusil: A rifle
Get a halo gratis: To die
Get leaded: To be shot (and usually killed)
Get lead poisoning: To be shot (and usually killed)
Get sawdust in his beard: To die
Get the drop on: To obtain an advantage over someone (typically in a gunfight)
Gun shark: A gunslinger
Gun-man's sidewalk: The middle of the street
Gun-shy: Afraid; cowardly
Heel, heeled: To carry a gun; to be armed
Heel flies: Texas Rangers
Hideout: A holster for a small, concealed gun (a hideout gun)
Hogleg, hog leg: A revolver (often a large one)
Howitzer: A revolver (often a large one)
Jewelry: Guns
Kick him into a funeral procession: To kill someone
Last roundup: Killed

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Lead chucker, lead pusher: A revolver
Lean against a bullet going past: To be shot (and usually killed)
Leather slapper: A gunslinger
Meat in the pot: A rifle
Mountain howitzer: A gun
Navy, Navy six: A revolver made to U.S. Navy specifications
Needle gun: A rifle
No beans in the wheel: A revolver with an empty cylinder
Notcher: A killer, a gunslinger
Old cedar: A revolver
One-eyed scribe: A revolver
Parlor gun: A derringer
Paunch: To shoot someone in the stomach
Pecos: To kill someone
Persuader: A revolver; a whip; a spur
Pistolero: A gunslinger
Plough handle: A revolver
Plug: To shoot someone
Powder-burning contest: A gunfight
Pronto bug: A gunslinger
Put a window in his skull: To kill someone by shooting or striking him in the head
Put daylight through: To shoot
Quick-draw artist: A gunslinger; a person skilled at getting his gun out of his holster quickly
Reliable: A rifle
Saddle gun: A rifle
Sheriff's deadline: A jurisdictional boundary that a sheriff cannot cross
Shooting iron: A gun
Shooting scrape: A gunfight
Shootist: A gunslinger
Short-trigger man: A gunslinger (particularly one who's trigger-happy)
Six-shooter law: The law of the gun
Slip gun: A revolver specially fixed up so that it can easily be slip shot
Slip shooting: Firing a revolver by thumbing the hammer
Smoke pole: A revolver; a rifle
Smoke wagon: A revolver
Swap lead: To have a gunfight
Swing lead: To have a gunfight
Thumb-buster: A revolver
Tie-down man: A gunslinger
Trigger is delicate: This term describes a short-tempered or trigger-happy man
Trigger itch: Someone with this is short-tempered or trigger-happy
Two-shoot gun: A shotgun
Well-heeled: Having a lot of money; carrying a lot of guns
Widow-maker: A dangerous horse; a revolver





CHAPTER TWO: SKINNIN' LEATHER

All right, pardners, you asked for 'em, so here they are: new feats, gunfighting maneuvers, and prestige classes for gunslingers! Of course, they're not the *only* ones who can use these feats; many of them are ideal for mavericks, rowdies, and characters belonging to other classes.

New Feats

Fill Yer Hand [General]

If you carry a derringer, belly gun, or other small pistol, you can draw and fire it with a single motion, catching a nearby target unawares.

Prerequisite: Dexterity 16+, Holdout 8+, Quick Draw

Benefit: If you have a small gun (typically concealed in a pocket, springsleeve holster, or the like), and you draw and fire it in the same round, you automatically catch your target flat-footed (only for purposes of this attack). This sneaky attack only works once per combat, and only against targets within 15 feet.

Mercy Shot [General]

Whether you want to deny the Reckoners another corpse to play around with, or you're just kindhearted, you prefer not to put daylight through your enemies if you can avoid it. Instead, you'd rather shoot the guns out of their hands—and you're damn good at it.

Prerequisite: Base attack bonus of +6 or greater.

Benefit: When making a called shot to hit an opponent's weapon (*Deadlands* D20, page 76), you receive a +2 bonus to hit. Additionally, your shots do +2 damage to weapons only for purposes of calculating whether the cowpokes holdin' 'em can retain their grip.

Special: You can gain this feat multiple times. Each additional feat increases your bonus to hit and "damage" weapons by +2.

Slip Shot [General]

You're proficient at "slip shooting," which is like fannin', but more accurate. Instead of using your off hand to fan the hammer, you use



the thumb of the hand you're holding the revolver with. It takes a man with strong hands to do this; they don't call revolvers "thumb-busters" for nothing!

Prerequisite: A specially-prepared single-action revolver, Dex 16+, Strength 13+, base attack bonus +6 or higher, Fannin'

Benefit: As a full action, you may fire a number of bullets equal to the number of bullets remaining in your gun, to a maximum of 3. You may fire only at targets in the revolver's first range increment (*i.e.*, within 30 feet, in most cases). You may fire at the same targets, or different targets. Each attack requires an attack roll, using your highest base attack bonus, but at a -3 penalty.

Special: A character can only slip shoot with a specially-prepared single-action revolver.

Special Draw [General]

You've developed a special way of carrying and drawing your smokewagon that makes you faster than most folks.

Prerequisite: Quick Draw, Improved Initiative

Benefit: Define your special method of drawing your revolvers; this may require special gear (like the way John Wesley Hardin has fast-draw holsters sewn onto his vests in a certain way). When you open a combat by drawing your revolver, you receive a +2 bonus to Initiative for the entire combat. This bonus does not apply if you draw your revolver in the second or subsequent rounds of a fight—the shooting has already started!

Special: This feat only works with revolvers. Because no method of drawing revolvers is perfect—if one were, all the gunslingers would use it!—Your cowpoke must define one reasonably common circumstance in which his special draw bonus does *not* apply. Examples include while on horseback, while wearing a coat without pinning it back behind the holster, or if you move more than a five-foot step in the round in which you roll Initiative. Your Marshal has final approval of any restrictions place on your draw style.

Steady Shot [General]

Slow and steady wins the race, they say. That's particularly true in gunfights. Although conventional wisdom has it that lightning speed is what a gunslinger needs the most, veterans of many a noontime street duel will tell you it's the man who takes his time and aims carefully who's most likely to walk away from the shoot-out.

Prerequisite: Wisdom 13+, Level Headed

Benefit: After your cowpoke rolls Initiative, he may voluntarily reduce his Initiative, gaining a bonus on rolls to hit equal to +1 for every two points of Initiative sacrificed. This bonus only applies to a single target (defined at the time the character lowers his Initiative, and not changeable thereafter), but the lowered Initiative applies to all attacks during that combat. If the character refocuses, he loses the attack roll bonus.

The bonus gained in this way lasts for the entire combat, but only against the designated target. It represents your hero taking his time to get a good shot at his foe. If the opponent is aware that your character is doing this (Marshal's call), it grants a +2 circumstance bonus to any Intimidate rolls made against the target.

Gunfighting Maneuvers and Tricks

Deadlands D20 contains descriptions of some of the most common gunfighting tricks and maneuvers on pages 46-47, under the *Gunplay* Skill. Here are a couple more.

Croasin'

To "crease" someone is to graze their head with a bullet, stunning them. Needless to say, only the best gunslingers can pull this trick off—anyone else either misses altogether, or puts a window in the poor fellow's skull.

A character must declare that he's trying to crease a target before he shoots. It requires a full attack at a -5 to hit penalty. If the character succeeds, the target takes twice the gun's normal damage as subdual damage.

Hipshootin'

Sometimes the best way to get the first shot off is to skip aiming altogether, and just start squeezing the trigger as soon as you get the gun out of the holster and pointed at the other fellow—while it's still at hip level, in other words. For obvious reasons, gunslingers call this maneuver "hipshootin'."

The benefit to hipshootin' is that it's fast—really fast. You get a +1 on your Initiative as long as you keep it up. The drawback is that it's not as accurate. You suffer a -2 penalty on your to hit rolls, because you're barely making any effort to aim the revolver.

A character must declare that he's hipshooting at the beginning of a combat. He can't revert to it in the middle of a fight. He can stop hipshooting and start shooting normally as a free action, but once he does so, he can't go back to hipshooting.

Rollin' the Gun

This maneuver, which requires a *Gunplay* check against DC 20, is sort of the reverse of the road agent's spin. With his fingers in the trigger guard and the gun pointed forward, the gunslinger spins the gun downward. As it comes around, his thumb catches the hammer, and the weight and momentum of the revolver cocks it just as it spins back into his hand, ready for firing. This looks impressive, but it doesn't make for particularly accurate fire.

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Most shootists use this maneuver purely for show (*i.e.*, to get the synergy bonus with *Intimidate*). However, in appropriate circumstances, the Marshal might grant a character who makes his *Gunplay* roll a small Initiative bonus—+1 or +2, no more—for the first round of shooting. This is also accompanied by a -1 or -2 penalty to hit.

Shootin' By Reflections

Trick-shot artists in carnivals are all the time making shots by looking in a mirror and firing over their shoulder at the reflection. Well, this is more than just a parlor trick; it can be a good way for a gunslinger to attack someone by surprise. For example, suppose a gunslinger's in a saloon, standing at the bar and bending an elbow, when he happens to look in the mirror behind the bar and see an enemy of his walk in the doors. Rather than take





the time to turn around, which might alert the other fellow, he can use the reflection in the mirror to guide his aim.

Shooting at a target by using its reflection to guide your aim requires a normal attack roll at a -8 penalty. However, if the character takes a partial action and makes a Gunplay check against DC 15, he can reduce that penalty to -4.

Prestige Classes

Here are a few new ways for your hero to make a living (or a killing, as the case may be) in the Weird West. You can't say we never gave you anything.

Bounty Hunter

The Weird West ain't exactly a friendly place. It's full of all sorts of dangerous creatures—including the two-legged variety. And where dangerous things exist, someone has to go out there and take care of 'em. Some folks that want to spend their lives protecting innocent people from robbers, rustlers, Rail Barons, and Things That Go Bump In The Night get themselves a star and become law dogs. But there's another type out there that takes a, shall we say, more mercenary approach to the situation: the bounty hunter.

As the name implies, bounty hunters make their livings by hunting people and creatures for money. Some specialize in tracking down and apprehending wanted criminals who have a reward on their heads—and if it's "dead or alive," so much the better, since it's a lot easier to haul a corpse back to town for the money than it is to have to guard a vicious prisoner night and day.

On the other hand, some prefer to concentrate on creatures of the four-footed variety. Some of them hunt animals for their pelts, but most prefer to act as guides and assistants to hunters and explorers going after the "big game": abominations. It's not exactly the safest life for a cowpoke to lead, but there's nothing to beat the excitement of facing down and killing a Mojave rattler or werewolf...well, nothing except the money, maybe.

According to the dime novels, most bounty hunters work alone, partly out of personal preference, partly so they don't have to split the bounty. But that's a rule observed as much in violation as in obedience. Plenty of bounty hunters team up with other folks to go after quarry they can't take down single-handedly, or recruit a posse of hirelings to watch their back.

Hit Die: d8

Requirements

Base Attack Bonus: +6

Gather Information: 6 ranks

Wilderness Lore: 6 ranks

Class Skills

The bounty hunter's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Gunplay (Int), Hide (Dex), Holdout (Dex), Intimidate (Cha), Knowledge (any) (Int), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speed Load (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: A bounty hunter is proficient with all simple weapons and firearms.

Bounty Lore (Ex): Because they make their money from rewards and bounties, bounty hunters develop a "sixth sense" for that sort of information. Whenever a bounty hunter enters a new town, he may make a Gather Information roll at DC 15 to learn what bounties are being offered by folks in those parts—not just the routine ones posted down at the marshal's office, but others as well: secret offers, under-the-table deals, illegal hunting expeditions, that sort of thing. The basic roll may only earn him a hint of information—a rumor or the like—but it's enough for him to find out more.

Track (Ex): The bounty hunter gains *Track* as a bonus feat. If he already has this feat, he gets a +2 circumstance bonus to use it.

Bonus Feat (Ex): At 2nd, 6th, and 9th levels, the bounty hunter gets a bonus feat, chosen from the following list: Alertness, Ambidexterity, Automatics, Dodge, Exotic Weapon Proficiency*, Dinero, Fill Yer Hand, Grim Servant o' Death, Improved Critical*, Improved Initiative, Marksman, Mercy Shot*, Point Blank Shot (Fannin', Far Shot, Slip Shot, Precise Shot), Quick Draw (Special Draw),

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Renown, The Stare, and Weapon Focus*. Feats listed in parentheses require the feats listed before them as prerequisites. Feats listed with an asterisk may be selected more than once, but if they apply to a weapon, they must be applied to a different weapon each time.

Detect Vulnerability (Ex): Bounty hunters learn an awful lot about beasts and monsters, ranging from your garden variety deer or bear to Maze dragons, jackalopes, and other such abominations. They've studied up on them, and know their vulnerabilities. Thanks to this, they receive a bonus to damage whenever they fight such creatures, if they make a Search check against DC 15 (the Marshal may increase or decrease the difficulty, based on how common the critter in question is and how often the character has encountered it before). Detect vulnerability dice stack with sneak attack dice, though they can be used on their own in situations not involving sneak attacks. Any creature immune to critical hits is likewise immune to the detect vulnerability damage bonus.

Card Sharp

"Knights of the green felt table," they call them—the well-dressed men (and women!) who cluster around faro tables, roulette wheels, and poker games throughout the Weird West. They live their lives from one turn of the cards to the next, always looking for the really big score that will set them up for life...until they turn right around and gamble away their winnings on the next game.

Bounty Hunter

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+2	Bounty lore, track
2	+2	+3	+0	+3	Bonus feat
3	+3	+3	+1	+3	Detect vulnerability +1d6
4	+4	+4	+1	+4	
5	+5	+4	+2	+4	Detect vulnerability +2d6
6	+6/+1	+5	+2	+5	Bonus feat
7	+7/+2	+5	+3	+5	
8	+8/+3	+6	+3	+6	Detect vulnerability +3d6
9	+9/+4	+6	+4	+6	Bonus feat
10	+10/+5	+7	+4	+7	Detect vulnerability +4d6



Card sharps are the professional gamblers of the Weird West. Known for their fast living, fancy clothes, and free-spending ways, they cut a prominent picture in boomtowns and cowtowns throughout the land. From the riverboats of the Big Muddy, to the casinos of New Orleans and San Francisco, to the gambling halls and saloons of Dodge, Denver, and everywhere in between, these folks rely on luck to make them rich.

Well, maybe a little bit more than luck. Some folks say there's not an honest game to be found anywhere in the West, and there's times when it seems they're right! No card sharp has ever gotten by solely on the luck of the draw; to a man they've learned devious and underhanded methods of cheating that tip the odds in their favor. The mostly honest ones—square dealers, they're called—only use their cheatin' skills against other professionals, particularly of

the less reputable variety. But the majority are not only willing, but ready, to fleece every sucker that comes along. Sometimes they have to hightail it out of town with a pack of angry losers on their heels, but that's the price you pay for living the gambler's life.

Hit Die: d6

Requirements

Base Attack Bonus: +4 or greater

Bluff: 6 ranks

Gamblin': 9 ranks

Sleight o' Hand: 9 ranks

Spot: 6 ranks

Class Skills

The card sharp's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gamblin' (Int), Gather Information (Cha), Holdout (Int), Knowledge (any) (Int), Listen (Wis), Perform (Cha), Pick Pocket (Dex), Ridicule (Int), Search (Int), Sense Motive (Wis), Sleight o' Hand (Dex), Spot (Wis), and Tale-Tellin' (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: A card sharp is proficient with all simple weapons and firearms.

Card Sense (Ex): Any card sharp worthy of the name has an innate "card sense," a sort of intuition about how the cards will play out in any game. Whenever he uses his Gamblin' in a game with cards (poker, faro, euchre, Spanish monte, etc.), he receives a +2 circumstance bonus.

Cheatin' (Ex): Card sharps have developed some ingenious ways to make card and dice games a little "friendlier" to them, if you know what we mean. They literally spend hours practicing these methods, discussing them, and thinking up new ones. At 1st, 3rd, 6th, and 10th levels, a card sharp may choose one of the cheatin' methods listed below. The benefit of using one of these methods is this: when other folks (including other card sharps) try to spot what's going on, the card sharp only has to subtract *half* the Gamblin' bonus (round up) from his Sleight o' Hand roll. Of course, given how these methods work, they all provide plenty of opportunities for plot development and other Marshal fiendishness.

Cooler: A "cooler" is a pre-prepared deck. By "ringing in a cooler," a gambler obtains a massive advantage—though it only applies for one hand. Bonus: +6 to +10.

Gaffed box: This method of cheating only works for faro and other card games that use a "box" from which the dealer pulls cards. By rigging up the box just right, or mail-ordering one that's been rigged in advance, the dealer (and anyone in cahoots with him) can clean up! Bonus: +4 to +10.

Holdout card: The oldest trick in the deck—keeping out an extra card, or ten, that you think you might need at some point in the game. The easiest, and often most error-free, way to do this is to hide the card under the table, up your sleeve, or elsewhere in your clothing. More sophisticated gamblers use under-the-clothes rigs that pop cards out of their sleeves and into their hands when they flex their legs or arms the right way. Bonus: +2 to +6.

Iteming: This cheat involves working with a partner. The partner positions himself so he can see the other fella's cards, then signals what he's got to the character by means of coded gestures, stances, and the like. Bonus: +6 to +10.

Marked cards: Marking cards is a time-honored art among card sharps. Some prefer "readers" (decks manufactured with marks at the factory), while others like to make their own. These include reflectors (decks marked with Braille-like pinpricks, sometimes with a specially-designed ring worn by the gambler at the table), line and scroll work (fancy penmanship put to bad use tracing parts of the backs of the decks), and shaved cards. Bonus: +2 to +8.

Rigged dice: The craps equivalent of marked cards. Dice can be loaded to favor falling a certain way, shaved to make certain rolls more likely, or manufactured without certain numbers so that some rolls are impossible (although this is pretty obvious to anyone examining the dice). Bonus: +2 to +8.

Shiner: This, the most sophisticated art of the professional cheat, only works when the character is dealing. By using

something shiny—a polished ring, a diamond ring, a bit of mirror hidden in the bowl of a pipe left on the table — and dealing off the bottom of the deck, the card sharp literally watches the reflection of each card as he deals it and knows exactly what's in everyone's hand! This is tough to pull off (increase the Sleight o' Hand penalty by -2), but when it works always leads to rich winnings. A character must know the *trick shuffling and dealing* cheat before he can learn this one. Bonus: +6 to +10.

Trick shuffling and dealing: With his sleight o' hand skills, a professional gambler can reorganize the deck, and make sure his friends (colleagues in crime!) get the cards they need, false shuffle, deal from the bottom of the deck, and use many other forms of tricky card manipulation. Bonus: +2 to +6.

