



# SHOTGUN WEDDING

A Savage Worlds One Sheet™ by Matthew Cutter  
for use with Deadlands: The Weird West



Wherein a young man flees the altar...and a posse has to dodge flying lead to help him escape!

## THE STORY SO FAR

Jacob Whateley was born in a tiny farmhouse in the dark, tangled pine forests west of Providence, Rhode Island. He displayed evidence of his awful heritage from birth—six fingers on each hand—but he soon grew into a brilliant and precocious lad. His talent at piano playing was rivaled only by his arcane skills.

When he turned 16 the roof caved in. His mother informed him that he was to be married—to his sister Jessica. That didn't sit too well with young Jacob, so he forsook his family name and ran off to the Southwest. But the Whateleys are a persistent bunch. They hired a gang of bounty hunters and killers known as the Ninety-Shot Gang to run Jacob to ground and bring him home...for his very own shotgun wedding.

## THE SETUP

Run this tale of revenge postponed when your posse's traveling just about anywhere in the Wild Southwest. As long as it takes place in the wilderness far from any aid or duly-appointed law, it's perfect.

Read this as your heroes ride down a little-used trail:

*Your horses whinny and flatten their ears. Up ahead you see a young man sprawled out on a rock next to the trail, desperately trying to find shade under a ledge and a saguaro cactus. He sees you coming, but he's clearly too weak to do anything about it.*

*"Hello there, good citizens," he says in a Back East accent through dry, cracked lips. "Would you mind terribly if I asked you to spare a sip of water for a youth down on his luck?"*

This is Jacob Whateley, out of food and water and wearing only the clothes on his back. He's truly in need of water, but he doesn't trust the posse at all—yet. He still thinks they could be the bounty hunters hired by his folks.

🌀 **Jacob Whateley:** See opposite page. Jacob currently has two levels of Fatigue from **Thirst** (see *Savage Worlds*).

## JACOB'S STORY

With about four quarts of water and a few hours' time, the boy is right as rain. And if the posse takes all that time and effort to ensure his survival, Jacob repays them with a measure of his trust. He says:

*"My name's Jacob...Toso. I'm from the Old States. Rhode Island, to be exact. My parents have...curious views on marital relations. When I turned 16 they told me and my sister Jessica that we were to be married.*

*"So I ran, as far as I could. But they're after me still. Some gang of ruffians and ne'er-do-wells calling themselves the Ninety-Shot Gang. Stupid name. But they're coming, and I don't know how to survive out here. Will you help me?"*

A hero who succeeds on a Notice roll (-2) while Jacob tells his story grows suspicious at the pause in announcing his name; he may be using a pseudonym. Success on a Persuasion roll or a Test of Will compels Jacob to tell the sodbusters his real surname.

Success on a Common Knowledge roll for any hero who's native to the Southwest means that hombre has heard of the Ninety-Shot Gang. They're bounty hunters all right, but they're known for bringing 'em back dead far more often than alive. It's rumored they once fired a volley of 90 shots in less than a second. With a raise on the roll the hero knows the gang favors Gatling firearms, and specializes in hunting down arcane prey.





## LIKE CATS AND MICE

The Ninety-Shot Gang's not far off at all, and they've found the boy's trail. As Whateley finishes telling his story they're only a few miles away. If the heroes post a lookout, a Notice roll spots a group of about a dozen men on horseback riding hard toward their camp.

It's up to the shootists whether they run or make a stand. If the heroes flee but attempt to cover their tracks or create false trails, have the characters make an opposed Survival roll versus the gang's scout's Tracking roll. With success, the scout loses the posse's trail and cannot attempt to pick it up again for 12 hours. On a raise, the scout can't try again for a day.

If the group runs, make sure the hunters don't catch them until they reach some interesting setpiece area — a river, canyon, graveyard, or scaffolded ghost rock mines. If they fight, they can choose to dig in at their campsite or seek a more defensible location nearby.

