



# THE SIXTH GUN

THE ONE-HAND GANG





# THE SIXTH GUN

A Savage Worlds Adventure By Scott A. Woodard.  
Based on *The Sixth Gun*, by Cullen Bunn & Brian Hurtt.  
For use with The Sixth Gun Roleplaying Game™

"This is Not the Old West as We Know It!"

**Art Direction:** Aaron Acevedo

**Design, Layout:** Alida Saxon

**Proofing:** Jodi and Clint Black

**Illustrations:** All artwork illustrated by Brian Hurtt and colored by Bill Crabtree  
*Savage Worlds* by Shane Lacy Hensley

**PINNACLE**  
ENTERTAINMENT GROUP  
[WWW.PEGINC.COM](http://WWW.PEGINC.COM)



@onipress [onipress.com](http://onipress.com)

@cullenbunn / [cullenbunn.com](http://cullenbunn.com)

@brihurt / [brihurt.com](http://brihurt.com)

Savage Worlds, Weird Wars, all unique characters, creatures, and locations, artwork, logos, and the Pinnacle logo are © 2015 Great White Games, LLC; DBA Pinnacle Entertainment Group.

Distributed and Printed by Studio 2 Publishing, Inc. Printed in China.

The Sixth Gun is ™ & © 2015 Cullen Bunn & Brian Hurtt. All rights reserved. Oni Press logo and icon are ™ & © 2015 Oni Press, Inc. All rights reserved. Oni Press logo and icon artwork created by Keith A. Wood.





## The One-Hand Gang

The heroes square off against a band of five masked outlaws with a terrible secret hidden beneath their hoods.

### THE SHANK OF THE DAY

The group has stopped for a spell in the small, friendly town of Blue Springs, Nebraska. It is late afternoon and all is quiet as they sip drinks and pick at the remains of a home-cooked meal in the Shining Star Saloon on Broad Street. An elderly black man tickles the ivories of an out-of-tune piano, and a few small groups of locals murmur and laugh nearby.

Moments later, a cry goes up outside as a woman, Lina Lovell, rushes out of the First Security Bank directly across the street. She pushes her way through the saloon's batwing doors, wipes her hands on her skirts and says aloud, "It's Abernathy and his gang! They're robbin' the bank, George!" The barkeep, George Brodie, pulls a double-barrel shotgun out from under the bar and starts to head out, cursing all the way.

Should the heroes follow, a successful Notice roll spots a group of five newly arrived horses tied to a hitching rail. With a raise, or those eyeing the bank windows, spy a figure pushing a curtain aside. He wears a soiled cloth bag over his head and holds a revolver in his hand. The bank door hangs open slightly and incompressible shouting can be heard from within.

The woman steps up to the barkeep and informs him that Sheriff Norman Walton is currently in the bank and Deputy Hank Allen is out of town visiting his ailing mother. Brodie acknowledges the heroes (and their armament if visible) and kindly requests that they step up and offer some assistance (offering free room and board, and even a little credit at the game tables should the players need more incentive).

### Penalty for Early Withdrawal

Approaching the bank directly is met with warning shots and vocalized threats through the open front door. The group may attempt to enter through the rear which is unguarded, but requires some effort as the back door is securely locked (successful Lockpicking) and made of sturdy stuff (Toughness 10).

Inside the bank, the heroes will find the following:

- **The Back Room:** This room is accessed via the rear door. It contains a locked safe and one of the hooded outlaws is currently attempting to open it, his ear to the door, listening closely to the sound of the tumblers. Because of his focus, he can be Surprised if the group entered quietly—blowing the back door off its hinges doesn't count!
- **Behind the Counter:** One third of the main room of the bank is divided by a floor-to-ceiling wall with a door to one side, and two arched, barred windows above teller stations. Here, one of the outlaws is pulling bills from drawers and stuffing them into a flour sack. The heroes may be able to successfully sneak up on this bandit using Stealth if entering from the rear of the bank.
- **The Bank Lobby:** Here in the main part of the bank, the group finds three more members of the One-Hand Gang: One stands in the middle of the room, apparently coordinating the robbery, one stands over three innocent patrons currently lying face-down on the floor (Sheriff Walton, Bank Manager Tom Riggs, and Teller Patrick O'Mahoney), and another stands watch at one of the front windows (this is the same character the posse spotted earlier). Notice rolls reveal all but the central figure appear to be missing their shootin' hands (crude cloth bandages covering the stumps).