Detect Tells (Ex): Most folks who play a lot of cards develop *tells*—nervous habits and quirks that give away whether they've got a good hand or a bad hand. Card sharps become careful observers of people, learning how to detect their tells and use them against them. After playing cards with someone for at least one hour, a card sharp may make a Spot check opposed by the target's Bluff or Gamblin' (whichever the target prefers). If the card sharp wins the roll, he receives a +4 circumstance bonus to his Gamblin' rolls against that person for the rest of that game.

Dinero (Ex): Thanks to the fact that they often play for high stakes, card sharps make a lot of money. They get *dinero* as a bonus feat, with the level of the feat increasing at 5th and 8th levels. If

Card Sharp

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+2	+2	Card sense, cheatin' 1, detect tells
2	+1	+0	+3	+3	Dinero 1
3	+2	+1	+3	+3	Cheatin' 2
4	+3	+1	+4	+4	Gambler's circuit
5	+3	+2	+4	+4	Dinero 2
6	+4	+2	+5	+5	Cheatin' 3
7	+5	+3	+5	+5	
8	+6/+1	+3	+6	+6	Dinero 3
9	+6/+1	+4	+6	+6	
10	+7/+2	+4	+7	+7	Cheatin' 4



the character already has *dinero*, these levels stack with his other levels. However, it's not all easy money.

For one thing, it costs a lot to dress like a card sharp. Clothes and jewelry costing thousands of dollars are not uncommon; a lot of a card sharp's wealth is tied up in his wardrobe. Second, despite their often cynical and worldly attitudes, card sharps are notoriously soft marks. Most of them can't resist a good sob story, and willingly donate to just about any charity (even anti-gambling and temperance causes!). They suffer a -2 penalty to all Willpower saves to resist giving money to a "good cause" (as defined by the Marshal).

Gambler's circuit (Ex): Card sharps know that certain towns around the Weird West have particularly good gambling action. Many of them tend to migrate from one to the next over the course of the year, to keep their skills—and the pickings—fresh. The towns on the "gambler's circuit" include Dodge City, Abilene, Denver, Leadville (Colorado), Perry (Oklahoma—"Hell's Half Acre"), and Tombstone.

When in these cities, a card sharp receives a +2 circumstance bonus to his Gather Information rolls, to reflect the fact that he knows his way around and who the *really* important folks are.

Crusader

All across the West, horrible stories are being told. Stories of murder, of mayhem, of rapine and pillage, of soul-searing evil, of creatures out of mankind's worst nightmares walking abroad. From the pages of the *Tombstone Epitaph* to the whispered stories told in the dark corners of saloons in towns throughout the land, the deeds of the servants of the Reckoners make good folk shudder with fear.

But in all things, some balance, at least, exists. Just as the Reckoners have their champions—creatures and men of surpassing evil and malicious power—so, too, the forces of light have their warriors. Throughout the Weird West, many good men and women have risen up to oppose the darkness that has enshrouded the land. At the head of this noble band of heroes stand those who call themselves crusaders.

No one—not even the crusaders—know where this small but valiant band of gunmen comes from. Some claim they felt an urge to fight for justice and truth from their youngest days, while others say they were turned onto the path of righteousness by a chance encounter with a preacher, or a child, or a strange old man. But wherever they come from, and however they found their way into this life, all crusaders share in common a mysterious bond with the divine.

Holy power fills them, giving them the ability to fight abominations and horrors that make ordinary men blanch. Their

guns seem to unerringly pick out the weak spots in their enemies' armor, and it's said they can even shoot and kill ghosts! Their holy strength can even turn aside the twisted magics of cultists, witches, abominations, and other servants of evil.

Crusaders tend to be solitary—if you find two or more of them teaming up to take on some abomination, you *know* it's a mighty powerful one! But oftentimes crusaders will ally themselves with other like-minded souls who practice arts besides their own, since they have found that strength comes from belonging to such groups.

Hit Die: d8

Requirements

Base Attack Bonus: +6

Alignment: Any good

Good deed: A prospective crusader must perform some great, selfless deed to combat the Reckoners and their minions.

Class Skills

The crusader's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (Int), Gunplay (Int), Holdout (Dex), Intimidate (Cha), Knowledge (any) (Int), Profession (Wis), Ride (Dex), Ridicule (Int), Sense Motive (Wis), Speed Load (Dex), Spot (Wis), Tale Tellin' (Cha), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: A crusader is proficient with all simple weapons and firearms.

Destroyer of Evil (Ex): Through both experience and divine guidance, the crusader learns how to strike

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abominations where it hurts them the most. The indicated number of times per day, the crusader may add his Charisma modifier to the damage he does against an abomination. The Marshal determines what qualifies as an "abomination"; cultists and other human servants of the Reckoners generally do not, although servitors do.

Divine favor (Su): Someone, or something, is lookin' out for the crusader. At the beginning of each game session, he gets to dip in the cup for two Fate Chips instead of one.

Fearless (Ex): Crusaders have seen, and slaughtered, things that most men couldn't even dream of. They receive a +2 circumstance bonus to all Will saves to resist fear.

Bless guns (Sp): The indicated number of times per day, a crusader can call on his holy powers to consecrate his shootin' irons. They function as if the spell *bless weapon* were cast on them for a number of rounds equal to the crusader's Charisma modifier.

Arcane shield (Sp): The divine favor that the crusader possesses shields him from the evil energies of black magic. This "arcane shield" functions identically to damage reduction, but only applies versus black magic. At the Marshal's option, it may also protect a crusader against the black magic-like powers of some abominations.

Stay down (Su): Thanks to the crusader's touch of holy power, any human slain by him never comes back Harrowed, or as a ghost.

Crusader

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Special
1	+1	+2	+0	+2 Destroyer of evil 1/day, divine favor, fearless
2	+2	+3	+0	+3 Bless guns 1/day
3	+3	+3	+1	+3 Arcane shield 3/-, stay down
4	+4	+4	+1	+4 Destroyer of evil 2/day
5	+5	+4	+2	+4 Bless guns 2/day
6	+6/+1	+5	+2	+5 Arcane shield 6/-
7	+7/+2	+5	+3	+5 Destroyer of evil 3/day
8	+8/+3	+6	+3	+6 Bless guns 3/day
9	+9/+4	+6	+4	+6 Arcane shield 9/-
10	+10/+5	+7	+4	+7 Arcane shield 12/-

Desperado

Base Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+2	Mean as a rattler, sneak attack +1d6
2	+2	+3	+0	+3	Paunch 1/day
3	+3	+3	+1	+3	Hideout 1
4	+4	+4	+1	+4	Sneak attack +2d6
5	+5	+4	+2	+4	Paunch 2/day
6	+6/+1	+5	+2	+5	Gang
7	+7/+2	+5	+3	+5	Sneak attack +3d6
8	+8/+3	+6	+3	+6	Hideout 2
9	+9/+4	+6	+4	+6	Paunch 3/day
10	+10/+5	+7	+4	+7	Sneak attack +4d6

Desperado

By now, maybe you've learned that a lot of folks in the Weird West aren't exactly kindhearted or honest. In fact, lots of people out there are downright evil—lower'n a snake's belly in a wagon wheel rut. And the lowest of the low is the desperado. You might know him as an owlhoot, bandito, rustler, robber, or highwayman, but whatever you call him, the plain fact of the matter is he makes his living by stealing, hurting, and killing. It's blood money, but as far as the desperado's concerned, it spends just as good as any other kind.

Most people tend to think of desperadoes as simple men who are just stupid, cruel, and greedy—glorified thugs, in other words. But that's not really the case.

A *professional* criminal, a rustler or killer who makes a good living at what he does, is usually pretty quick on the uptake. He's got to be; he lives by his wits as well as his vicious nature. If you classify him as just another gunman without the brains to get into a better line of work, you're going to find yourself planted in the boneyard—and he'll be spending your hard earned cash on booze and companionship.

Hit Die: d8

Requirements

Base Attack Bonus: +6

Gunplay: 4 ranks

Ride: 6 ranks

Wilderness Lore: 4 ranks

Alignment: Neutral or any evil

Class Skills

The desperado's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (Int), Demolitions (Int), Forgery (Int), Gamblin' (Int), Gunplay (Int), Hide (Dex), Holdout (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography, local) (Int), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Speed Load (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: A desperado is proficient with all simple weapons and firearms.

Mean As a Rattler (Ex): As far as you're concerned, kindness is a big waste of time. You're as hateful and mean as they come, even if you sometimes manage to hide it behind a facade of civilized behavior. You receive a +2 circumstance bonus to Intimidate rolls whenever threatening someone with physical harm is involved. On the other hand, you suffer a -2 penalty to Diplomacy rolls; talking friendly to anyone for that long just isn't your style.

Sneak Attack (Ex): Desperadoes learn quick how to shoot for the vitals when they catch their quarry unawares. This ability functions identically to the scout special ability of the same name. If the character already has dice of sneak attack from another class, the dice gained as a desperado stack with them.

Paunch (Ex): To "paunch" is western lingo for shooting someone in the stomach. Desperadoes have learned how to shoot unlucky folks in vulnerable places like that. Even if they don't die right away, they're in so much pain they wish they were dead. The indicated number of times per day, the desperado

may declare that he is attempting to paunch his target; this only works on humans. He must declare this before making his attack roll. If he hits the target, his attack does +1d6 damage, and the victim is in excruciating pain to boot. For the next 1d6+1 rounds, the target suffers a -4 penalty on all rolls because of the agony.

Hideout (Ex): At 3rd level, the desperado sets himself up a hideout that no one knows about. It might be a secret room in back of Miss Rosie's house of pleasure, a cave hidden out in the hills, or anything like that (the Marshal must approve all hideouts). At 8th level, he can set himself up another one. The hideouts remain secret unless the desperado himself somehow spills the beans about their locations.

Gang (Ex): If the desperado doesn't already have the *Leadership* feat, he gets it at 6th level as a bonus feat. His followers are criminals like himself who comprise a gang he leads. If the character already has *Leadership*, increase his number of followers by 50%.

Gunsmith

"Better living through science!"—that's what all the big newspapers Back East say. They talk about how the New Science is going to make the world a better place, revolutionize how we live, affect each of us every single day. They rhapsodize about the wonders of the flamethrower, the steamwagon, the rocket pack, the Gatling pistol, and the Automated Flapjack Maker.

Not everyone shares their rosy outlook, though. For some scientists, both out West and back where the War's being fought, the New Science isn't about making lives better...it's about ending them quicker. These masters of mechanized mayhem have picked up the moniker



"gunsmiths," since making (and improving) weapons is what these people do best.

As far as anyone can tell, the first tinkerer who ever got slapped with this label was a fellow name of Doctor Rupert Halliwell. Fancying the life of the gunslinger, but knowing he lacked the skills for the job, Dr. Halliwell put his scientific acumen to work on the problem. A few months later he walked into the Alhambra Saloon in Dodge City, wearing an odd-looking suit of body armor and carrying several equally odd-looking

Gunsmith

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+1	+2	Mad science, weaponsmithin' +1
2	+1	+0	+2	+3	Field modifications 1/day
3	+2	+1	+2	+3	Arsenal x1
4	+3	+1	+2	+4	Weaponsmithin' +2
5	+3	+1	+3	+4	Field modifications 2/day
6	+4	+2	+3	+5	Arsenal x2
7	+5	+2	+4	+5	Weaponsmithin' +3
8	+6/+1	+2	+4	+6	Field modifications 3/day
9	+6/+1	+3	+4	+6	Arsenal x3
10	+7/+2	+3	+5	+7	Field modifications 4/day



guns—all apparently of his own design. He proceeded to pick a fight. A few minutes later, a bunch of rowdy cowpokes were toes up on the floor, and Dr. Halliwell, though injured, was very much alive. Using a rocket pack to escape one step ahead of the law, he began making his way across the West, continuously refining and testing his weaponry. Along the way, he encountered kindred souls, to whom he imparted some of his hard-won knowledge.

Doctor Halliwell hasn't been heard from in a while; a few folks think that he finally met his match in some dusty cowtown saloon, while others claim he decided to go after the big prey—a Mojave rattler or the like—and got himself eaten. Whatever his fate, his legacy lives on. Thanks to him, and the men who followed in his footsteps, gunfights, range wars, and even the War Between the States have

become bloodier and increasingly more violent. Some tongue-waggers claim that the days of the ordinary gunslinger are numbered—that there's no way someone with an ordinary gun can compete with the artifacts of the New Science.

Hit Die: d6

Requirements

Base Attack Bonus: +6

Gunplay: 4 ranks

Tinkerin': 9 ranks

Class Skills

The gunsmith's class skills (and the key ability for each skill) are Alchemy (Int), Craft (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Gunplay (Dex), Holdout (Dex), Knowledge (any) (Int), Language (none), Mad Science (Int), Open Lock (Dex), Profession (Wis), Ride (Dex), Speed Load (Dex), and Tinkerin' (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: A gunsmith is proficient with all simple weapons, firearms, automatic weapons, and heavy and medium mad science armors.

Mad Science (Su): A gunsmith has the same ability to work with "mad science" as does a mad scientist.

Weaponsmithin' (Ex): Gunsmiths spend so much time working with weapons, or concocting new ones, that work of that sort becomes second nature to them. They receive the listed modifier as a circumstance bonus when making Demolitions, Knowledge, or Tinkerin' rolls to create new weapons or figure out how to work one they have never used before.

Field Modifications (Ex): Gunsmiths are adept at tinkering with weapons in the field. The indicated number of times per day, they can make a Tinkerin' roll (against a DC listed below). If they succeed, they can modify one weapon (from a revolver, to a flamethrower, to a cannon, or anything in between). The modification lasts for a number of rounds equal to the Gunsmith's Wisdom modifier (minimum of 1), and has one of the following effects:

—DC 10: increase the Range Increment of the weapon by 2-12 (2d6) feet

—DC 10: provide a +1-4 bonus to initiative rolls with the weapon

—DC 15: increase the damage the weapon does by 25%

—DC 15: provide a to hit bonus for the weapon equal to the gunsmith's Intelligence modifier

Arsenal (Ex): At 3rd level, the gunsmith multiplies his Intelligence modifier by 1. That is the number of weapons he has in his personal arsenal (which he keeps in his laboratory, his steamwagon, or wherever else he likes). He may select the weapons from existing *Deadlands* books or design them himself, but the Marshal has to approve them all. At 6th level, he gets another Intelligence modifier's worth of weapons, and the same again at 9th level.

Law Dog

Some gunslingers keep to themselves, or put their talents to work opposing the Reckoners (knowingly or unknowingly). Some spread terror near and far as part of a gang of desperadoes. And some take to law and wear a star. This latter type of hero is known in Western parlance as a *law dog*.

Now, not everyone who's been given the power to enforce the law counts as a law dog, pardners. Plenty of folks get to put on a tin badge and strut around town trying to keep the peace. Being in law enforcement isn't what makes a man (or woman!) a law dog.

What sets a law dog apart from an ordinary peace officer is his determined attitude. Law dogs see their job as one of the most important in the Weird West—almost a sacred calling. Consciously or subconsciously, he follows what the dime novels like to call “the law of the west,” a code of honor that keeps the law dog on the straight and narrow path while still giving him the power and determination to stop criminals (and the other horrors plaguing the lands of the Weird West). By following this code, a law dog becomes one of the strongest foes the Reckoners could have: a man of justice, truth, honor, and human dignity. Folks respect him,

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little children look up to him, and bad men fear him.

Law dogs are as likely to work with other folks as alone. Some of 'em seem to think that they're only doing their job properly if they handle all the trouble in town on their own. Others like to have a few deputies around, knowing that one man can't take on a gang of bank robbers by himself most of the time.

Some law dogs—such as U.S. Marshals, or some Agents or Texas Rangers—have such broad jurisdiction that they travel a lot, which usually means they need traveling companions as they journey across the Wasted West.

Hit Die: d8

Requirements

Base Attack Bonus: +6

Diplomacy: 4 ranks

Gunplay: 6 ranks

Ride: 6 ranks

Proficiency with firearms

Alignment: any good

Class Skills

The law dog's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Gamblin' (Int), Gather Information (Cha), Gunplay (Int), Holdout (Dex), Intimidate (Cha), Knowledge (any) (Int), Profession (Wis), Ride (Dex), Ridicule (Int), Search (Int), Sense Motive (Wis), Speed Load (Dex), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

Law Dog

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save
1	+1	+2	+0	+2
2	+2	+3	+0	+3
3	+3	+3	+1	+3
4	+4	+4	+1	+4
5	+5	+4	+2	+4
6	+6/+1	+5	+2	+5
7	+7/+2	+5	+3	+5
8	+8/+3	+6	+3	+6
9	+9/+4	+6	+4	+6
10	+10/+5	+7	+4	+7

Special

Bonus feat, law man, law o' the west
Outlaw eye
Call posse 1
Bonus feat

Call posse 2
Bonus feat

Call posse 3
Bonus feat



Class Features

Weapon and Armor Proficiency: A law dog is proficient with all simple weapons and firearms.

Bonus Feat (Ex): Beginning at 1st level, the law dog gains bonus feats (in addition to those normally granted to all characters)—one at 1st level, and another at 4th, 7th, and 10th levels. These bonus feats must be selected from the following list: Ambidexterity, Automatics, Dead Eye, Dodge, Exotic Weapon Proficiency*, Improved Critical*, Improved Initiative, Grim Servant o' Death, Law Man (see below), Level Headed (Steady Shot), Marksman, Mercy Shot*, Point Blank Shot (Fannin', Slip Shot, Far Shot, Precise Shot), Quick Draw (Special Draw), Renown, the Stare, Two-Weapon Fighting (Improved Two-Weapon Fighting), and Weapon Focus*. (Feats listed in parentheses have

the feat listed before the parentheses as prerequisites; feats with an asterisk may be selected more than once, but for different weapons. For all feats, the character must meet any requirements, such as minimum ability scores or other feats.)

Law Man is a special feat available only to law dogs. A law dog's first bonus feat pick *must* be Law Man. Law Man reflects the character's authorization and jurisdiction to enforce the law within a particular area. If picked once, Law Man gives a character the power to be a town marshal or deputy marshal—to enforce the law within a single town or city. If picked twice, it makes him a sheriff or sheriff's deputy, with jurisdiction over an entire county (or, sometimes, state or territory depending on location). If the feat is picked three times, it gives the hero national law enforcement powers, making him a U.S. Marshal, an Agent, or a Texas Ranger.

A law dog automatically gets one Law Man feat at first level *in addition to* his first bonus feat. He must use his first level bonus feat, and other saved feats if necessary, to start his law dog career as something other than a the marshal of a town.