Jacob acts as a loyal ally to the group. Of course his primary goal is to slip away unnoticed as soon as the Ninety-Shot Gang is dispatched. But until then he helps them however he can.

## THE NINETY-SHOT GANG

The Ninety-Shot Gang maintains a relatively low profile among the outlaws and killers of the Wild Southwest. That's because their specialty is hunting down abominations and — more often — anything with an Arcane Background. And they're damn good at it.

The gang is made up of former Rail Warriors, men and women who went up against all manner of weirdness in the Great Rail Wars — and survived. They're led by Stephane "Ombre" Cloutier, a voodoo houngan. His right-hand man is Graham Flint (ex-Union Blue), and his scout is a Choctaw who was cast out of her tribe for offending the spirits. They all have riding horses.

- **Graham Flint:** Use the Rail Warrior (Union Blue) profile in the *Deadlands Marshal's Handbook*. He has Strength d8, the Marksman and Rock and Roll! Edges, and is armed with a Gatling shotgun (Range 12/24/48, Damage 1-3d6, RoF 2) and a Bowie knife (Str+d4+1, AP 1).
- **Sarah Coming-of-Daylight:** Use the Indian Brave (Veteran) profile in the *Deadlands Marshal's Handbook*, replacing the Old Ways Oath with the Outsider Hindrance. She has Tracking d12.
- **Ninety-Shot Gang (5):** Use the Outlaw profile in the *Deadlands Marshal's Handbook*. They have the Marksman and Rock and Roll! Edges, and wield a variety of Gatling weapons.
- **Cloutier's Boys (4):** Use the Rail Warrior (Bayou Vermilion) profile in the *Deadlands Marshal's Handbook*. These deaders wield Gatling weapons, and their horses are Undead as well.



## STEPHANE "OMBRE" CLOUTIER

Cloutier once served LaCroix, but now he serves only his own interests. He's a black New Orleans native who wears a monocle, top hat, and dusty white suit.

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

**Skills:** Fighting d8, Guts d10, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Voodoo d10

**Cha:** -2; **Grit:** 4; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Curious, Outsider (Minor)

**Edges:** Arcane Background (Voodoo), Conviction, Gris-Gris Crafter, Rock and Roll!, Voodooist

**Powers:** Boost/lower Trait, zombie; **Power Points:** 15

**Gear:** Gatling pistol (Range 12/24/48, Damage 2d6+1, RoF 2, AP 1), conjure bag.



## JACOB WHATELEY

Jacob was born in New England and raised by the Whateley clan. His own sister, Jessica, was his bride-to-be. The Whateleys are a...close family. But Jacob ran off. Jessica didn't like being left at the altar, and come Hell or high water she's getting her brother back. Jacob, however, knows a few tricks too.

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

**Skills:** Driving d4, Fighting d4, Guts d6, Healing d4, Intimidation d4, Investigation d4, Lockpicking d4, Notice d8, Knowledge (Occult) d6, Perform (Piano) d8, Persuasion d6, Riding d4, Shooting d4, Spellcasting d8, Stealth d6, Taunt d6

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

**Hindrances:** Bad Dreams, Enemy (Major, Jessica Whateley)

**Edges:** Alertness, Arcane Background (Magic), Dealer's Choice, Power Points

**Powers:** Bolt (Crimson bolt of acidic blood), deflection (Attacks cause ripples as if passing through water), entangle (Crimson bands of viscous liquid bind victims); **Power Points:** 15

**Gear:** Knife (Str+d4), gloves.

### Special Abilities:

- **Polydactylism:** Due to Whateley family inbreeding, Jacob has six fingers on each hand. The extra digits are fully functional, but people find their appearance unsettling, giving him a -2 penalty to his Charisma. He wears tailored gloves that disguise this fact.
- **Virtuoso (Piano):** Six fingers and a keen mind make for a great pianist, and give +2 to Perform rolls.

"Jacob Whateley" created by David Fry.