The central hooded character is clearly out of his mind. He laughs maniacally and repeatedly threatens everyone (including members of his own gang)! When confronted, he whips his hood off revealing a wild-eyed character underneath. Those in law enforcement (including Sheriff Walton) recognize the man as an outlaw named Billy Abernathy. If identified, he replies "The one and only!" Notice rolls spot the other masked characters shaking their heads in response to this comment. Relic hunters, members of the Sword of Abraham, or those with a link to the Six (including those with the Six Sense Edge) will note that he is wielding the Fifth Gun!

The one person who might resist here is Tom Riggs. He stands up, fearlessly pushing aside the gang member guarding him, and marches up to the unmasked Abernathy. Abernathy shoots him down in cold blood if not stopped by the heroes. If Abernathy has suffered any wounds, the Fifth Gun's vampiric effects sap and transfer Tom Riggs' life force into Abernathy with dramatic effect!

The moment the posse is discovered by Abernathy (either by being spotted or through their own actions), he orders the rest of his gang to remove their hoods revealing a veritable gang of Billy Abernathys! The one by the windows, however, refuses to remove his hood.

During the inevitable battle, should a successful Called Shot be used to sever Abernathy's shooting hand from his body, a horribly distorted, blood-soaked, and altogether monstrous version of Abernathy (all Traits at d4) quickly grows from the severed hand and does nothing but Wild Attack members of the party.

If the battle isn't going particularly well for the One-Hand Gang, the original version of Abernathy attempts to flee from the bank through the front door. The Fifth Gun version does not allow him to do this and turns his attention away from the posse to try to blow him away (if still armed) or take him down via hand-to-hand combat.

Outside, the townsfolk don't harm the escaping Abernathy, in fact, this version drops his weapon and turns himself over to Brodie begging him to make a citizen's arrest. Unless the battle pushes out into the street and spirals out of control (which is entirely possible) resulting in the death of the original Abernathy, he survives the day to tell his story about how he acquired the Fifth Gun.

## Billy Abernathy, Original Version

Billy Abernathy is a wanted man. Some years back, his grinning mug started appearing in post office rogues' galleries for a variety of solitary crimes (daylight robbery, horse thieving, etc.) A few months ago, Abernathy somehow got his grubby little mitts on The Fifth Gun (hey, weirder things have happened)! During a botched robbery attempt, his shootin' hand was blasted away from his arm and before his stunned eyes, a living, breathing copy of himself manifested, the Fifth Gun gripped in its hand. This copy was, for all intents and purposes, another Billy Abernathy. Together, they decided to do the unthinkable and Abernathy #2 willingly allowed his shooting hand to be hacked from his body. The fallen limb did exactly as predicted, and soon a third copy of Abernathy stood before them, though this one fell apart quickly. It took many attempts just to get a gang of five and even then, the last one wielding the Fifth Gun...wasn't quite right.

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

**Skills:** Fighting d6, Lockpicking d6, Notice d6, Riding d6, Shooting d6, Streetwise d6

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

**Hindrances:** One Arm (this is a recent injury, so attacks suffer the Off-Hand penalty), Wanted (Major)

**Edges:** Level Headed

**Gear:** Double-action Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), knife (Str+d4).

## Billy Abernathy, Fifth Gun Copy

This copy of Abernathy wields the Fifth Gun. He is ugly, ill-tempered, and quite mad. Despite the fact that he is but a copy, he believes himself to be the true Billy Abernathy. This caused obvious tensions in the gang, especially between the original and this wild-eyed, cackling doppelganger.

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

**Skills:** Fighting d4, Notice d4, Shooting d6

**Cha:** -8; **Pace:** 6; **Parry:** 4; **Toughness:** 4

**Hindrances:** Big Mouth, Bloodthirsty, Greedy (Major), Mean, Ugly

**Edges:** Berserk, No Mercy

**Gear:** The Fifth Gun (Range 12/24/48, 2d6+1 (special, see insert), RoF 1, Shots — (see below), AP 1), knife (Str+d4).



## Billy Abernathy (3 Copies)

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

**Skills:** Fighting d6, Lockpicking d4, Notice d6, Riding d6, Shooting d6, Streetwise d4

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

**Hindrances:** One Arm (this is a recent injury, so attacks suffer the Off-Hand penalty), Ugly, Wanted (Major)

**Edges:** —

**Gear:** Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

### The Fifth Gun

The Fifth Gun grants eternal youth and the ability to heal from even a fatal wound, but such blessings of apparent immortality come with a hideous price. The gun acts as a conduit transferring the life essence of sacrificed souls into the body of its owner. This often takes its toll on the mental state and morality of the wielder, making him hunger for more such that he effectively becomes a living vampire. The gun functions as a normal .44 caliber Colt Dragoon, but any life it takes pass to the user, healing all wounds, removing scars, and rewinding the biological clock itself to the user's age when he first bonded with the gun. Other than the supernatural effects, this is a .44 caliber single-action Colt Dragoons (Range 12/24/48, Damage 2d6+1 (Special), RoF 1, AP 1). As long as he possesses the weapon and uses it to drain victims of their life force, he is granted the following special abilities:

- **Ageless:** The user isn't affected by the aging process. In fact, once bonded with the weapon, as long as it has one charge (see

below), the wielder reverts to an age at the prime of life. Should he lose the gun though, he instantly returns to his true age.