Marshal, you may want to give some thought to this Feat before allowing characters to take it. A character who's a town marshal or county sheriff is pinned down to a particular place—he can't travel around with a posse as much as most characters can. You may want to consider giving him that third level of Law Man for free (so that he can roam around an entire nation doing his job), giving him a marshalin' or sheriffin' job that provides scope for significant travel, or arranging your campaign so that all or most of the action takes place within the law dog's jurisdiction.

Law o' the West (Ex): A law dog must obey the "law of the West," a special code of honor. Among other things, this means he:

- must treat all women, even soiled doves and those who intend him harm, with the utmost respect; he may not lay hands on or attack them unless they assault him first

- doesn't draw his gun on anyone who hasn't drawn theirs first, unless he's significantly outnumbered (and even then, he only uses it to threaten, not wanting to shoot anyone unless he has to). Even in a duel, he doesn't start to draw his guns until he sees that the other fellow's begun his draw (this imposes a -2 to his Initiative for the first round of a duel)

—never shoots anyone, even the most despicable owlhoot, in the back (or even takes a shot at a distracted foe, unless he's in the middle of a pitched battle with multiple combatants).

However, following the code has its benefits. First, because he's got a reputation for his honorable nature, a law dog receives a +2 circumstance bonus to Diplomacy checks versus folks who live in his jurisdiction (and with anyone else who knows of him).

Second, whenever he fights against people who deliberately flout or violate the law of the west (including almost all desperadoes), he receives a +2 circumstance bonus to his attack rolls and his armor class. Third, if he takes the Leadership feat, he receives a +2 Charisma modifier for the purposes of calculating the number and level of his followers (he loses the "extra" followers derived from this bonus if he starts to break the code consistently).

Outlaw Eye (Ex): A law dog has to learn who's wanted by the law if he's to do his job—and survive to tell the tale. He receives a bonus equal to half his law dog level (round up) to all Knowledge rolls or other rolls to identify a known lawbreaker, know what he's wanted for and what he can do, and so forth.

Call Posse (Ex): As a duly authorized lawman, a law dog can call together a posse of upstanding citizens to pursue evildoers or keep the peace. At 3rd level, a law dog can assemble a posse with a maximum number of members equal to twice his Charisma modifier or five, whichever is greater. At 6th level, that increases to three times Charisma modifier or ten; at 9th level, four times Charisma modifier or 15. Posse members (most of whom are 1st to 10th level commoners or 1st to 4th level gunslingers) are themselves authorized lawmen, but the law dog is ultimately responsible for their conduct.

Rifleman

The plains, prairies, and deserts of the Weird West are vast and broad—and usually pretty darn flat. A man can see his enemies, and many abominations, coming a long way off. Sometimes the best way to keep from getting dead yourself is to put lead in the other fella from a distance—a *big* distance.

That's what the rifleman specializes in. Armed with his trusty Winchester, Henry, or Sharps, he can pick off a hostile Indian, walkin' dead, a crazed cultist, or a swooping Devil bat hundreds of yards away, as easy as a boy can hit one of his schoolmates with a spitwad.

Some riflemen put their skills to work in the War Between the States, helping their side effectively attack the enemy even over a vast stretch of no man's land. Others take to buffalo hunting, chasing down bounties, killing abominations, or guarding herds of cattle. As long as there's both need and opportunity to exercise his skill at long-distance shooting, he's content.

Hit Die: d8

Requirements

Base Attack Bonus: +8
Proficiency with firearms

Class Skills

The rifleman's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Gunplay (Int), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex),

Rifleman

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+2	Marksman
2	+2	+3	+0	+3	Increased range
3	+3	+3	+1	+3	Sneak attack (100 feet)
4	+4	+4	+1	+4	
5	+5	+4	+2	+4	Coup de Grace
6	+6/+1	+5	+2	+5	Sneak attack (200 feet)
7	+7/+2	+5	+3	+5	
8	+8/+3	+6	+3	+6	
9	+9/+4	+6	+4	+6	Sneak attack (300 feet)
10	+10/+5	+7	+4	+7	

Profession (Wis), Ride (Dex), Ridicule (Int), Spot (Wis), Wilderness Lore (Wis), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: A rifleman is proficient with all simple weapons and firearms.

Marksman (Ex): At 1st level a rifleman receives *Marksman* as a bonus feat. If he already has this feat, he may choose one of the following feats: *Dead Eye* (only for use with rifles), *Grim Servant o' Death*, *Improved Initiative*, *Level Headed*, or *Weapon Focus*.

Increased Range (Ex): Thanks to his skills and careful aim, a rifleman can shoot accurately at targets farther away than those most folks have a prayer of hitting. The rifleman must spend one full round aiming. In the second round, when he fires his rifle, he may multiply his rifleman level by 20 feet and add the total to the weapon's range increment.

Sneak Attack (Ex): At 3rd level, a rifleman gets a +1d6 sneak attack ability—like the scout ability of the same name, but with three very important differences. First, he can only use his sneak attack with rifles, and only at range. Second, he must use the full attack option. Third, he can do so at a much greater distance than scouts or desperadoes. At 3rd level, he can sneak attack a target up to 100 feet away. This increases to 200 feet at 6th level and 300 feet at 9th level.

If a rifleman already has sneak attack dice from another class, his +1d6 bonus for this ability does *not* add to them. However, he may apply his increased range for this ability to any sneak attack dice he already has.

Coup De Grace: At 5th level, the rifleman gains the ability to put down a target with a single shot. He must spend two rounds aiming at the target with a rifle with which the hero is specialized and the intended victim must be unaware of the rifleman's presence. If the attack hits, resolve the attack as coup de grace (see the *Player's Handbook* for details). If the target survives the attack, it still deals damage as if the rifleman had scored a critical hit. Critters that are immune to critical hits are immune to this ability.

Spy

There are a lot of folks competing for power, wealth, and prestige throughout the Weird West. First and foremost, of course, are the Union and the Confederacy, duking it out over an issue of rebellion or sovereign freedom (depending on your perspective). Then you've got the Rail Barons, each trying to grab the biggest slice of financial pie for himself. Add to that other business interests (like Smith & Robards's competition with Darius Hellstromme), conspiracies, and groups, and you've got a situation tailor-made for one thing: spying.

The spy evolved to take advantage of that fact. Motivated by patriotism, loyalty, or greed, he has developed a suite of skills and abilities ideally suited to gathering information, uncovering secrets, penetrating security, and obtaining that which others do not wish to part with. He plays the "great game" of espionage like a grandmaster, doing his best to ensure that only he and his employer come out on top. Of course, some of the less ethical spies serve more than one master.

Spies come in every shape, size, and variety. Some are the stereotypical agent of the dime novels—suave, well-dressed men and women who mingle in the worlds of the social elite and the criminal with equal ease. But there are others you'd never suspect: society matrons, young Southern belles, cynical gamblers, scruffy old stagecoach drivers—in short, anyone whose access to information and/or seemingly innocent appearance let him get the job done.

Hit Die: d6

Requirements

Base Attack Bonus: +4

Bluff: 4 ranks

Diplomacy: 4 ranks

Disguise: 4 ranks

Forgery: 2 ranks

Class Skills

The spy's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gamblin' (Int), Gather Information (Cha), Hide (Dex), Holdout (Int), Innuendo (Wis), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Read Lips (Int), Search (Int), Sense Motive (Wis), Sleight o' Hand (Dex), Speak Language (none), and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: A spy is proficient with all simple weapons and firearms.

Cover Identity (Ex): In many cases, spies prefer to keep their real identities (and classes) hidden. By pretending to be a simple townsman, muckraker, cowboy, or belle of society, a spy can trick his enemies, causing them to underestimate him until it's too late.

The character may, if he wishes, begin play with an established cover identity (which may or may not involve a disguise or other alterations of his appearance and mannerisms as needed). If not, he may "activate" his cover identity at any point during game play, provided that he has defined the identity in advance and the Marshal has approved it. If the character's cover identity is uncovered ("blown"), he loses the benefits of this ability until he finds a way to establish a new cover identity.

Informants (Ex): Any spy worth his pay develops a wide-ranging network of informants, amateur assistants, and people he can bribe for information or help. He receives the listed bonus when making Gather Information checks (and perhaps with some Knowledge and other skill checks, in the Marshal's discretion). Additionally, the Marshal may allow this network to help the spy in other ways, such as providing a place to hide, giving him a little extra money when he needs it, or the like. It's important for the Marshal to not allow a spy to abuse this particular aspect of the ability, however.

Patron (Ex): Spies generally don't work for the fun of it. They have an organization supporting them and giving them orders. Typically that means the Union or Confederate government, but it

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could be a company, a wealthy person, a cult, or the like. Once per game session, a spy may call upon his patron to provide him with assistance—a piece of information, some money, an item of equipment, or the like. The request cannot be anything too extravagant, dangerous, or unbalancing to the game, or else the patron replies that he can offer no help. For example, requesting guns and gear for the spy's posse would probably be acceptable; asking for a vapor cannon or a dirigible probably would not be. The Marshal decides whether a request is reasonable.

Seeking aid from one's patron may cause other difficulties. Any contact runs the risk of exposing the spy (or the patron), and can cause all sorts of complications within the adventure. Marshals should keep this in mind when resolving these requests.

Detect Fist (Ex): In the Weird West and the War Between the States, a great deal of information is transmitted via telegraph lines. Every telegraph operator has a distinctive "fist," or pattern of sending telegraph messages. A skilled operator—or a spy—can learn to identify, and even imitate, another operator's fist, thus allowing him to conduct a primitive form of "electronic warfare." To detect and identify a fist, a spy must make a DC 15 Spot check. To imitate another operator's fist, he must have identified that fist at least once before, and make a DC 15 Sleight o' Hand check.

Skill Focus (Ex): At 3rd, 6th, and 9th levels, a spy receives *Skill Focus* as a bonus feat usable with any class skill he possesses.

Spy

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+2	+2	Cover identity, informants +1, patron
2	+1	+0	+3	+3	Detect fist
3	+2	+1	+3	+3	Skill focus
4	+3	+1	+4	+4	Informants +2
5	+3	+2	+4	+4	
6	+4	+2	+5	+5	Skill focus
7	+5	+3	+5	+5	Informants +3
8	+6/+1	+3	+6	+6	
9	+6/+1	+4	+6	+6	Skill focus
10	+7/+2	+4	+7	+7	Informants +4





CHAPTER THREE: HOGLEGS AND HOWITZERS

A gunslinger's not much without a gun, is he, pardner? So, this chapter covers all the gear your gunfighter's likely to need during his hopefully not too short career in the Weird West. In addition to a *big* list of guns (which includes all the guns from the *Deadlands D20* rulebook, to save you time and trouble), it's got holsters, gun modifications, and plenty of other stuff to give characters a leg up on the competition.

The following is a description of some of the more unusual guns your hero can get her mitts on. The game stats for these weapons are found at the end of the chapter.

Guns

Colt Dragoon No. 3 : This pistol comes with an attachable shoulder butt that converts it into a short rifle. In rifle mode, its Range Increment becomes 40 feet.

Smith & Wesson Russian: This is actually a group of three different pistols (all equivalent in game terms)

which S&W makes under a contract with the Russian army (but they also sell 'em commercially). It uses a special bullet, the S&W .44 Russian cartridge, which is heavier, slightly wider, and more powerful than a standard .44 cartridge. A S&W Russian revolver can fire normal .44 bullets, but a normal .44 pistol cannot fire .44 Russians. At the Marshal's option, the .44 Russian may cause +1 point of damage with any successful attack.

The Model 3 Russian comes with a detachable shoulder butt that converts it into a short rifle. In rifle mode, its Range Increment becomes 40 feet.

Volcanic Pistols And Carbines: The Volcanic guns, patented in 1851 and first manufactured in 1854, used metallic-cartridge bullets contained in a tubular magazine beneath the barrel. The action is worked by a lever, similar to that on a Henry or Winchester rifle. This allows the firer to shoot a bullet every two seconds (or so the manufacturer says). To use a Volcanic this quickly, a character must have the Fannin' feat; normal Fannin' rules apply.



Merwin Hulbert Pocket: This pistol come with two barrels—one 7.5" long, and a shorter one about 4" long. Switching the barrels requires a full round action; apply the rules for lengthening barrels to the longer barrel.

Pettengill Army: This odd-looking pistol has no hammer, thus making it easier to conceal than other pistols of similar barrel length.

English 1840 Pepperbox: Once you've emptied this gun's eight barrels, you can cut yourself a good plug of chaw. A large knife blade juts out from between the weapon's barrels.

Palm Pistol: This is a tiny firearm the shooter holds in a closed fist with the barrel protruding between two fingers. He fires it with pressure from the palm.

Remington Double Derringer: Some versions of this weapon have a small knifeblade attached under the barrel (and cost \$2 more).

Colt Lightning Repeater: This rifle uses a slide-action mechanism to feed bullets into the chamber; it requires two hands to use—one to hold the rifle (and pull the trigger), and one to work the slide. It can be "fanned" with the Fannin' feat.

Evans Old Model Sporter: This high-capacity rifle has a four-column magazine in its stock. It uses special .44 caliber ammo made by the manufacturer; it cannot use ordinary .44 ammo, nor can other .44 guns use .44 Evans bullets. These are extremely hard to come by out West but can be ordered directly from the company (delivery takes about three weeks).

Sharps 1859 Rifle: This high-quality rifle was most often used by Yankee snipers. It requires percussion cap ammo, but is a breechloader, so a shooter can load and fire it at the same rate as a metallic-cartridge rifle and without having to stand up (which made it very popular with many soldiers).

U.S. Models 1822, 1842: These smoothbore muskets were still common in the early years of the Civil War, and though difficult to find now, still crop up occasionally in the Weird West—often in the hands of some old coot, hermit, or war veteran. They have a Reliability of 3 (use the cap and ball ammunition table, *Deadlands D20* page 59, for malfunctions), and most often use buck and ball ammunition for a devastating effect.

"Buck and ball" ammunition is a .69 Minie ball with three large buckshot rounds bound on top in a pre-rolled cartridge. This effectively turns the rifle into a large shotgun, making it devastating at close range. Use the shotgun rules to determine damage with the added dice. However, using buck and ball ammunition gives a gun a Reliability of 3, as described above.

Buck and ball ammo is not required for any gun; guns that use it can fire standard ammunition if preferred. Simply ignore the bonus dice for using the shotgun-style ammunition. Buck and ball ammo costs \$4 for a box of 20.

U.S. Model 1855: The standard version of this rifle uses the Maynard cap system. A Richmond Arms model, and a shorter-barreled "Harper's Ferry" model, both exist and use cap and ball ammunition.

The Maynard cap ribbon firing system, patented in 1845, uses a ribbon containing tiny pellets of primer. The ribbon of detonating caps is fed over the nipple automatically when the gun's hammer is cocked, and then struck by the hammer. The force of the exploding primer propels the bullet. Maynard cap ribbons are almost as difficult to reload as cap and ball weapons (see *Deadlands D20*, page 59).

Maynard ribbon systems have a reliability of 4. The following results apply in the event of a malfunction:

Minor Malfunction: The ribbon is knocked out of alignment with the nipple. It's easy to clear (requires a partial action).

Major Malfunction: The ribbon tears. Removing the torn part and putting the ribbon back in place requires a Tinkerin' or Craft: Gunsmithin' check against DC 10 and a full round action.

Catastrophe: The ribbon becomes tangled, all of the pellets ignite at once, and the weapon explodes. Treat this as an explosion which harms only the firer and does 1d4 damage for every two unfired caps.

Maynard cap ribbons cost \$3 each and contain 24 pellets of primer.

Whitworth: This extremely accurate British-made rifle is primarily a Confederate sniper weapon. It is often equipped with a telescopic sight (see below) and is effective at extremely long ranges.

Gun Modifications

Deadlands D20 covers masterwork guns, lengthening and shortening gun barrels, belly guns, and fancifyin' your shooting iron. Here are a few more modifications you can make.

Routine Modifications

These modifications can be made by anyone with Craft: Gunsmithin'; they don't require any knowledge of the New Science.

Gun Attachments

Shoulder Stock: This is an attachable butt that makes a revolver more accurate at a distance. Modifying the revolver to accept the stock costs \$3, and the stock itself costs \$3. Using a stock increases a revolver's Range Increment to 40 feet. If a disarming shot is made against a revolver with a shoulder stock, use the modifier for shooting at a rifle.

Bayonet: Bayonets are knife-like blades which attach to the front of rifles, allowing the rifle to be used as a short spear. Bayonets do the same damage as knives, but a character needs to be proficient with simple weapons to use them. Bayonets do not make it harder to reload the rifle. They cost \$5; if the rifle is not already equipped for a bayonet (most repeating rifles are not), modifying it to accept the bayonet costs \$3.

Hoglegs & Howitzers

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Gun Customization

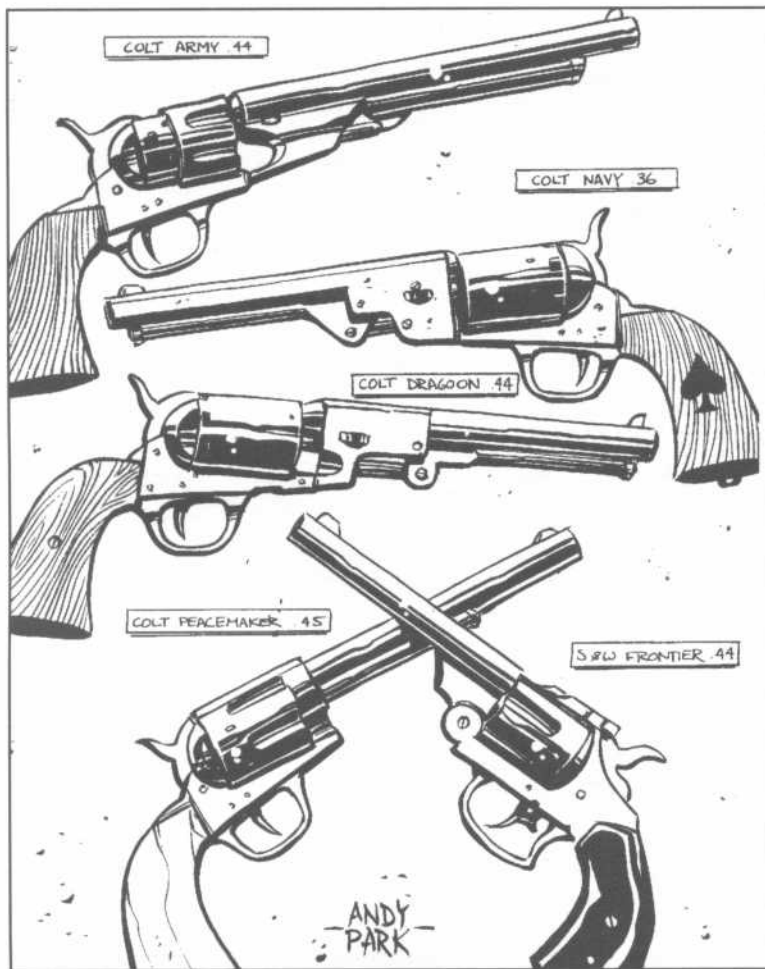
Cylinder Stop: These devices are special slots in the cylinder that lock the cylinder into position so that the hammer on a cap and ball revolver can be placed between two percussion nipples. This prevents accidental misfires if the hammer is hit, making it safe to carry the gun fully loaded instead of having to keep the hammer on an empty cylinder. Similar modifications are available for metallic cartridge guns. In either case, installing cylinder stops costs \$10 and requires a Craft: Gunsmithin' check against DC 10 and a day's time.

