

Name: Evil Jeff
Profession: Gunslinger Gang Leader

HP: 3
DP: 4
XP: 115

Str: 4
Qui: 6
Sta: 4
Int: 5
RC: 6
MC: 2



Weapons

2 Smith & Wesson Frontier Revolvers: Level 5
Str: Short Range: 11" Long Range: 17"
Pistol

Dynamite: Level 5
Str: 5 Thrown, Explosive

Hey, Y'all! Watch This!

Jeff has somehow survived his love of stunts and explosives. Once per game he may reroll 1 failed D6 on a save against explosives.

Skills

Run & Gun: *May attack if you run, +1 to hit*
Duck & Cover: *+1 Defense (included)*
Quickdraw: *Ignore the penalty for firing 2 pistols in the same turn, but not the multi-target penalty*
Deadeye: *Ignore the to hit penalty for long ranged attacks*
Hearty: *Reroll 1d6 from a failed saving throw*

Gunslingers may give up their move to aim, gaining -1 to their target number to hit.
Friendly models within 12" also have the option to aim.

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Name: Crazy Agnes Trumble
Profession: Bounty Hunter

HP: 2
DP: 2
XP: 85

Str: 4
Qui: 3
Sta: 4
Int: 3
RC: 4
MC: 4



Weapons

2 Smith & Wesson Frontier Revolvers: Level 5
Str: Short Range: 11" Long Range: 17"
Pistol

2 Bowie Knives: Level 3
Str: M+1 (5) 1-Handed Melee, Parry

Skills

May use equipment 1 level higher than with no penalty.

Quickdraw: *Ignore the penalty for firing 2 pistols in the same turn, but not the multi-target penalty*
Hearty: *Reroll 1d6 from a failed saving throw*
Duelist: *Ignore the penalty for fighting with 2 one-handed melee weapons in the same turn, but not the multi-target penalty*

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Name: Clinton Trumble, Esq.
Profession: Gambler

HP: 2
DP: 2
XP: 83

Str: 2
Qui: 5
Sta: 4
Int: 3
RC: 5
MC: 3



Weapons

Winchester Repeater: Level 5
Str: 5 Short Range: 18" Long Range: 24"
Repeater

Sword Cane: Level 3
Str: M+1 (3) 1-Handed Melee, Parry

Skills

Clinton has one bonus d6 that he may add to any one roll in the game.

Run & Gun: *May attack if you run, +1 to hit*
Bravery: *Lower target number by 1 when making a Morale roll*
Hearty: *Reroll 1d6 from a failed saving throw*

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Name: Miss Lilac
Profession: Henchman

HP: 1
DP: 1
XP: 58

Str: 2
Qui: 4
Sta: 2
Int: 2
RC: 4
MC: 2



Weapons

2 Cooper Navy Revolvers: Level 4
Str: 4 Short Range: 10" Long Range: 16"
Pistol

Skills

Run & Gun: *May attack if you run, +1 to hit*
Quickdraw: *Ignore the penalty for firing 2 pistols in the same turn, but not the multi-target penalty*

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Name: Heck Jonas

Profession: Henchman

HP: 1

DP: 1

XP: 62

Str: 4

Qui: 2

Sta: 3

Int: 1

RC: 3

MC: 3



Weapons

2 Remington Army Revolvers: Level 3
Str: 4 Short Range: 9" Long Range: 15"

Pistol
2 Bowie Knives: Level 3
Str: M+1 (5) 1-Handed Melee, Parry

Skills

Brute Strength: Your opponent must reroll one successful D6 from a saving throw in melee combat.

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Name: Logan

Profession: Wrassler Hired Gun

HP: 1

DP: 1

XP: 114

Str: 6

Qui: 4

Sta: 4

Int: 4

RC: 3

MC: 6



Weapons

2 Saber Claws: Level 6
Str: M+2 (8) 1-Handed Melee, Parry

Requires Quickness of 3
2 Throwing Knives: Level 1
Str: M (6) Thrown

Wrassler:

Logan receives one bonus attack in melee combat when using melee weapons

I've Had Worse:

Treat Logan's Stamina as 1 higher for the purposes of healing checks.

Skills

Brute Strength: Your opponent must reroll one successful D6 from a saving throw in melee combat.

Strong Arms: Reduce target number for non-thrown ranged weapons by 1; add +1D6 range for thrown weapons; Opponents will not be able to be healed in melee combat if taken out of action

Charge! May make a melee attack after running with +1 to target number

Duelist: Ignore the penalty for fighting with 2 one-handed melee weapons in the same turn, but not the multi-target penalty

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Name:

Profession:

HP:

DP:

XP:

Str:

Qui:

Sta:

Int:

RC:

MC:

Weapons

Skills

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Name:

Profession:

HP:

DP:

XP:

Str:

Qui:

Sta:

Int:

RC:

MC:

Weapons

Skills

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