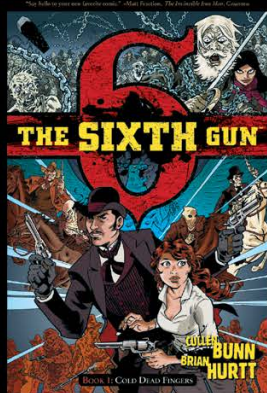
- **Regeneration:** The character heals one wound per round as long as the pistol has charges. Every time a target takes a wound, the pistol recovers one charge to a maximum number of charges equal to the owner's Spirit die. If the wielder is Incapacitated, one charge is immediately spent to stabilize the character, removing the need for a Vigor roll. On their next action, a second charge removes the Incapacitated status.

- **Note:** A Called Shot can sever the hand holding the pistol. Attacking the arm at -2 requires doing two wounds to remove it completely or a Called Shot at -4 to aim for the wrist can remove the hand if it does a single wound. In either case, the main body ages rapidly, but the hand holding the gun regenerates an entirely new fully healed body in one round, providing it has four charges (any fewer and the new body is born with an equal number of wounds as the missing charges). This copy is an exact duplicate of the original; however the original body—no longer wielding the gun—must immediately make a Spirit roll at -4. On a failure, the soul is lost and the body dies in 1d6 rounds quickly breaking down into steaming, foul smelling, primordial soup. On a success, a portion of the soul remains in the original and it survives though all Traits are reduced a die type to a minimum of d4. On a raise, the soul splits in half, allowing the original to survive unaltered except for the loss of the hand or arm.

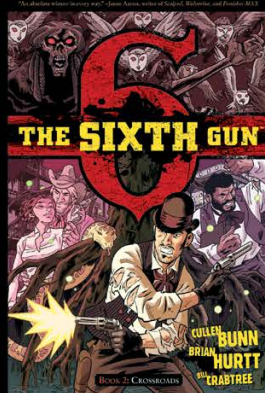




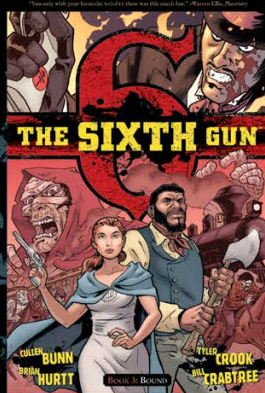
# HOW THE WEST WAS REALLY WON.



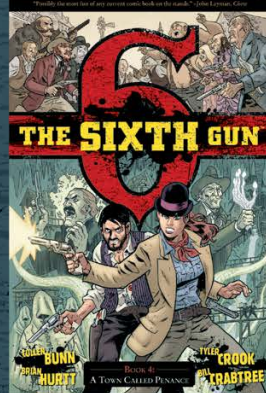
BOOK ONE



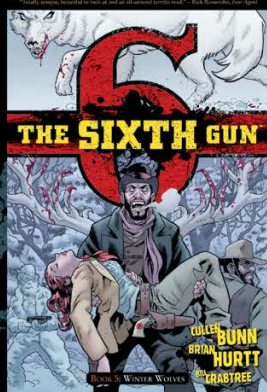
BOOK TWO



BOOK THREE



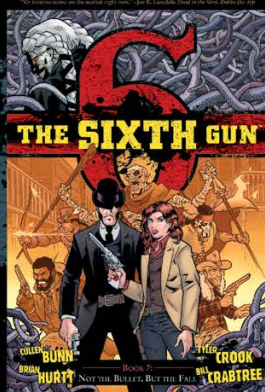
BOOK FOUR



BOOK FIVE



BOOK SIX



BOOK SEVEN



BOOK EIGHT



**DISCOVER THE HIT SERIES BY CULLEN BUNN, BRIAN HURTT, AND BILL CRABTREE!**

"More mystery and wonder and adventure in the first six pages than some comics have in their whole lives. Say hello to your new favorite comic."

-Matt Fraction,  
*The Invincible Iron Man, Casanova*