Hair Trigger: A hair trigger is one which fires a gun with only the slightest amount of pressure. This has several benefits and drawbacks. The main benefit is a +1 circumstance bonus to the shooter's attack rolls, since there's no "pull" on the trigger to disrupt his aim. However, guns with hair triggers have a Reliability of 3, which simulates the fact that they are more likely to fire accidentally, or when not on target, than guns with normal triggers (thus, any roll of 1, 2, or 3 automatically misses, and may result in tragedy, but does *not* prevent the gun from being fired again on the following round).

Furthermore, if the gun is out and the character has his finger on the trigger, he can easily fire by accident if jostled or surprised. If appropriate, the Marshal can require a Reflexes save against DC 15 (or higher) to prevent this. Similarly, whenever a character accidentally drops a gun with a hair trigger, or has it shot out of his hand, a misfire automatically occurs. For this reason, a smart gunslinger carries a gun with a hair trigger with only five rounds in the cylinder so that the hammer normally rests on an empty chamber. Hair triggers cannot be combined with set triggers.

Installing a hair trigger costs \$5 and requires a Craft: Gunsmithin' check against DC 10 and an hour's time.

Metallic Cartridge Conversion: A gunsmith can convert a cap and ball pistol to use metallic cartridges. This costs \$5 and requires a Craft: Gunsmithin' check against DC 12 and a day's time. Converting a rifle costs 100% of the gun's price, so you might as well just buy another rifle if you can.



Set Trigger: A set trigger is an improved trigger that has an easier, smoother pull. This grants a +1 circumstance bonus to attack rolls with that gun. Set triggers cannot be combined with hair triggers, and generally do not suffer from the deadly drawbacks of hair triggers.

Installing a set trigger costs \$10 and requires a Craft: Gunsmithin' check against DC 10 and an hour's time.

Slip Gun: A "slip gun" is a single-action revolver that's been modified to allow for slip shooting with the shooter's thumb (see page 13). This costs \$10 and requires a Craft: Gunsmithin' check against DC 15 and an hour's time.

Wired Trigger: Gunslingers who like to fan their weapons sometimes wire the triggers back so that they're ready to fill the air with lead instantly. This adds a +1 circumstance bonus to Initiative, but only when fanning.

New Science Modifications and Devices

These days, there are some mighty weird guns and gizmos floating around out there, most of 'em brought to you courtesy of Smith & Robards. They've even applied their ingenuity and ghost rock-spawned inventions to guns and other weapons.

Pick up a copy of their latest catalog and take a gander at it. The next time some shambling bag of bones comes up out of its grave with a hankerin' for your blood and brains, turn a Gatling Shotgun or Acid Gun on it and send it back where it belongs!

AP Ammunition

These days, what with armored steamwagons and desperadoes running around in mail-ordered bulletproof vests, ordinary ammunition just can't cut it anymore. But AP Ammunition can! Made from ghost steel combined with high-powered powder loads, and jacketed in copper or iron to keep them from wearing on your shootin' iron excessively, these bullets cut through steel plating like a knife through butter!

AP Ammunition reduces the protection provided by any worn armor by half, or the overall AC of an armored vehicle by half. It costs a whopping \$1 *per bullet* for revolver rounds, or \$2 per bullet for rifle rounds.

Reliability: 2

Malfunctions:

Minor: The bullet fails to reduce the armor's protection, though it still does normal damage to the target if the shot hits

Major: If the bullet hits any armor whatsoever, it shatters on impact, doing no damage.

Catastrophe: The bullet explodes in the chamber, destroying the gun and doing the gun's basic damage to the shooter.

Acid Gun

Facing an opponent against whom ordinary bullets are weak or useless, and who shrugs off the fiery blast of a flamethrower? Or maybe you just don't want to worry about setting anything on fire? Well, in that case, the Acid Gun is just what you're looking for. Using pressurized air, it shoots a thin stream of concentrated acid at any target within 45 feet. Anything hit by the acid is utterly destroyed!

Firing an Acid Gun requires the *Firearms* feat. Targets hit by the acid take 4d6 damage, and then an additional 1d6 damage per round for the next 1d4 rounds. Pouring a canteen of water over a suffering victim reduces the damage for that round by half; immersing him in water stops the damage from occurring for good.

An Acid Gun costs \$2,500. An acid refill, sufficient for 20 shots, costs \$20 (or you can make your own with the proper equipment and a Knowledge (Chemistry) roll against DC 12. You can replenish the pressurized air by spending one full round per shot (maximum of 20) working the gun's built-in pump.

Reliability: 2

Malfunctions:

Minor: All air pressure lost; gun cannot fire until shooter works the pump and repressurizes it.

Major: The seals on the air reservoir dissolve; weapon is useless until new seals are installed and the reservoir pumped full of air.

Catastrophe: The acid tank ruptures; 1d10 shots of acid shower over the shooter, causing full damage.

Auto-Fanner

Don't know how to fan your revolver? Don't have to! With the Auto-Fanner, even the greenest tinhorn can sling lead like a practiced shootist.

When attached to a single-action revolver, the Auto-Fanner allows a character to shoot as if he had the *Fannin'* feat. Furthermore, since the shooter can maintain a better grip on his gun, he suffers only a -4 penalty, rather than -6.

The Auto-Fanner costs \$75.

Reliability: 5

Malfunctions:

Minor: A spring shoots out of the side of the device when the trigger is pulled. Until fixed with a Tinkerin' roll against DC 12, the Auto-Fanner won't work, but the shooter can fire his revolver normally.

Major: The trigger catch locks, causing every round in the gun to fire in a flurry of lead! Due to the surprise caused by the malfunction, only the first shot has any chance to hit the target.

Catastrophe: The Auto-Fanner ignites a round before the chamber aligns with the barrel, causing the revolver to explode. The shooter suffers 3d6 damage.

Gatling Rifle

Sometimes a pistol, even an automatic one, isn't enough to do the trick. Fortunately, the "mad scientists" of the Weird West have found a way to apply Gatling's principles to rifles!

Each shot from a Gatling rifle does 2d8 damage; the weapon has a magazine of 30 shots. Firing the weapon requires the *Automatics* feat. Reloading the weapon takes one round if a loaded and wound magazine is available; otherwise it takes one full round to load and wind a magazine. Additionally, after loading a new magazine, the shooter must wind the gun's clockwork mechanism; this takes one full round for each six shots in the magazine.

A Gatling rifle costs \$3,000; each clockwork magazine costs \$300 (ammo cost is separate).

Reliability: 4

Malfunctions:

Minor: The weapon jams. Fixing it requires a Tinkerin' check against DC 12.

Major: The chamber's gear linkages strip; shooter cannot fire weapon until he replaces the entire chamber (which requires out of combat work).

Catastrophe: The chamber breaks under the stress of firing, flying back and hitting the shooter for 4d8 damage.

Gatling Shotgun

And if a rifle's *still* not enough, give the Gatling shotgun a try! It's guaranteed to put enough lead in the air to drop any target.

Each shot from a Gatling shotgun does 1d6-4d6, just like normal shotguns; the weapon from a belt of 15 shots. Firing the weapon requires the *Automatics* feat. Reloading the weapon takes two full rounds (one to remove the empty ammo belt, another to insert a fresh belt). Additionally, after loading a new magazine, the shooter must wind the gun's clockwork mechanism; this takes one full round for each five shots in the magazine.

Some shooters have tried to clip multiple ammo belts together to increase their supply of rounds and reduce the need to reload. This works, but the extra weight strains the weapon. For each belt clipped on after the first, increase the gun's reliability by 1.

A Gatling shotgun costs \$4,000; each cartridge belt costs \$100.

Reliability: 5

Malfunctions:

Minor: The weapon jams. Fixing it requires a Tinkerin' check against DC 12.

Major: The ammo belt misfeeds and wedges in the chamber; clearing it requires one full round and a Tinkerin' check against DC 18.

Catastrophe: Misalignment—the belt feed is off, causing the gun to explode; the shooter takes 6d6 damage.

Telescopic Sight

For distance shooting, nothing beats telescopic sights. By making the target seem closer, they enhance accuracy to unheard-of levels. Even better, "owl eye" sights that allow the user to see in the darkness as if it were daylight are available.

Telescopic sights come in magnifications of x2, x4, and x8. The first adds 10 feet to a rifle's Range Increment, the second 20 feet, and the third 30 feet—but to get this bonus, the shooter must make a full attack. They cost \$150, \$250, and \$500, respectively. Owl eye scopes cost three times the listed price.

Reliability: 1

Malfunctions:

Minor: Scope is misaligned; all shots made with the weapon suffer a -2 circumstance penalty until someone makes a Tinkerin' roll against DC 12 to fix the problem.

Major: Scope is knocked out of alignment; all shots made with the weapon suffer a -4 circumstance penalty until the scope is sighted in again (an out of combat action).

Catastrophe: The lens shatters; scope is unusable until the lens is replaced. If the shooter was looking through the lens when he shot, he takes 2d4 damage and is blind in that eye until he heals.

Holsters

If you've got a shootin' iron, you need some way to carry it around. But a good holster can do more than just hold your revolver; it can make the gun easier to draw, or to conceal. *Deadlands D20* describes the most common form of "modified" holster, the quick-draw holster. Here are some others. As with draws, any Initiative bonus from a holster only applies in the first round of combat when the character draws his gun; in later rounds, or if he already has his gun out, it does not apply.

Swivelling Holster; Gillett Belt

Even faster than a fast-draw holster is the swivelling or pivoting holster. It attaches to the gunslinger's belt by a stud and is open at the bottom. Rather than wasting time drawing the gun, the gunslinger simply pivots the gun up and fires from the hip. This provides a +3 Initiative bonus, but at the cost of a -1 to hit penalty. Swivelling holsters must be custom-made and cost \$20.

Similar in function to a swivelling holster is a *Gillett belt*, named after its inventor, El Paso Deputy Marshal Jim Gillett. It must be custom-made and costs \$15. It consists of a metal plate, shaped to hold a metal stud in place, attached directly to the belt. A gun for use with it must have the metal stud attached to it; this costs \$5. The stud slides into the metal plate and locks in place. The hero can then walk around with his gun attached directly to his belt, without a holster—and then pivot the gun up and hip-fire when he has to. It provides the same bonus as a swivelling holster.

Concealment Holsters

There were also special holsters that kept guns out of sight until the gunslinger was ready to use them. A shoulder holster hides a gun underneath a man's coat, allowing him to fool his opponent into thinking he's reaching for a handkerchief instead of a revolver. Shoulder holsters cost \$5 and provide a +1 circumstance bonus to Holdout checks to hide the gun.

Even more popular with gamblers are springsleeve holsters, which hide a gun up the sleeve and thrust it out into the shooter's hand when he flexes his wrist the right way. This adds +3 to Holdout rolls, and can also improve Initiative. If the user makes a Dexterity check against DC 12, or has the feat *Fill Yer Hand*, he gains a +1 circumstance bonus to his Initiative in the round he "draws" the gun. If he misses the Dexterity roll, he fails to grab hold of the gun as it shoots out of his sleeve and it goes flying across the room. A springsleeve holster can only carry a small gun (a derringer or pocket pistol) and costs \$11.

Other Quick-Draw Tricks

Besides special holsters, gunslingers have plenty of other tricks to improve their drawing and shooting speed. Some of them apply grease or wax to the inside of their holsters. Some file down the sights of their guns to keep them from snagging on the holster. Either of these tricks adds +1 to Initiative rolls, but they cannot be used together.

Expanded Shootin' Irons List

Weapon	Cost	Damage	Critical	Increment	Weight	Shots	Caliber	Type
Single-Action Revolvers								
Adams Revolver#	\$16	2d6+2	19-20/x2	30 ft.	2 lb.	5	.50	P
Army Pistol	\$12	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44	P
Augusta Revolver#	\$10	2d4+2	19-20/x2	30 ft.	3 lb.	6	.36	P
Colt Army#	\$10	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44	P
Colt Army — Thuer	\$13	2d6+1	19-20/x2	30 ft.	3 lb.	6	.44	P
Colt Buntline Special	Spec.	2d6+2	19-20/x2	30 ft.	3 lb.	6	.45	P
Colt Dragoon#	\$11	2d6+1	19-20/x2	30 ft.	4 lb.	6	.44	P
Colt Dragon No. 3 #†	\$13	2d6+1	19-20/x2	30 ft.	4 lb.	6	.44	P
Colt Frontier (1873)	\$15	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44-40	P
Colt Navy*	\$18	2d4+2	19-20/x2	30 ft.	3 lb.	6	.38	P
Colt Navy Revolver#	\$11	2d4+2	19-20/x2	30 ft.	3 lb.	6	.36	P
Colt New Line	\$8	2d4+1	19-20/x2	30 ft.	3 lb.	5	.30	P
Colt New Line	\$9	2d4+2	19-20/x2	30 ft.	3 lb.	5	.38	P
Colt Old-Line	\$8	2d4	19-20/x2	30 ft.	3 lb.	7	.22	P
Colt Open Top	\$13	2d6+1	19-20/x2	30 ft.	3 lb.	6	.44	P
Colt Open Top Pocket	\$8	2d4	19-20/x2	30 ft.	2 lb.	7	.22	P
Colt Paterson Belt Model#	\$12	2d4+1	19-20/x2	30 ft.	4 lb.	5	.31	P
Colt Peacemaker	\$15	2d6+1	19-20/x2	30 ft.	2 lb.	6	.45	P
Colt Pocket#	\$10	2d4+1	19-20/x2	30 ft.	3 lb.	5	.31	P
Colt Police#	\$10	2d4+2	19-20/x2	30 ft.	3 lb.	5	.36	P
Colt Walker#	\$12	2d6+1	19-20/x2	30 ft.	4 lb.	6	.44	P
Forehand & Wadsworth .44	\$13	2d6+1	19-20/x2	30 ft.	3 lb.	6	.44 R	P
Freeman Army Revolver#	\$10	2d6+1	19-20/x2	30 ft.	3 lb.	6	.44	P
Joslyn Army Revolver#	\$10	2d6+1	19-20/x2	30 ft.	3 lb.	5	.44	P
Kerr's Patent Revolver#	\$10	2d4+2	19-20/x2	30 ft.	3 lb.	5	.38	P
Leech & Rigdon Revolver#	\$10	2d4+2	19-20/x2	30 ft.	3 lb.	6	.44	P
LeMat Grapeshot Pistol	\$25	2d6	19-20/x2	30 ft.	4 lb.	9	.40	P
& Shotgun*		1-4d4	19-20/x2	10 ft.		1	16 ga	P
LeMat Revolver	\$25	2d6	19-20/x2	30 ft.	4 lb.	9	.42	P
& Shotgun#		1-4d4	19-20/x2	10 ft.		1	16 ga	P
Merwin Hulbert Army	\$14	2d6+1	19-20/x2	30 ft.	3 lb.	6	.44-40	P
Navy Pistol	\$10	2d4+2	19-20/x2	30 ft.	4 lb.	6	.44	P
Remington Army#	\$10	2d6+1	19-20/x2	30 ft.	3 lb.	6	.44	P
Remington-Beals Pocket#	\$10	2d4+1	19-20/x2	30 ft.	3 lb.	5	.31	P
Remington Navy#	\$10	2d6+2	19-20/x2	30 ft.	3 lb.	1	.50	P
Remington New Model	\$10	2d6+2	19-20/x2	30 ft.	3 lb.	6	.46	P
Remington Single-Action	\$13	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44	P
Roger & Spencer Army#	\$11	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44	P
Savage & North Navy#	\$12	2d4+2	19-20/x2	30 ft.	2 lb.	6	.36	P
Smith & Wesson No. 1	\$8	2d4	19-20/x2	30 ft.	3 lb.	7	.22	P
Smith & Wesson No. 2	\$10	2d4+1	19-20/x2	30 ft.	3 lb.	6	.32	P
Smith & Wesson No. 3	\$13	2d6+1	19-20/x2	30 ft.	3 lb.	6	.44	P
Smith & Wesson No. 3	\$14	2d6+2	19-20/x2	30 ft.	2 lb.	6	.45	P
S & W Baby Russian	\$11	2d4+2	19-20/x2	30 ft.	2 lb.	5	.38	P
Smith & Wesson Russian†	\$13	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44 R	P
Smith & Wesson Schofield*	\$14	2d6	19-20/x2	30 ft.	2 lb.	6	.45	P
Volcanic Pistol†	\$8	2d4+1	19-20/x2	30 ft.	3 lb.	6	.31	P
Volcanic Pistol-Carbine†	\$12	2d4+2	19-20/x2	30 ft.	3 lb.	10	.38	P
Volcanic Pistol†	\$10	2d6	19-20/x2	30 ft.	3 lb.	8	.41	P
Volcanic Repeating Pistol†	\$10	2d4+2	19-20/x2	30 ft.	3 lb.	6	.38	P
Wesson & Leavitt Pocket	\$8	2d4+1	19-20/x2	30 ft.	3 lb.	6	.31	P
W. Irving Knuckle-Duster	\$8	2d4+1	19-20/x2	30 ft.	3 lb.	5	.32	P
Double-Action Revolvers								
Colt Peacemaker	\$15	2d6+1	19-20/x2	30 ft.	3 lb.	6	.45	P
Colt Frontier	\$8	2d4+1	19-20/x2	30 ft.	2 lb.	6	.32-20	P
Colt Frontier	\$10	2d6+1	19-20/x2	30 ft.	3 lb.	6	.44-40	P
Colt Lightning	\$13	2d4+2	19-20/x2	30 ft.	2 lb.	6	.38	P
Colt Thunderer	\$14	2d6	19-20/x2	30 ft.	2 lb.	6	.41	P
Cooper Navy	\$12	2d4+2	19-20/x2	30 ft.	2 lb.	5	.36	P
Kerr's Patent Revolver#	\$11	2d4+2	19-20/x2	30 ft.	2 lb.	5	.38	P
Merwin Hulbert Pocket†	\$18	2d4+1	19-20/x2	30 ft.	2 lb.	6	.32	P
Pettengill Army†	\$14	2d6+1	19-20/x2	30 ft.	3 lb.	6	.44	P
Smith & Wesson DA	\$13	2d4+2	19-20/x2	30 ft.	2 lb.	5	.38	P
Smith & Wesson Frontier	\$15	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44 R	P
Starr Army Revolver#	\$9	2d6+1	19-20/x2	30 ft.	2 lb.	6	.44	P

Expanded Shootin' Irons (Cont.)

Weapon	Cost	Damage	Critical	Increment	Weight	Shots	Caliber	Type
Derringers & Pepperboxes, Single-Action								
Derringer	\$8	2d6+1	19-20/x2	15 ft.	.5 lb.	2	.44	P
American Pepperbox#	\$12	2d4+1	19-20/x2	15 ft.	2 lb.	18	.34	P
Colt Derringer	\$8	2d6	19-20/x2	15 ft.	.5 lb.	1	.41	P
English 1840 Model†	\$10	2d4+2	19-20/x2	15 ft.	2 lb.	8	.36	P
Knuckle-Duster*	\$8	2d4+1	19-20/x2	15 ft.	.5 lb.	5	.32	P
Remington Dble Derringer	\$10	2d6	19-20/x2	15 ft.	.5 lb.	2	.41	P
Remington Rider	\$10	2d4+1	19-20/x2	15 ft.	1 lb.	5	.32	P
Robbins & Lawrence P'box#	\$9	2d4+1	19-20/x2	15 ft.	1 lb.	5	.31	P
Rupertus Pepperbox*	\$6	2d4	19-20/x2	15 ft.	1 lb.	8	.22	P
Wesson Dagger-Pistol*	\$6	2d6	19-20/x2	15 ft.	1 lb.	2	.41	P
Williamson Single-Shot	\$7	2d6	19-20/x2	15 ft.	.5 lb.	1	.41	P
Derringers & Pepperboxes, Double-Action								
Chuchu Pistol	\$8	2d4	19-20/x2	15 ft.	1 lb.	4	.22	P
Marston Pistol	\$8	2d4+1	19-20/x2	15 ft.	1 lb.	3	.32	P
Palm Pistol†	\$9	2d4+1	19-20/x2	15 ft.	.5 lb.	7	.32	P
Remington-Eliot Derringer†	\$10	2d4+1	19-20/x2	15 ft.	.5 lb.	4	.32	P
Sharps Derringer	\$10	2d4+1	19-20/x2	15 ft.	.5 lb.	4	.30	P
Rifles And Carbines								
Ballard '72#	\$24	2d10	19-20/x2	75 ft.	11 lb.	1	.56	P
Bullard Express	\$30	2d10	19-20/x2	60 ft.	11 lb.	11	.50	P
Colt Lightning Repeater†	\$28	2d8	19-20/x2	75 ft.	12 lb.	7	.44-40	P
Colt Paterson Model 1836#	\$25	2d10+1	19-20/x3	60 ft.	12 lb.	1	.69	P
Colt Revolving Rifle#	\$24	2d10	19-20/x2	50 ft.	12 lb.	5	.56	P
Enfield Rifle Musket*#	\$25	2d10	19-20/x2	45 ft.	9 lb.	1	.58	P
Evans Old Model Sporter†	\$30	2d8+1	19-20/x2	75 ft.	13 lb.	34	.44 E	P
Henry Repeating Rifle	\$20	2d8+1	19-20/x2	60 ft.	10 lb.	15	.44 rf	P
Hotchkiss Repeating Rifle	\$45	2d8+1	19-20/x2	75 ft.	12 lb.	1	.45-70	P
LeMat Carbine	\$35	2d8	19-20/x2	45 ft.	14 lb.	9	.42	P
& Shotgun##		1-4d4	19-20/x2	10 ft.		1	16 ga	P
Remington Model 1871	\$20	2d8+2	19-20/x2	75 ft.	13 lb.	1	.50-70	P
Sharps 1855 Carbine#	\$18	2d10	19-20/x2	45 ft.	12 lb.	1	.57	P
Sharps 1859 Rifle†	\$19	2d8	19-20/x2	50 ft.	12 lb.	1	.52	P
Sharps 1869 Rifle	\$20	2d12	19-20/x2	60 ft.	13 lb.	1	.60	P
Sharps 1874 Rifle	\$22	2d8	19-20/x2	75 ft.	11 lb.	1	.45	P
Sharps Big .50	\$30	2d12	19-20/x3	120 ft.	10 lb.	1	.50-90	P
Sharps Carbine#	\$18	2d10	19-20/x2	45 ft.	8 lb.	1	.52	P
Spencer Carbine	\$15	2d8	19-20/x2	45 ft.	10 lb.	1	.52	P
Spencer Carbine	\$15	2d8	19-20/x2	45 ft.	8 lb.	7	.56	P
Springfield .58#	\$8	2d10	19-20/x2	45 ft.	9 lb.	1	.58	P
Springfield 1873	\$15	2d8+1	19-20/x2	75 ft.	11 lb.	1	.45-70	P
US Model 1822†	\$8	2d10+1-4d6	19-20/x2	30 ft.	14 lb.	1	.69	P
US Model 1842†	\$10	2d10+1-4d6	19-20/x2	40 ft.	12 lb.	1	.69	P
US Model 1855†	\$15	2d10	19-20/x2	50 ft.	10 lb.	1	.58	P
Volcanic Carbine†	\$14	2d6	19-20/x2	30 ft.	8 lb.	30	.38 or .41	P
Whitworth#	\$120	2d8	19-20/x2	90 ft.	9 lb.	1	.45	P
Winchester '66	\$20	2d8	19-20/x2	50 ft.	7 lb.	16	.44	P
Winchester '73	\$25	2d8+1	19-20/x2	60 ft.	7 lb.	16	.44-40	P
Winchester '76	\$40	2d8+2	19-20/x2	90 ft.	7 lb.	15	.45-70	P
Shotguns								
Colt Revolving Shotgun*	\$45	1d6-4d6	19-20/x2	30 ft.	10 lb.	5	12 ga	P
Double barrel*	\$35	1d6-4d6	19-20/x2	30 ft.	8 lb.	2	12 ga	P
Scattergun*	\$35	1d6-4d6	19-20/x2	10 ft.	5 lb.	2	12 ga	P
Single barrel*	\$25	1d6-4d6	19-20/x2	30 ft.	6 lb.	1	12 ga	P
Winchester Lever-Action*	\$35	1d6-4d6	19-20/x2	30 ft.	8 lb.	4	12 ga	P

*: See the *Deadlands D20* core rulebook's description of this weapon for special rules.

#: This weapon uses cap and ball ammunition (see *Deadlands D20*, page 59).

†: See the weapon's description in this book for special rules.

NO MAN'S LAND







CHAPTER FOUR: GUNFIGHTIN' RELICS

Gunslingers lead exciting, emotion-filled lives. The best of them are often called upon to perform heroic deeds. In the Weird West, sometimes this creates new relics. Some of the gunslinger-related relics that are currently floating around the world of *Deadlands* include:

Allison's Holsters

Clay Allison has left a couple of these holsters behind him in his travels. They look like ordinary fast-draw holsters, but are actually something more.

Power: *Allison's holsters* act like normal fast-draw holsters, and add an additional +2 to Initiative rolls when guns are drawn from them.

Taint: The wearer becomes lame (reduce his Speed to 20 feet).

Ghost Guns

No one knows just where these guns came from, or who made them. Some say they were sent here by the *Reckoners* themselves.

Others think that some gun-toting, black-hearted huckster loosed them on the world. But whoever—or whatever—made them didn't exactly do the world a favor.

The *ghost guns* are Colt Army revolvers made out of an eerie greyish metal. When one looks closely at them, their fancy engraving, which depicts sinners in torment in hell, seems to move slowly, as if the guns were forged of the souls of the damned. When a gunfight is brewing, the guns almost seem to leap into their owner's hands and begin blazing away. At such times, they emit a terrible wailing that somehow can be heard above the sound of the gunshots. Those who have survived an attack from the *ghost guns* claim the wailin' was worse than the wounds they took.

Power: The *ghost guns* never run out of ammunition, and never need to be reloaded. They do 3d6+1 damage, add +2 to Initiative rolls if drawn in the first round of combat, and add a +2 circumstance bonus to Intimidate rolls made when drawn.

Taint: The *guns* make the owner extremely bloodthirsty, foul-tempered, and vengeful. Anytime he is insulted, becomes frustrated by someone, or the like, he must make a Willpower save against DC 14 or draw the guns and blaze away at whoever's bothering him until he or the target is dead. Some folks claim that anyone using the *guns* is fated to die a violent death and to spend eternity in Hell.

Gunslinger's Blood

A few Weird West alchemists have been peddling vials of thick red liquid they identify as blood from various famous gunslingers. Sometimes they're selling Doc Holliday's blood, sometimes Wyatt Earp's, sometimes John Wesley Hardin's—it varies from place to place and day to day. How they got this blood, they're not saying, but they claim the stuff makes you a matchless gunfighter if you rub it on your skin.

Power: Gunslinger's Blood must be rubbed into the skin; this takes about 10 minutes. It lasts for 1d6+1 hours, and grants a +2 circumstance bonus to Initiative and to hit rolls during that time.

Taint: About 90% of what's being sold as Gunslinger's Blood is fake, and some of the fakes are poisonous. *Caveat emptor*. Not only that, but some of these shootists might object to someone else usin' their blood...

Harrowed Boots

These are boots—surprisingly well-preserved ones—that have been worn by a gunslinger who came back Harrowed and was then sent to his demise... err, re-demise. Anyone who's wearing them when he dies has a greater chance to come back Harrowed.

Power: If a character is killed while wearing Harrowed Boots, he may add +4 to his roll to determine if he comes back Harrowed.

Taint: The Boots may not be removed while the character is alive. While he is wearing them, no miracles or gifts can positively or beneficially affect him. For example, *cure light wounds* will not heal him.

Jack Vermillion's Everfull Cylinder

This gaudily-named relic is the creation of the equally gaudy Jack Vermillion—gunslinger, huckster, and gambler extraordinaire. It is an elaborately engraved and inlaid ghost steel cylinder for a .45 metallic cartridge revolver. Unfortunately for Jack, he lost it a couple years ago.

Power: The *everfull cylinder* never runs out of bullets. It fits any .45 revolver and never needs to be reloaded.

Taint: None, but Jack and plenty of gunslingers are looking high and low for it and won't hesitate to kill anyone who has it.

Parker Rope

Just the thing for your favorite group of vigilantes, this rope, already tied into a convenient noose, comes straight from the 13-holed gallows of "Hanging Judge" Isaac Charles Parker himself.

Power: Anyone hung with this rope suffers a -4 penalty to his Fortitude Save to avoid instant death.

Taint: The owner becomes bloodthirsty and wants to hang anyone who so much as spits on the sidewalk.

Nameable Bullets

This enchanted ammo is a slightly different form of *dead man's bullets*. They are created in more or less the same way.

Power: A shooter can designate *nameable bullets* with the name of a particular target. When fired at that target, they grant a +4 bonus to rolls to hit and for damage. Once named for a target, a bullet may not be renamed.

Taint: None.

Tom Smith's Spurs

Bear River Tom Smith is a mighty imposin' man. Anyone who wears a pair (or even one) of the spurs he has worn in the past will be able to call on a little bit of his menacing air.

Powers: Anyone wearing the *spurs* receives a +4 bonus to Intimidate rolls.

Taint: The wearer is considered to be *mean as a rattler* (as the Desperado ability), but doesn't gain the bonus to Intimidate—only the penalties to certain social skills.

PB

No Man's Land

THE MARSHAL'S HANDBOOK







CHAPTER FIVE: LAWMEN AND DESPERADOES

Now that you've learned what it takes to become a gunslinger, and you've equipped yourself with the perfect shootin' iron, it's time to take a look at the competition. If you want to call yourself the fastest, meanest, toughest gun in the Weird West, these are the guys you have to beat. You might also want to take a gander at Jesse James, Bat Masterson, and Wyatt Earp in the *Deadlands D20* book.

This chapter also contains the lowdown on how the law works in the Weird West. If your heroes should run afoul of the law, we've got everything you need to determine whether your characters go free or end up swinging from nooses. Of course, the procedures outlined in this chapter assume the jurisdiction in which the posse ran into trouble actually shows some respect for the law. If your heroes are arrested in an area where they like to dispense "frontier justice," no amount of fancy talking or loophole digging will get them out of trouble—a quick jailbreak may be the best course of action.

The White Hats: Lawmen of the Weird West

John Behan

John Behan stumbled into law as a way of making money. Born in Texas in 1837, his first job was as a cowboy. He attempted to step up from that to ranching, but the cattle fever killed off his herd and left him broke and discouraged. He decided to leave Texas and drifted west. As he was approaching the town of Tombstone, a road agent tried to take what little money he had. Incensed, Behan managed to draw his gun and shoot the man dead before the outlaw could fire. That incident gave Behan an idea.



His arrival in Tombstone couldn't have been better timed. The Confederacy was setting up counties in Arizona and looking for a sheriff for each county. When folks heard about what he'd done, they suggested he apply for the sheriff's job. When he heard that his pay would be a portion of the taxes he collected, he jumped at the chance and got himself a star.

Although he's been sheriff of Cochise County for a few years now, the arrests Behan has made are said to number in the single digits—the low single digits. He'd rather leave the actual law enforcement work to Tombstone's town marshal, Fred White, and concentrate on collecting taxes.

He's mighty good at that job; most years his 10% comes to between thirty and forty thousand dollars, making him a wealthy man. He likes it that way, and doesn't intend to do anything to rock the boat—including making trouble for the Cowboy Gang.

Behan is often seen on the streets of Tombstone. He's tall and handsome, with a large black moustache, nice clothes, a silver-plated .45 on his right hip, and his badge worn proudly on his chest. But when there's trouble, you're not likely to see him.

Profile: Sheriff John Behan

Class: Gunslinger 4

Hit Points: 24

Initiative: +1

Speed: 30 feet

Armor Class: 11

Attacks: Melee +4, Ranged +5

Saves: Fort +3, Ref +5, Will +2

Abilities: Str 11, Dex 13, Con 12, Int 12, Wis 12, Cha 14

Skills: Gamblin' +3, Gunplay +3, Intimidate +1, Knowledge (law) +3, Knowledge (Cochise County) +3, Ride +5, Spot +3, Use Rope +4

Feats: Dinero (four times starting funds), Firearms, Quick Draw, Simple Weapons

Alignment: Neutral

Weapons:

Weapon 1: Colt Peacemaker DA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots, silvered and engraved)

Weapon 2: Winchester '76 (2d8+2 damage (.45-70 caliber), 19-20/x2 critical, range increment 90 feet, 15 shots)

Possessions: Firearms, 50 rounds of ammunition for each gun, badge, fine clothes, horse

Seth Bullock

Easygoing Seth Bullock is the town marshal of Deadwood in the Dakotas. Born in Ohio in 1843, he grew up the son of a lawman and followed his father into that trade, becoming a deputy town marshal in Cincinnati. Seeking

advancement and fame, he went to Deadwood in 1875 and took the job as town marshal. He's had a few regrets since then, they say, but he has managed to do his job with a minimum of fuss—to the relief of most of the peaceable townspeople.

Bullock is nothing like Dallas Stoudenmire or similar lawmen; he takes after the likes of Wyatt Earp more. He'd rather deal with the problems in Deadwood in a peaceful way. Since most of what he and his six deputies do is handle drunks, rowdy miners, and angry gamblers, his restraint is a good thing. He's had to buffalo a few folks, and he drew his gun and shot a drunken, gun-waving miner one time, but otherwise things have gone smoothly on his watch. Some folks credit his fearsome stare and imposing stature with helping him resolve problems sans gunplay.

Not all of the citizens of Deadwood are satisfied with him, though. Some of them would prefer a more aggressive approach to keeping ne'er-do-wells and outlaws away from the town. These folks wanted to replace him with Wild Bill Hickok, but since Hickok's death they've been looking for another candidate.

Bullock has a lot of duties besides law enforcement, such as keeping the streets repaired and watching out for fire hazards, which he takes seriously. As a member of the Board of Health & Street Commissioners, he also takes an active hand in keeping Deadwood clean and as disease-free as possible. His civic-mindedness stems in part from the fact that he owns several businesses, including a small saloon and general store. Some people have accused him of paying more attention to his businesses than marshalling.

Marshal Seth Bullock

Class: Gunslinger 6, Law Dog 2

Hit Points: 55

Initiative: +6

Speed: 30 feet

Armor Class: 12

Attacks: Melee +9/+4, Ranged +10/+5

Saves: Fort +6, Ref +8, Will +3

Abilities: Str 12, Dex 15, Con 14, Int 13, Wis 13, Cha 15

Skills: Diplomacy +5, Gunplay +6, Intimidate +11, Knowledge (law) +4, Knowledge (Deadwood) +5, Ride +6

Feats: Brave, Dead Eye, Dinero, Dodge, Firearms, Improved Initiative, Law Man (town marshal), Mercy Shot, Quick Draw, Simple Weapons, The Stare, Weapon Focus (Pettengill Army)

Alignment: Neutral Good

Lawmen & Desperadoes

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Weapons:

Weapon 1: Pettengill Army (2d6+1 damage (.44 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 2: Springfield 1873 (2d8+1 damage (45-70 caliber), 19-20/x2 critical, range increment 75 ft., 1 shot)

Possessions: Firearms, 50 rounds of ammunition for each gun, badge, horse

Tom Horn

Born in 1830 in what would become the state of Missouri, Tom Horn ran away from home when he was only 14. After working as a cowboy (and rodeo champion), Indian scout for the U. S. Army, and bounty hunter, he became an Agency operative. He has been a nigh-legendary figure in the Agency ever since. He can ride, rope, shoot, and track better than just about any other Agent, and his toughness and bloodthirstiness are renowned. Few outlaws or abominations have walked away from confrontations with him; his body count and willingness to shoot are astounding. So is his bravery; he'll walk right up to people who point guns at him and disarm them.

Horn is easily recognized—he is tall and broad-shouldered, with thick sandy blonde hair and beard, and he carries a whole mess of guns (though not an Agent's trademark Gatling pistol; he considers them too unreliable). His eyes are steely, and he never backs down from a confrontation. He has little tolerance for high-falutin' manners, folks who beat around the bush, or pointless bureaucracies and ceremony. He doesn't like all the Agency procedures, either, and is constantly getting in trouble for breaking the rules and not filing reports.

Tom Horn

Class: Gunslinger 6, Agent 6

Hit Points: 111

Initiative: +7

Speed: 30 feet

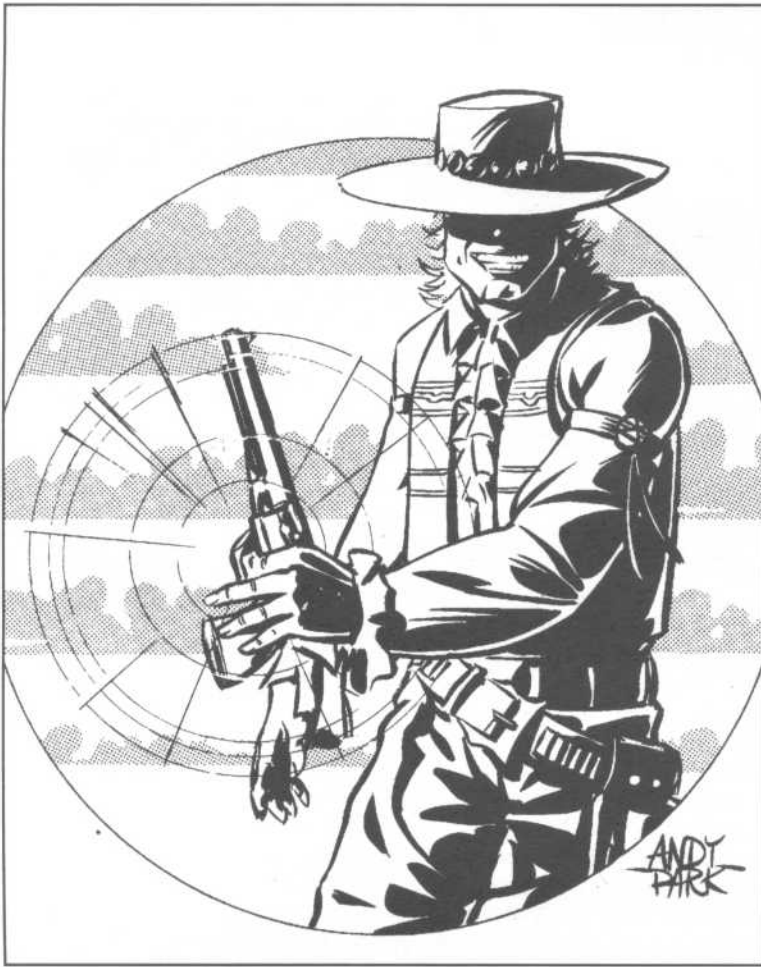
Armor Class: 13

Attacks: Melee +13/+8, Ranged +13/+8

Saves: Fort +8, Ref +11, Will +8

Abilities: Str 16, Dex 16, Con 16, Int 13, Wis 13, Cha 14

Skills: Bluff +4, Intimidate +7, Knowledge (law) +4, Knowledge (occult) +3, Ride +8, Spot +8, Use Rope +6, Wilderness Lore +8



Feats: Automatics, Brave, Dead Eye, Firearms, Grim Servant o' Death, Improved Initiative, Improved Unarmed Strike, Quick Draw, Simple Weapons, Skill Focus (Intimidate, Spot), Track

Alignment: Neutral

Weapons:

Weapon 1: Colt Peacemaker SA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 2: Colt Peacemaker SA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 3: Colt Thunderer (2d6 damage (.41 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 4: Winchester '76 (2d8+2 damage (.45-70 caliber), 19-20/x2 critical, range increment 90 feet, 15 shots)

Weapon 5: Double-barrel shotgun (1d6-4d6 damage (12 gauge), 19-20/x2

critical, range increment 30 ft., 2 shots)

Weapon 6: Bowie knife (1d4+1, 19-20/x3 critical, range increment 10 ft.)

Possessions: Firearms, 50 rounds of ammunition for each gun, fast draw holsters for each revolver, Bowie knife, rope, horse

Hank "One-Eye" Ketchum

"One-Eye" Ketchum, a Lieutenant in the Rangers who mainly patrols western Texas, New Mexico, and eastern Arizona, got his nickname during the Battle of Gettysburg, where he was fighting with the Rangers on behalf of the Confederacy. He was wounded in the battle and taken to a field hospital. There, the stories tell it, one of the surgeons went mad and began mutilating patients. Before he was done, he'd taken Ketchum's right eye out with a surgical probe. But despite his wound and the pain of just having lost an eye, Ketchum got up off his bed and chased the so-called Butcher. Although the Butcher got away, One-Eye's been after him ever since. He said once that since the Butcher's left him with only one eye, he figures he needs to get one from the Butcher to replace it.

As that story ought to tell you, Ketchum is tough—one of the toughest men in the Rangers. Even if he doesn't manage to get his gun out first, he can take enough punishment to kill any three other men and still keep going. Long before you can hurt him enough to even make him wince, he'll fill you full of lead.

Besides the Butcher, Ketchum's biggest adversaries are the members of the Cowboy Gang over Tombstone way. Whenever he pulls into town, they pull out just before he gets there. He's just itching to catch them in the act of cattle-rustling, and as soon as he does, they'll be looking at a tombstone of a different kind.

Profile: Hank "One-Eye" Ketchum

Class: Gunslinger 6, Ranger 8

Hit Points: 140

Initiative: +7

Speed: 30 feet

Armor Class: 13

Attacks: Melee +16/+11/+6, Ranged +17/+12/+7

Saves: Fort +13, Ref +10, Will +8

Abilities: Str 15, Dex 17, Con 18, Int 15, Wis 14, Cha 12

Skills: Gather Information +8, Gunplay +17, Holdout +6, Intimidate +10, Knowledge (the Southwest) +5, Ride +10, Search +5, Spot +11, Wilderness Lore +6

Feats: Dead Eye, Firearms, Grim Servant o' Death, Improved Initiative, Level-Headed, Quick Draw, Simple Weapons, The Stare, Track, Weapon Focus (Colt Peacemaker)

Alignment: Lawful Good

Weapons:

Weapon 1: Colt Peacemaker DA (masterwork) (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 2: Colt Peacemaker DA (masterwork) (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 3: Winchester '76 (2d8+2 damage (.45-70 caliber), 19-20/x2 critical, range increment 90 feet, 15 shots)

Weapon 4: Bowie knife (1d4+1, 19-20/x3 critical, range increment 10 ft.)

Possessions: Firearms, 50 rounds of ammunition for each gun, Bowie knife, rope, horse

"Bear River" Tom Smith

As the best-known Deputy United States Marshal for the District of Kansas, stationed in Abilene, Tom Smith is one of the strongest forces for law and order in the Disputed Lands. His guns and fists have helped keep Abilene safe for many years. He has become a solid bulwark of Union authority in the as-yet unaffiliated "state" of Kansas.

Tom Smith was born in 1840 back east in New York City. As a young man he started his career in law enforcement as a New York cop. He soon moved west and became a lawman in Bear River City, a railroad boomtown in Wyoming. That's where his nickname comes from, of course.

In 1870, Smith came to Abilene as sheriff for \$150 a month and \$2 per arrest made. He instituted and began enforcing a law that forbade men to carry guns within city limits. Although this law was extremely unpopular at first, he enforced it strongly. This led to several attempts on his life, but every one of the assassins ended up facedown in the dirt of Abilene's Main Street. In time the citizens came to appreciate and even like the "no guns" law.

After a few years as Abilene's sheriff, Smith left that job to become a Deputy United States Marshal. Since then he's traveled all over the territory, chasing outlaws and rustlers. He's even had a run-in or two with the James Gang, but has not yet been able to bring them to justice. He's also seen some mighty peculiar things, like a Sioux brave that could turn

himself into a rattler and a funny-lookin' rabbit with horns. He shot the rabbit, but a group of men in black dusters took it away from him when he showed it to them.

Smith isn't a very violent man, as Western lawmen go. He prefers to solve problems with his ham-sized fists rather than his six-shooters. He smashes in the door with his bare hands, breaks a few jaws and ribs with well-placed punches, grabs the man he wants, and drags him off to jail without a shot being fired. He uses his guns more for buffaloin' than shooting; he's found that when he's on his horse, the leverage he can get with a pistol-barrel leaves a pretty good-sized dent in a man's head.

Smith is a huge bear of a man (another good reason for the nickname)—six and a half feet tall, shoulders like an ox, hands big enough to grab a man's head and sling him around. He wears a Deputy U. S. Marshal's star on his vest, and he carries two pearl-handled Colt Peacemakers given to him by the grateful citizens of the town of Abilene.

Profile: "Bear River" Tom Smith

Class: Gunslinger 6, Law Dog 6

Hit Points: 122

Initiative: +7

Speed: 30 feet

Armor Class: 13

Attacks: Melee +16/+11/+6, Ranged +15/+10/+5

Saves: Fort +12, Ref +10, Will +8

Abilities: Str 19, Dex 16, Con 19, Int 13, Wis 13, Cha 15

Skills: Gamblin' +4, Gather Information +9, Gunplay +4, Intimidate +15, Ride +8, Spot +9

Feats: Brave, Dead Eye, Dodge, Firearms, Improved Initiative, Improved Unarmed Strike, Level-Headed, Quick Draw, Law Man (U.S. Marshal), Mounted Combat, Simple Weapons, Stunning Fist

Alignment: Neutral Good

Weapons:

Weapon 1: Colt Peacemaker DA (masterwork) (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 2: Colt Peacemaker DA (masterwork) (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)



Weapon 3: Winchester '76 (2d8+2 damage (.45-70 caliber), 19-20/x2 critical, range increment 90 feet, 15 shots)

Possessions: Firearms, 50 rounds of ammunition for each gun, badge, and a horse

Dallas Stoudenmire

An Alabaman born in 1845, Stoudenmire fought for the Confederacy before leaving to go west and join the Texas Rangers. He served a brief stint in the Rangers, but proved unwilling to accept the discipline and responsibility involved. He quit and began working as a sheriff or town marshal in various places across Texas. During this time he got into a good many gunfights—some in the line of duty, some personal—and came out on top in every one. He finally came to El Paso about 1870, and got the job of town marshal. He's paid one-third of all fines collected as the result of his work. He has five deputies, or "constables," including "Mysterious" Dave Mather (a reformed outlaw who's a descendant of Cotton Mather), and James Gillett.

As violent as El Paso is, Stoudenmire is worse, and extremely hot-tempered to boot. He's shot and killed half a dozen men since taking the job, and a lot of

folks are afraid of him. He doesn't help matters by getting drunk most evenings and using the bell of St. Clement's Church for target practice, or by openly running around on his wife. His behavior has made him a lot of enemies, from the local newspaper editor (who wants to see him fired) to the Manning Brothers and their friends (who want to see him dead). But it's earned him a few friends among those he's protected and saved, too.

Stoudenmire is six-foot-two with hazel eyes, auburn hair, a broad, pale face, a fancy moustache, and a "granite jaw." Despite the rough-and-tumble nature of his work, he dresses nicely at all times, with his marshal's badge prominently displayed. He wears no holster, preferring to keep his guns (one with a lengthened barrel, one a "belly gun" he conceals) in specially-made pockets in his pants. He's a southpaw.

Profile: Dallas Stoudenmire

Class: Gunslinger 10

Hit Points: 63

Initiative: +6

Speed: 30 feet

Armor Class: 12

Attacks: Melee +11/+6, Ranged +12/+7

Saves: Fort +7, Ref +9, Will +3

Abilities: Str 13, Dex 14, Con 14, Int 12, Wis 10, Cha 12

Skills: Gunplay +10, Holdout +6, Intimidate +8, Ride +8, Speed Load +6, Spot +5

Feats: Dead Eye, Dodge, Firearms, Grim Servant o' Death, Improved Initiative, Level-Headed, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons,

Weapon Focus (Colt Peacemaker),
Weapon Specialization (Colt
Peacemaker)

Alignment: Neutral Evil

Weapons:

Weapon 1: Colt Peacemaker DA
(lengthened barrel) (2d6+1 damage (.45
caliber), 19-20/x2 critical, range
increment 35 ft., 6 shots)

Weapon 2: Colt Peacemaker DA (belly gun)
(2d6+1 damage (.45 caliber), 19-20/x2
critical, range increment 30 ft., 6 shots)

Possessions: Firearms, 50 rounds of
ammunition for each gun, fancy clothes
specially tailored with "gun pockets,"
badge, horse

Heck Thomas

Although he was born Henry Andrew Thomas, Heck Thomas has been referred to by his nickname all his life because of his penchant for getting into and out of trouble. Born in Georgia in 1840, he fought for the Confederacy under Stonewall Jackson but has never truly embraced the secesh cause. Leaving the war behind, he worked as a guard for the Texas Express company, then as a deputy marshal in Fort Worth. He soon went north to Perry, Oklahoma, "Hell's Half Acre," home to 2,500 people and 110 saloons. He worked there as town marshal for a while, earning a reputation as an unbeatable lawman. He, Bill Tilghman, and Chris Madsen became known as the "Three Guardsmen" for trying to bring law and order to the Disputed Lands.

Thomas had a run-in with famed outlaw Sam Bass and his gang while in Perry when they showed up to rob the bank. Even though he was injured in the gunfight, he managed to hide the money and put decoy packages in the bank's safe so that Bass got away with a grand total of \$89.

Thomas eventually left his marshal's job and moved north, taking a commission as a Deputy United States Marshal. In three years of working for the Union, he arrested over 300 men, and even exchanged shots with the infamous Ned Christie, though he failed to bring the outlaw in.

Thomas tired of being a Deputy Marshal and decided that the time had come to form his own private detective company. He established the Thomas Detective Agency in Chicago and has been working steadily as a detective and bounty hunter since then. Despite the fact that he's now a private lawman for hire, he remains true to his code of ethics and notions of justice, and won't take jobs he doesn't agree with.

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For so famous a lawman, with such a reputation for being ornery and tough, Thomas doesn't cut a very imposing figure. He's short and somewhat tired-looking, as if he's just spent all day in the saddle. His ivory-handled sixguns speak more loudly than does his personal appearance, though.

Profile: Heck Thomas

Class: Gunslinger 6, Law Dog 4, Bounty Hunter 3

Hit Points: 115

Initiative: +6

Speed: 30 feet

Armor Class: 12

Attacks: Melee +15/+10/+5, Ranged +15/
+10/+5

Saves: Fort +13, Ref +9, Will +11

Abilities: Str 14, Dex 15, Con 16, Int 14, Wis
14, Cha 12

Skills: Bluff +6, Diplomacy +4, Gather
Information +6, Gunplay +8, Hide +6,
Knowledge (law) +4, Move Silently +6,
Ride +8, Sense Motive +5, Spot +5,
Wilderness Lore +6

Feats: Dead Eye, Dodge, Firearms,
Improved Initiative, Law Man (U.S.
Marshal; currently inactive), Level-
Headed, Quick Draw, Point Blank Shot,
Rapid Shot, Renown, Simple Weapons,
Track, Weapon Focus (Colt Peacemaker),
Weapon Specialization (Colt
Peacemaker)

Alignment: Neutral Good

Weapons:

Weapon 1: Colt Peacemaker DA
(masterwork, pearl-handled) (2d6+1
damage (.45 caliber), 19-20/x2 critical,
range increment 30 ft., 6 shots)

Weapon 2: Colt Peacemaker DA
(masterwork, pearl-handled) (2d6+1
damage (.45 caliber), 19-20/x2 critical,
range increment 30 ft., 6 shots)

Weapon 3: Winchester '73 (2d8+1
damage (.44-40 caliber), 19-20/x2
critical, range increment 60 feet, 16
shots)

Weapon 4: Double-barrel shotgun (1d6-
4d6 damage (12 gauge), 19-20/x2
critical, range increment 30 ft., 2
shots)

Weapon 5: Bowie knife (1d4+1, 19-20/x3
critical, range increment 10 ft.)

Possessions: Firearms, fast draw holsters
for his revolvers, 50 rounds of
ammunition for each gun, Bowie knife,
rope, horse



The Black Hats: Outlaws Of The Weird West

Clay Allison

"The Wild Wolf of the Washita," they call him, and they're not far wrong. Allison's as vicious as a wolf, and about twice as temperamental. Born in 1840 in Tennessee, he fought for the Confederacy in the War Between The States until he was discharged on account of mental problems (his physical problem—a clubfoot—does not seem to have mattered). He re-enlisted with a unit that didn't care about his mental condition. When he tired of the war, he drifted west into Texas. There he became a cowboy. Bored, he turned to

outlawry, and has left a trail of blood behind him almost unequalled in the West. All told he's killed about a dozen men, most by gunfire, some by lynching or other gruesome means. His victims include cowboys, banditos, Union cavalry officers, and a dentist who accidentally pulled the wrong tooth when he worked on him. Allison tied him into his own chair and extracted two of his teeth before killing him. He cut off another victim's head and put it on a pole inside a saloon. He even shot a man for snoring too loudly.

Allison is wildest and most dangerous when he's been drinking—he's prone to taking potshots at people with his sixguns and causing other havoc. Once when drunk he rode through a town naked and then invited the whole town for drinks at the saloon.

Allison's skills as a gunfighter include his calmness under fire, accuracy, and ability to clear leather fast. Several of his killings have been in quick-draw contests. However, Deputy Marshal Wyatt Earp was able to outdraw him and force him to leave Dodge City, and he's never gone back.

The Governor of New Mexico has posted a \$500 reward for Allison, dead or alive.

Profile: Clay Allison

Class: Gunslinger 8, Desperado 5

Hit Points: 108

Initiative: +7

Speed: 20 feet (clubfooted)

Armor Class: 13

Attacks: Melee +15/+10/+5, Ranged +16/+11/+6

Saves: Fort +11, Ref +11, Will +4

Abilities: Str 15, Dex 17, Con 16, Int 10, Wis 10, Cha 10

Skills: Gunplay +10, Intimidate +6, Ride +6, Use Rope +6, Wilderness Lore +4 (8 points)

Feats: Dead Eye, Firearms, Grim Servant o' Death, Improved Initiative, Level-Headed, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons, Steady Shot, Weapon Focus (Colt Peacemaker), Weapon Specialization (Colt Peacemaker)

Alignment: Neutral Evil

Weapons:

Weapon 1: Colt Peacemaker DA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 2: Colt Peacemaker DA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 3: Scattergun (1d6-4d6 damage (12 gauge), 19-20/x2 critical, range increment 10 ft., 2 shots)

Weapon 4: Bowie knife (1d4+1, 19-20/x3 critical, range increment 10 ft.)

Weapon 5: Bowie knife (1d4+1, 19-20/x3 critical, range increment 10 ft.)

Possessions: Firearms, fast draw holsters for both revolvers, 50 rounds of ammunition for each gun, two Bowie knives, horse.

Sam Bass

Born in 1851 in Indiana, Sam Bass grew up a handsome young man with dark hair and eyes and a sallow complexion. He moved to Texas in 1870 and became a deputy sheriff in Denton, but was soon lured away from the law by the fast life of horse-racing. His first theft came after a cattle drive, when he decided not to give the money to the rancher who owned the beeves. Instead, he headed for Deadwood, where he wasted the cash on gambling, prostitutes, and liquor. When the money ran out, he and some friends recruited a gang and began robbing stagecoaches and trains.

Over the last several years, Bass and his gang have robbed their way across the West. As gang members have been shot and killed, new ones have been recruited to take their place. The Texas Rangers, the U.S. Marshals, and a handful of bounty hunters are all after him; there's a \$500 reward out for him, dead or alive (posted by a group of railroad and stage companies).

Despite his notoriety, Bass is not a very violent outlaw. He'll shoot back if shot at, and he has killed a couple of lawmen, but he prefers to threaten his victims into giving him what he wants. He is sympathetic to women, cripples, and old folks, and usually won't search them or take money from them during his robberies.

Profile: Sam Bass

Class: Gunslinger 6, Desperado 6

Hit Points: 83

Initiative: +6

Speed: 30 feet

Armor Class: 12

Attacks: Melee +14/+9/+4, Ranged +14/+9/+4

Saves: Fort +10, Ref +9, Will +7

Abilities: Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 13

Skills: Bluff +5, Gamblin' +3, Gunplay +4, Intimidate +10, Ride +10, Speed Load +5, Use Rope +6, Wilderness Lore +4

Feats: Dead Eye, Dodge, Firearms, Improved Initiative, Leadership (gang), Level-Headed, Mercy Shot, Mounted Combat, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons

Alignment: Neutral Evil

Weapons:

Weapon 1: Colt Peacemaker DA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 2: Winchester '73 (2d8+1 damage (.44-40 caliber), 19-20/x2 critical, range increment 60 feet, 16 shots)

Weapon 3: Double-barrel shotgun (1d6-4d6 damage (12 gauge), 19-20/x2 critical, range increment 30 ft., 2 shots)

Weapon 4: Bowie knife (1d4+1, 19-20/x3 critical, range increment 10 ft.)

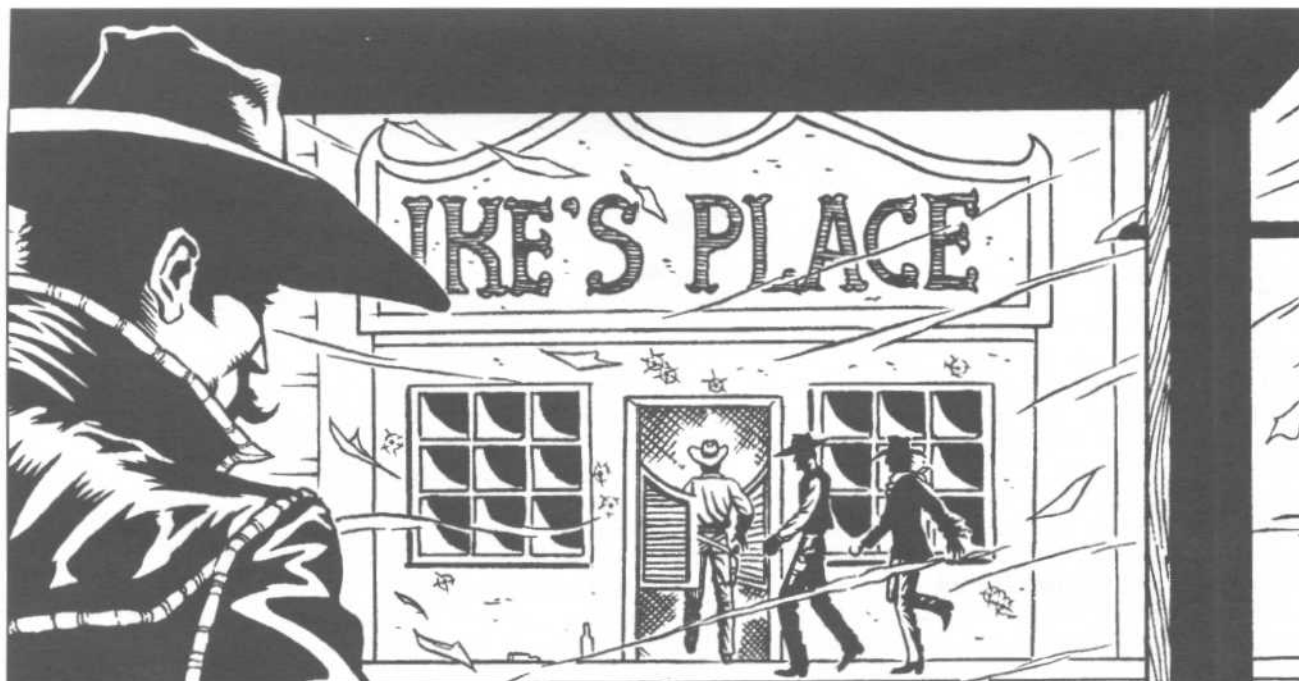
Possessions: Firearms, 50 rounds of ammunition for each gun, Bowie knife, horse

Black Bart

Black Bart is something of a mystery. No one knows his real name or where he lives. All that is known for sure is that he's the most infamous stagecoach robber in the West. Since his first appearance in 1875, he's robbed nearly 20 stages in California and Nevada, about half of them Wells Fargo stages. He's taken in nearly twenty thousand dollars during his "career."

Bart usually appears in the middle of the road just as a stage comes around a bend, pointing a rifle at the driver. He wears a long, white duster and hides his face with a hood made by cutting eyeholes in an old flour sack. His voice is hollow, deep, and eerie. However, he is calm and polite, especially to women passengers (whose jewelry and cash he does not steal). Though he's never had to shoot anyone, he makes it clear that he brooks no interference or sass from his victims. His play is backed by his gang, which hides in nearby rocks and brush and keeps the stagecoach covered with their rifles. After he takes off with the loot, he leaves a scrap of paper with the driver or in the now-empty strongbox which has bad poetry written on it and which identifies him as "Black Bart the Po8" (poet).

Black Bart has proven so elusive, and so difficult to track, that some folks are beginning to think that he's actually a ghost! Despite the hints of Bart's supernatural powers, various Texas Rangers, private detectives, and United States Marshals continue to hunt him



(many for the \$300 reward offered for him by the Wells Fargo Company), though so far they've had no success at all.

The truth is, Bart's no ghost at all. He's a cagey old fellow named Charles Boles, or Bolton. He has relatively little skill with a gun, and no helpers; his "gang" are dummies he's set up to fool people. To help him escape, he wears black socks over his boots so that he doesn't leave tracks (+5 DC to any attempts to track him). If forcefully confronted with no opportunity for escape, he'll quickly surrender.

Profile: Black Bart

Class: Maverick 3

Hit Points: 8

Initiative: +1

Speed: 30 feet

Armor Class: 11

Attacks: Melee +2, Ranged +2

Saves: Fort +1, Ref +4, Will +5

Abilities: Str 10, Dex 13, Con 11, Int 16, Wis 14, Cha 15

Skills: Bluff +6, Diplomacy +6, Hide +6, Intimidate +4, Knowledge (local) +6, Move Silently +6, Ride +6, Spot +6, Wilderness Lore +3

Feats: Dodge, Firearms, Renown, Simple Weapons, Skill Focus (Bluff)

Alignment: Neutral

Weapons:

Weapon 1: Colt Dragoon (2d6+1 damage (.44 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 2: Winchester '76 (2d8+2 damage (.45-70 caliber), 19-20/x2 critical, range increment 90 feet, 15 shots)

Possessions: Firearms, 50 rounds of ammunition for each gun, rope, horse

Ned Christie

Born in 1854 in what is called the Coyote Confederation today, Christie is a full-blooded Cherokee. As a young man living near Tallequah, Oklahoma, he started brewing and selling illegal whiskey. The United States Marshals took exception to that and came after him. Christie killed one of them and escaped as the Marshals destroyed his home and still.

Christie fled to a cliff not far from Tallequah, where he built a sturdy two-story wooden fortress with plenty of rifle slits. The place is now known as Ned's Fort Mountain. Together with his family and friends, which include many Indian braves who want to drive the white men from their lands, Christie has held off the law and continued his criminal enterprises from the Fort. The Fort has its own water supply and Christie's laid in plenty of food. He's had no trouble making it through the sieges the United States Marshals have established from time to time, and has killed several more lawmen. During one of the sieges he was hit in the face with a bullet. This

smashed his nose and put out his right eye, ruining his once-handsome face but failing to kill him. He has a great hatred of the Marshals, and has sworn bloody revenge against them for the loss of his eye.

Christie is well-suited to the outlaw life. He's mean, bloodthirsty, cruel, an expert shot, and a skilled gunsmith. He can speak English, but has sworn an oath never to do so. The United States Marshals are thinking about getting help from the United States Army to destroy Ned's Fort and bring him to justice. Seven hundred fifty dollars have been offered for Christie, dead or alive.

Even if some cowpoke gets lucky and takes Christie out, he's not likely to stay that way for long. Unbeknownst to the renegade or any of his enemies, the Reckoners have taken a special interest in him—that's how he's held the law off so long. If he dies, he's certain to come back Harrowed.

Profile: Ned Christie

Class: Gunslinger 7, Desperado 4

Hit Points: 88

Initiative: +7

Speed: 30 feet

Armor Class: 13

Attacks: Melee +13/+8/+3, Ranged +14/+9/+4

Saves: Fort +11, Ref +9, Will +7

Abilities: Str 15, Dex 16, Con 16, Int 14, Wis 12, Cha 8

Skills: Climb +5, Craft: Gunsmithin' +5, Gunplay +6, Intimidate +10, Knowledge (local) +6, Ride +6, Speak Language: Cherokee +5, Spot +7, Wilderness Lore +6

Feats: Dead Eye, Far Shot, Firearms, Grim Servant o' Death, Improved Critical (Winchester '76), Improved Initiative, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons, Weapon Focus (Winchester '76), Weapon Specialization (Winchester '76)

Alignment: Chaotic Evil

Weapons:

Weapon 1: Winchester '76 (2d8+2 damage (.45-70 caliber), 19-20/x2 critical, range increment 90 feet, 15 shots)

Possessions: More guns and ammo than you can shake a stick at, gunsmithing equipment, lots of food

The Cowboy Gang

Led by Old Man Clanton, and composed mainly of his three sons (Ike, Phineas, and William), Curly Bill Brocius, Johnny Ringo, and the McLaury Brothers, the Cowboys are the biggest, baddest bunch of outlaws

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in Tombstone, Arizona. Truth is, they control the town, despite Ranger Hank Ketchum's efforts to bring them to justice; a couple of them even own businesses there. Although they sometimes raid the Ghost Trail, their main criminal occupation is cattle rustling.

No one's offering a reward for the Clantons—yet. But Brocius has \$500 on his head, and Ringo \$600. Brocius is well-known for his skill at gun-handling; in some places, they name the road agent's spin after him. Ringo's known for being just plain mean, and the quickest, deadliest shot among the gang; he has a bitter feud going with Doc Holliday that's certain to end in bloodshed soon. Oddly, Ringo also knows something about poetry, and quotes it occasionally.

Profile: Curly Bill Brocius

Class: Gunslinger 9

Hit Points: 62

Initiative: +3

Speed: 30 feet

Armor Class: 13

Attacks: Melee +10/+5, Ranged +12/+7

Saves: Fort +6, Ref +9, Will +3

Abilities: Str 13, Dex 17, Con 14, Int 10, Wis 10, Cha 12

Skills: Gunplay +12, Intimidate +8, Ride +8

Feats: Dead Eye, Dodge, Fannin', Firearms, Improved Initiative, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons, Weapon Focus (Colt Peacemaker), Weapon Specialization (Colt Peacemaker)

Alignment: Neutral Evil

Weapons:

Weapon 1: Colt Peacemaker SA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Possessions: Colt Peacemaker, 50 rounds of ammunition for revolver, horse

Profile: Johnny Ringo

Class: Gunslinger 7, Desperado 7

Hit Points: 99

Initiative: +8

Speed: 30 feet

Armor Class: 14

Attacks: Melee +15/+10/+5, Ranged +18/+13/+8

Saves: Fort +11, Ref +12, Will +8

Abilities: Str 13, Dex 19, Con 14, Int 15, Wis 12, Cha 13

Skills: Gunplay +8, Holdout +6, Intimidate +12, Knowledge (literature) +6, Move Silently +6, Ride +8, Spot +8, Wilderness Lore +4

Feats: Dead Eye, Firearms, Grim Servant o' Death, Improved Critical (Colt Peacemaker), Improved Initiative, Level-Headed, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons, Weapon Focus (Colt Peacemaker), Weapon Specialization (Colt Peacemaker)

Alignment: Chaotic Evil

Weapons:

Weapon 1: Colt Peacemaker SA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Possessions: Colt Peacemaker, 50 rounds of ammunition for revolver, horse

John Wesley Hardin

The deadliest, most notorious outlaw in the West, Hardin is single-handedly responsible for the deaths of over 30 men. Born in 1853 in Texas and named after the founder of Methodism, he killed his first man in 1868, when a former slave refused to move off the road and out of his way. Since then he's been on the run from the law, committing more killings along the way anytime someone bothers him, tries to capture him, or interferes with what he's doing.

With all the attention he's received and the enormous reward (\$4,000) offered for him dead or alive by the state of Texas, you'd think Hardin would be captured pretty quick. But his family is well-known in the Lone Star State, and he has a lot of relatives and friends he can hide out with—some of whom he's helped to win range wars and other feuds. His handsome face and calm, pleasant demeanor have also fooled several potential captors into lowering their guard, giving him the chance to shoot his way out of trouble. The most dogged of Hardin's pursuers is Texas Ranger John Armstrong, who seems to have an uncanny knack for figuring out Hardin's location. If you're seeking information on Hardin, ask Ranger Armstrong.

Hardin sometimes claims, and many folks believe, that most of his victims are Union soldiers and that he hates the Union. This has kept some Texas Rangers off his back for many years, but all Rangers are now under strict orders to

bring him in. The truth is, as anyone who looks into the matter can easily determine, that Hardin doesn't really care much for politics, and most of the men he's shot are just people who got in his way somehow.

Hardin, who's sometimes known by the nickname "Little Arkansas" for a gunfight he won near that river, is an excellent shot and a quick draw—plenty of folks have witnessed him outdrawing and shooting men who already had their guns clear of their holsters! He's said to be obsessed with becoming the quickest draw in the West. Despite the fact that he's the only man to ever get the drop on Wild Bill Hickok (and using the difficult Road Agent's Spin, at that), Hardin wants to be faster still. His draw is one of the most unusual in the West. He has his two guns in fast-draw holsters which are sewn into his vest so that the gunbutts point inward across his chest. He draws and cocks them both simultaneously in one lightning-fast silver blur. He practices this draw for hours every day to keep his skills sharp.

Profile: John Wesley Hardin

Class: Gunslinger 16

Hit Points: 107

Initiative: +9

Speed: 30 feet

Armor Class: 15

Attacks: Melee +17/+12/+7/+2, Ranged +21/+16/+11/+6

Saves: Fort +9, Ref +12, Will +6

Abilities: Str 13, Dex 21, Con 14, Int 14, Wis 13, Cha 14

Skills: Bluff +8, Gamblin' +8, Gunplay +19, Holdout +6, Ride +13, Speak Language: English +6, Speed Load +12, Spot +10, Use Rope +4

Feats: Dead Eye, Fannin', Far Shot, Firearms, Grim Servant o' Death, Improved Initiative, Level-Headed, Point Blank Shot, Quick Draw, Rapid Shot, Renown, Simple Weapons, Special Draw (Hardin's draw), Steady Shot, Weapon Focus (Smith & Wesson No. 3) Weapon Specialization (Smith & Wesson No. 3)

Alignment: Neutral

Weapons:

Weapon 1: Smith & Wesson No. 3 (2d6+1 damage (.44 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 2: Smith & Wesson No. 3 (2d6+1 damage (.44 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Possessions: Firearms, 50 rounds of ammunition for both firearms, rope, horse, clothes (including vest specially tailored with the fast-draw holsters for his Hardin draw)

John Henry "Doc" Holliday

Born in Georgia in 1851 to a rich Southern family, "Doc" Holliday has been doomed to a short life. He came down with consumption in 1872, and it's only been getting worse as the years pass. It's prevented him from making much money at his chosen profession, dentistry—would you want to have him coughing in your face as he jerked out your teeth? But it hasn't stopped him from making a pretty good living at card-playing. It's also driven him to drink, since liquor dulls the pain. As he once told a friend, "Liquor can't cure me, but it makes dying a whole lot more pleasurable." Doc makes no secret of his ailment, and in any event, it's apparent every time he speaks or laughs. His voice is mighty spooky at times.

Doc's also been violent most of his life. He left Georgia after he shot three blacks for using his "private" swimming hole. In Dodge City he met Wyatt Earp, who became his good friend, and helped Earp deal with rowdy cowboys and gangs a time or two. In Texas he shot a Confederate soldier who accused him of cheating at cards. Eventually he made his way to Tombstone, Arizona—not a bad name for a place for a dying man to live.

Doc's been in Tombstone ever since, making money gambling, and making enemies. He and Johnny Ringo hate one another, and he doesn't get along with the rest of the Cowboy Gang either. If his consumption doesn't get him, Ringo very well might. A few folks have accused Doc of robbing stagecoaches, but there's no proof and town marshal Fred White certainly hasn't made any move to arrest him.

Holliday is a deadly gunfighter, possessed of uncanny accuracy and speed. He carries two six-guns at all times. Some folks claim he possesses strange "powers" that account for his deadliness, but few people give these stories much credit.

John Henry "Doc" Holliday

Class: Gunslinger 10, Huckster 4

Hit Points: 65

Initiative: +8

Speed: 30 feet

Armor Class: 14

Attacks: Melee +13/+8/+3, Ranged +17/+12/+7

Saves: Fort +7, Ref +15, Will +9

Abilities: Str 10, Dex 19, Con 12, Int 16, Wis 15, Cha 15

Skills: Bluff +10, Concentration +7, Gamblin' +12, Hexslingin' +7, Intimidate +17, Knowledge (local) +6, Knowledge

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(occult) +5, Profession +3 (dentistry), Ride +6, Sleight o' Hand +6, Speed Load +8, Spot +10

Feats: Dead Eye, Firearms, Grim Servant o' Death, Improved Critical (Colt Peacemaker), Improved Initiative, Level-Headed, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons, Two-Weapon Fighting, Weapon Focus (Colt Peacemaker), Weapon Specialization (Colt Peacemaker)

Hexes: Spell Points 28

Level 0 (DC 15): Detect magic, hesitate, mage hand, tinhorn shuffle

Level 1 (DC 17): Alarm, cause fear, shield, soul blast, true strike

Level 2 (DC 19): Arcane lock, blur, cat's grace, invisibility

Alignment: Neutral

Weapons:

Weapon 1: Colt Peacemaker SA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)





Weapon 2: Colt Peacemaker SA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Possessions: Firearms, 50 rounds of ammunition for each gun, horse

"Deacon" Jim Miller

Perhaps more accurately known by his other nickname, "Killin'" Jim Miller, this feared bushwhacker and outlaw is second only to John Wesley Hardin in number of men killed. He was born in Arkansas in 1856, and went to live with his grandparents at age 7 after his parents died. He shot and killed his grandparents at age 8, then went to live with his sister and brother-in-law. Shortly after turning 17, he killed his brother-in-law with a shotgun blast, then lit out on his own.

He soon came to Texas and married. Marriage settled him down a bit; he became a devout Methodist and church deacon (hence his nickname). He apparently doesn't see anything un-Christian about murder, though, since he's continued his career as a killer for hire in between prayer meetings. He charges \$150-1,000 per kill. He also gets involved in cattle rustling now and again.

Miller has been involved in several gunfights, and has tangled with the likes of Captain John Hughes of the Texas

Rangers and Dallas Stoudenmire. But he's come out on top in every fight, despite the fact that witnesses swear some of his opponents' shots should have hit him dead-center in the chest.

"Killer Miller's" profession contrasts with his gentle demeanor. He never smokes, uses snuff, drinks, gambles, enters saloons, or swears. He treats women and old folks politely and deferentially, and speaks to them softly. Assuming, of course, he hasn't been hired to kill them.

Miller is a tall, handsome fellow with dark hair and a moustache. He wears a heavy black frock coat wherever he goes, even in summer in Texas. This may seem strange to the posse, but there's a good reason for it: the coat has an iron plate sewn into it! Whenever someone shoots at him from the front, the Marshal should roll 1d6. On a 1-4, the shot hits the plate, which reduces the damage from any shot by 10 points. On a 5-6, the shot hits an arm, leg, or other unprotected part of his body.

Profile: "Deacon" Jim Miller

Class: Gunslinger II

Hit Points: 75

Initiative: +7

Speed: 30 feet

Armor Class: 13 (also see text)

Attacks: Melee +12/+7/+2, Ranged +14/+9/+4

Saves: Fort +7, Ref +10, Will +3

Abilities: Str 13, Dex 16, Con 14, Int 11, Wis 10, Cha 13

Skills: Gunplay +8, Intimidate +10, Ride +6, Spot +8

Feats: Dead Eye, Dodge, Firearms, Grim Servant o' Death, Improved Critical (Colt Peacemaker), Improved Initiative, Level-Headed, Point Blank Shot, Quick Draw, Rapid Shot, Simple Weapons, Steady Shot

Alignment: Neutral Evil

Weapons:

Weapon 1: Colt Peacemaker DA (2d6+1 damage (.45 caliber), 19-20/x2 critical, range increment 30 ft., 6 shots)

Weapon 2: Double-barrel shotgun (1d6-4d6 damage (12 gauge), 19-20/x2 critical, range increment 30 ft., 2 shots)

Weapon 3: Scattergun (1d6-4d6 damage (12 gauge), 19-20/x2 critical, range increment 10 ft., 2 shots)

Possessions: Firearms, 50 rounds of ammunition for each gun, special frock coat (see text), horse

Wanted: Dead or Alive

In case your posse wants to know how much they can get for bringing in one of these famed outlaws, Marshal, here's a list of the bounties offered. Amounts marked with an asterisk are "dead or alive"; otherwise a character must bring the outlaw in on his own two feet to earn the money. As you can see by their stats, tracking down one of these hombres is not a task to take lightly.

Bounties

Outlaw	Reward
Clay Allison	\$500*
Sam Bass	\$500*
Black Bart	\$300
Ned Christie	\$750*
The Cowboy Gang	
Ike Clanton	None
Phineas Clanton	None
Billy Clanton	None
Curly Bill Brocius	\$500
Johnny Ringo	\$600
John Wesley Hardin	\$4,000*
Doc Holliday	\$300
The James Gang	
Jesse James	\$10,000*
Frank James	\$2,000*
Cole Younger	\$1,000*
James Younger	\$1,000*
Bob Younger	\$1,000*
Laughing Men Gang	
Chuckles Ryan	\$1,000*
Others	\$300 apiece
"Deacon" Jim Miller	\$800*

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Court is Now in Session

It has come to our attention that some of the endeavors heroes participate in are of an unlawful nature. In many events some of those unlawful acts have brought those individuals into the hands of the law. What happens next? Well, below is everything you need to determine your heroes' fates.

Innocent Until Proven Guilty

There are various kinds of trials, the most common of which is trial by jury. To insure fairness this mode of trial must be in public. It is conducted by selecting a jury in the manner prescribed by the local statute. They must be sworn to try the case in dispute according to law and the evidence.

Evidence, including eyewitness accounts, is brought forth by the party initiating the lawsuit, in a criminal case this is usually done by the District Attorney. As the witnesses are called they are questioned which is called an examination in chief. They are then subject to a cross-examination by the other party as to every part of their testimony they have presented. Having examined all evidence and witnesses, the prosecution supporting the issue closes. The other party then calls their own witnesses to explain their case or part in the issue. These are also liable to a cross-examination in the same manner as before.

When the evidence has been closed, the initiating party then addresses the jury. He recapitulates the evidence and applies the law to the facts showing on what particular points he rests his case. The defending counsel then addresses the jury, enforcing the facts and the law to his side of the case. It is then the duty of the judge to sum up relevant evidence and explain to the jury the law applicable to the case.

The jurors then retire to deliberate upon their verdict, and, after having agreed upon it, come into court and deliver it in



public. In case they cannot agree they may, in cases of necessity, be discharged.

That is the entire trial process in a nutshell. To get more insight and rules on how to incorporate this into your game, read on, partner. But first we've got to start over with why we're in this mess in the first place. Your hero just got arrested for a crime, right?

What Do You Plea?

There are truthfully only two responses to this question: Guilty or Not-Guilty. There are a few tin horns from Back East who have made it their mission to complicate matters even more than they already are. A few situations might arise that would place the accused in a different plea. Below is a list of the most common pleas made by the defense.

Coercion, and Intimidation: A person may have committed the acts charged in the indictment but he did not do so voluntarily—only because of force or coercion in the form of intimidation and threats of bodily harm to himself or his family. The intimidation or coercion must be present and immediate in order to enter this plea. It must induce reasonable and well-founded fear of death or serious bodily injury to one's self or someone else. There must be no reasonable opportunity to escape the coercion without participating in the crime in question.

Good Faith: This defense is used when charges involving fraud are pitted against the defendant. The prosecution must establish beyond a reasonable doubt that the person acted with specific intent to defraud as charged. One who expresses an opinion honestly held by him, or a belief honestly entertained by him, is not chargeable with fraudulent intent.

Similarly, evidence that establishes only that a person made a mistake in judgment, error in management, or was careless does not establish fraudulent intent. On the other hand, an honest belief that a particular business venture was sound and would ultimately succeed would not constitute 'good faith', if in carrying out that venture, the person knowingly made false or fraudulent representations to others with the specific intent to deceive them.

Insanity: A criminal defense asserting that at the time of the offense, the defendant, as a result of a severe mental disease or defects, was unable to comprehend the wrongfulness of his acts. Mental disease or defect does not otherwise constitute a defense.

This is because willful intent is an essential part of most offenses. A person who is insane is not capable of forming such intent.

The person has the burden of proving the defense of insanity by clear and convincing evidence.

Self-Defense: A defense to certain criminal charges involving force (e.g. murder). Force likely to cause death or great bodily harm is justified in self-defense only if a person reasonably believes that such force is necessary to prevent death or great bodily harm. However, a person must use no more force than appears reasonably necessary in the circumstances.

Withdrawal from a Conspiracy: A conspiracy does not become a crime until two things have occurred: First, the making of the agreement. Second, the

performance of some overt act by one of the conspirators. If a person enters into a conspiracy agreement but later changes his mind and withdraws from the agreement before anyone has committed an overt act, then no crime was committed, and the person who withdrew cannot be convicted of the crime. He would be not guilty of the alleged conspiracy offense.

In order to decide that a person withdrew from a conspiracy the person must have taken action to disavow or defeat the purpose of the conspiracy in question before he or any other member of the scheme had committed any overt act.

All Rise

All of you that made it through that long drawn out legal brief, congratulations. Now it's time for the fun stuff. A trial can be a long played out event, or a few rolls of the dice depending on how the Marshal wants to handle it. To better assist you in running your trial as smoothly as possible, below are brief descriptions of the basic procedures during the trial.

Jury Selection

A jury consists of twelve citizens duly qualified to serve on juries. For civil actions you might only find eight citizens. They are sworn to try one or more issues of facts submitted to them and give judgment respecting the same, which is called a verdict. Each one of the citizens so impaneled and sworn is called a juror. The Constitutions of both the United States and Confederate States directs that "the trial of all crimes, except in cases of impeachment, shall be by jury." This invaluable institution is also secured and reaffirmed by a number of state constitutions, as well.

Selecting a jury suitable for your needs is your best asset in a trial. It is up to them to decide whether your client walks free, pays a fine, or is the guest of honor at a necktie party.

Opening Statements

The opening statement is a valuable contributor to the persuasion process at trial. Through opening statements each side lets the jury know what evidence will be presented during the trial and what this evidence will prove. The critical feature of opening statements is that frameworks are advanced as to how jurors

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should view the case. An important component since jurors will process evidence in light of whichever framework they adopt.

Information consistent with an adopted framework is generally more easily remembered than information contrary to the adopted framework. A major battle is won when the attorney gets the jury to view the evidence in the case from his or her perspective.

Presenting Evidence and Calling Witnesses

A person who testifies at a court hearing is a witness. A witness may have seen an accident, witnessed a crime, be asked to describe the character of someone they know, or be directly involved in a trial. They may be appearing because they volunteered to do so, or





they may have received a subpoena or court order directing them to appear in court.

Evidence follows the same general procedures and guidelines as applied to witnesses. Each attorney, along with the presiding judge, is given a brief of the legal issues involved in the case, copies of documents that will be presented at the trial, and a list of all evidence and witnesses that will be presented during the case.

Closing Arguments

Closing arguments are the final opportunity attorneys have to persuade jurors. Unlike opening statements, attorneys know what evidence is before the jury, and they are able to use their persuasive skills and techniques in a relatively unrestricted manner.

Through closing arguments and any rebuttal arguments available, attorneys show jurors how the evidence supports a verdict in favor of the client and they motivate jurors to return such a verdict.

Finding a Verdict

It is then the duty of the judge to sum up the evidence and explain to the jury the law applicable to the case. This is called his charge. The jurors then retire to deliberate upon their verdict, and, after having agreed upon it, they come into court and deliver it in public. In case they cannot agree they may, in cases of necessity, be discharged—in capital cases they cannot be.

Court is Now in Session

Now that you know a few things that might just be useful in getting your posse in a whole mess of trouble, it's time to lay down the finer points.

Juror, State Your Name for the Record

When determining the jury both lawyers representing the defense and prosecution must make an opposed Sense Motive roll. A lawyer must succeed and score 5 points higher than his opponent (hereafter known as a getting a raise) to gain the upper hand in selecting the right men, and women for the job. If neither lawyer rolled high enough to get a raise on the other, then just move along to the next phase, but if one tinhorn outwitted the other then read on, partner.

A lawyer who got a raise over his opponent gets a +2 to all future rolls during the trial, except when presenting evidence and witnesses. If this lawyer got 2 raises then his outcome is the same as above but instead is at a +4! There is no more added benefit for any other raises at this point, move on.

Your Honor, and Esteemed Members of the Jury

Making a good opening statement is as important as selecting a good jury. If a posse member is playing the role of the lawyer and actually takes his time to roleplay out his opening statement, and it's somewhat convincing, go ahead and give him whatever bonus you see fit, Marshal.

Each lawyer gets one chance to try and persuade the jury by making a DC10 Diplomacy roll. Each success and raise means the lawyer has won a juror over to his side. Time for some bookkeeping, Marshal. There are only 12 jurors at any given time, or 8 in a civil case. The number

of jurors favoring the prosecution or defense can never exceed this number. You should keep track of these jurors on a piece of paper because they may change over the course of the trial.

Each side starts with zero jurors. Sorry tinhorn, no one likes you yet. The prosecution goes first. After the prosecution is finished, mark down how many jurors were persuaded to their side. Then the defense does the same thing.

If the defense gets a high enough roll to acquire more jurors than are left, he starts taking them from the prosecution.

Example: John Brayer, District attorney is making his opening statement against Larry Hopkins, who is on trial for murder. He tells the jury that through the course of the trial they will receive evidence placing Mr. Hopkins at the scene of the crime, a motive for the murder, and even an eyewitness's account of the gruesome act.

He makes his roll, adds the +2 bonus from **Juror, State your Name for the Record**, for a total of 30. With that roll he gets a total of five jurors. Then the defense takes a stab at it, and rolls a 20. That gives the defense three jurors and still leaves four undecided.

Mr. Smith, Where Were You on the Night of the 16th?

This part of the trial can be the most drawn out part or the quickest part, depending on the situation.

If the prosecution doesn't have evidence or credible witnesses pertaining to the case, the defendant is automatically cleared of all charges and the trial is over. This is mostly never the case, so here is path more traveled.

The prosecution starts first in displaying either evidence or witnesses to prove that the defendant is responsible to the act at hand. When evidence or witnesses are brought forth they are directly examined by the presenting party, cross-examined by opposing party, redirect examined by the presenting party, and if need be recross-examined by opposing party to determine whether they are relevant to the case.

When the prosecution is finished presenting evidence and witnesses it "rests it's case." At this point the defense may move for a directed verdict in favor of the defense. This is only possible if the prosecution did not establish

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evidence concerning a fact in trial. The judge may end the trial at this point if he believes that the prosecution failed to meet its initial burden of proof.

If this is not the case, then it's the defense's turn to display evidence or bring forth witnesses to represent their side of the case. What this means in game terms is for every piece of evidence or witness brought to trial, both attorneys must roll a contest of Profession: law or Knowledge: law. For each success and raise the lawyer representing the evidence gets, adds another juror to his side.

During the direct examination and cross-examinations you should play out the questions asked and answers given. Keep track of good points made and anything else that could give either side the upper hand. The judge, err Marshal, should keep track of this and add or subtract the total from the attorney's rolls.



If the opposed lawyer gets a success over his rival then the representing lawyer receives nothing. If, by chance, he gets a raise on the roll the attorney can motion for the evidence or witness to be deemed inadmissible to the case and stricken from the record.

This is very difficult to do and reflects badly on the lawyer presenting the evidence. That lawyer actually loses a juror, per raise, to the cross-examining attorney.

Example: John Brayer starts off his first piece of evidence, which is the bloody working glove of Larry Hopkins. Larry's attorney, Jack Hammond, insists that just because the glove fits doesn't mean his client committed the crime. The attorneys both roll off, John gets a 12 while Jack nearly botches and ends up with a 4. This adds 2 more Jurors for the Prosecution. John then brings out Russell, a fellow work hand, who claims to have seen the whole thing. They roll off again, this time Jack gets a 19 and John ends up with only 9. Jack informs the jury that in a case of murder two or more witnesses must have been present to witness the event. Russell is found not credible to the case and is then dismissed and Jack gains 3 Jurors. This leaves the prosecution with 6 and the defense with 6. They're dead even so far.

The Defense Rests

After all the direct examinations and cross-examinations it is time for the prosecution and defense to take one last stab at persuading the jury to carefully examine all the evidence laid before them and make the right decision. Both lawyers make one last opposed Diplomacy roll in an attempt to persuade jurors.

The Verdict Is...

Now is the time to make a final tally of the jurors for each side and determine the verdict. The number of jurors needed for a conviction depends on the nature of the crime being tried.

In the case of a crime in which the punishment is death, the jury must make a unanimous decision. For any other crime, only a simple majority is needed.

If there is a tie, or if the decision isn't unanimous, then the jury must debate until a decision is made. The Marshal should draw two cards from his trusty *Deadlands Playing Cards*. One card represents the Diplomacy ranks of the pro-prosecution jurors while the other card represents the pro-defense jurors skill.

The Marshal then rolls a contest of Diplomacy, adding the number of jurors currently controlled by each side and any bonuses from **Juror, State your Name for the Record** to their roll. For every success and raise that one side gets over the other, they take 1 juror from them. This is continued until a majority or unanimous decision is met. Each roll is considered 10 minutes of debating by the jury.

The end result is very simple, if the prosecution wins, then the defendant is found "guilty." If the defense wins, then the defendant is found "not guilty." If the defendant is found guilty, it is up to the Marshal to read him his sentence. For a full list of crimes and punishments take a look in *Law Dogs*.

Example: Jack Hammond's defensive strategy hasn't done his client too much good. As it stands, the prosecution controls 8 jurors while the defense only controls 4. This is a majority for the prosecution but since murder is a hangin' offence, a unanimous decision must be met.

The first roll seals Larry's fate. The prosecution gets a 25 after the additions from the Jurors he controls and the +2 he is receiving from **Juror, State your Name for the Record**. The defense only got a total of 10. That is a success and 3 raises, which takes all of the 4 jurors the defense had. Larry Hopkins is found guilty for murder and is hereby sentenced to meet his fate on the end of a rope.

But I'm Innocent!

If a defendant doesn't like the judge's decision, he can appeal to the court of appeals, which is located in the state capital. If that court's decision is against him, he can appeal again to the state supreme court. That's his last hope. If they don't give him the decision he wants, he has to get ready for a long stay in the hoosegow (or the boneyard).



NO. 1 WITH A BULLET...



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So strap on you six-gun and loosen up your trigger finger. It's time to sling some lead, amigo.

Way of the Gun requires *Deadlands D20*™ from Pinnacle Entertainment Group, as well as the *Player's Handbook*® and *Dungeon Master's Guide*® from Wizards of the Coast.®



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