



"Hard work is God's way of reminding us nothing comes easy in this life — or the next."

Winford "Winnie" Alexander

SCRAPE CODE

SEX	Male	AGE	48	HGHT	59	WGHT	190	EYES	Amber	HAIR	Gray
HANDEDNESS	Right Handed	RACE	White	RELIGION	Mormon						
OCCUPATION	Business Owner	PLACE OF ORIGIN	Kentucky, USA								

STR	11.06	▶ Damage Modifier	0	LIFT	205	CARRY	48	DRAG	513	
INT	16.68	▶ Skill Learning Modifier	5	Accuracy Modifier	2					
WIS	9.28	▶ Skill Learning Modifier	-1	Speed Modifier	3					
DEX	8.03	▶ Accuracy/To Hit Modifier	-1	Speed Modifier	4					
CON	16.48	▶ Hit Point Modifier	5							
LKS	10.83	▶ Rep Modifier	0	▶ Fame Modifier	0	▶ Charisma Modifier	0			
CHA	12.08	▶ Skill Learning Modifier	1	▶ Rep Modifier	1	▶ Max# Companions	5			

FAME	11	REP	50
LOCAL		AVERAGE REPUTATION	

of Gunfights 0

11		-1	
SPEED		ACCURACY	
Speed Modifiers		Accuracy Modifiers	

HIT POINTS			28
POINTS	LOCATION	DAYS TO HEAL	
			□□□□□ □□□□□
			□□□□□ □□□□□
			□□□□□ □□□

WOUNDS		

Cash On Hand/Valuables:
\$175.00
Pipe, tobacco
Smokes/makings

NOTES:

Scars:

Juror Personality: Conventional

NOTABLE SKILLS	
Accounting	33%
Animal Empathy	71%
Appraisal: Animals	61%
Driving	47%
Prospecting	88%
Agriculture	76%
Listening	68%
Riding	36%

THUMBNAIL DESCRIPTION:
Winford Alexander is a devout Mormon who originally headed West when rumors of gold strikes reached him. When his attempts at prospecting didn't work out, Alexander decided to try farming. When he failed to make a go of that, he tried his hand at trading and selling horses. Fortune finally smiled upon him when the Kinnard-Lowerey Stage Company began soliciting for swing stations along the Animas to serve the gold camps. Alexander's property was ideally situated to take advantage of this. Swing Station Alexander soon began operations and quickly swung into full gear. Business is good and future prospects are bright. Things are finally looking up for 'ol Winnie.

TALENTS
Quick Thinking

QUIRKS
Early Riser

FLAWS
Blind in One Eye

BUILDING POINTS: **WANTED?:** **REWARD:**

GROUPING I Swing Station Alexander GROUPING II FACTION PROFESSION Business Owner

COMBAT SHEET



A ROLE PLAYING GAME

Winford "Winnie" Alexander

SCRAPE CODE



of Gunfights 0

11
SPEED

Speed Modifiers

-1
ACCURACY

Accuracy Modifiers

STR	11.06	Damage Modifier	0
INT	16.68		
WIS	9.28		
DEX	8.03	"To Hit" Modifier	-1
CON	16.48		
LKS	10.83		
CHA	12.08		

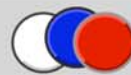
HIT POINTS

28

POINTS	LOCATION	DAYS TO HEAL

NOTES:

BRAWLING CHIPS



TOTAL CHIPS

MAXIMUM BET per ROUND

Damage (Red)	22	+1 to Damage per Chip	5
Agility (Blue)	24	+1 to Hit per Chip	4
Endurance (White)	25	-2 to Damage per Chip	8

HANDEDNESS Right Handed

Preferred Gun: Sharps Carbine Conversion



TYPE Carbine

DRAW SPEED MODIFIER +0 RELOAD SPEED 25

AMMO TYPE Cartridge .50

d10+1

DAMAGE

OF SHOTS 1
of Shots n/a
2nd Barrel n/a

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+4	+3	+3	+2	+1	+1	0	-1	-2	-3	-4
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-6	-8	-10	-12	-15	-20	-25	-50					

Secondary Gun: S&W Russian



TYPE Revolver DA

DRAW SPEED MODIFIER 0 RELOAD SPEED 8

AMMO TYPE Cartridge .44 Cal

d5+1

DAMAGE

OF SHOTS 6
of Shots n/a
2nd Barrel n/a

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-1	-2	-3	-4	-6	-8	-12	-16	-24
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-32	-40	-50										

Tom "Five Aces" Greeley

SCRAPE CODE



"If you need me —
I'll be around, Boss."

SEX	Male	AGE	35	HGHT	63	WGHT	125	EYES	Green	HAIR	Brown
HANDEDNESS	Right Handed	RACE	White	RELIGION	Roman Catholic						
OCCUPATION	Apprentice	PLACE OF ORIGIN	Ireland								

STR	13.31	▶	Damage Modifier	+1	LIFT	225	CARRY	66	DRAG	563
INT	8.60	▶	Skill Learning Modifier	-2	Accuracy Modifier	-1				
WIS	13.26	▶	Skill Learning Modifier	2	Speed Modifier	1				
DEX	10.78	▶	Accuracy/To Hit Modifier	0	Speed Modifier	2				
CON	11.07	▶	Hit Point Modifier	0						
LKS	7.99	▶	Rep Modifier	-3	Fame Modifier	-3	Charisma Modifier	-2		
CHA	6.13	▶	Skill Learning Modifier	-4	Rep Modifier	-4	Max# Companions	1		

FAME	1	REP	15
LITTLE KNOWN		LOW REPUTATION	

of Gunfights **1**

5

SPEED

Speed Modifiers

-1

ACCURACY

Accuracy Modifiers

HIT POINTS			22
POINTS	LOCATION	DAYS TO HEAL	

WOUNDS

□□□□□ □□□□□
□□□□□ □□□□□
□□

Cash On Hand/Valuables:

\$0.75

Whiskey flask

Chewing tobacco

NOTES:

Listening 71%

Scars: right eye, neck

Juror Personality: Analytical

NOTABLE SKILLS

Animal Herding: Horses	60%
Weather Sense	54%
Brewing: Spirits	47%
Brewing: Beer	48%
Cooking	73%
Hunting	69%
Gambling	56%
Listening	71%
Riding	76%

THUMBNAIL DESCRIPTION:

Tom Greeley got his nickname after being caught cheating at cards. Greeley is about as shiftless as they come, but for some reason has been hired as the Swing Station Alexander assistant manager. He has proved to be quite unreliable in this role. He seems to sneak out as much as possible to hang out with his buddy Dee Harcum, play cards, and brew his secret recipe of beer and whiskey at a still Harcum built for him way back behind the station barn and forge.

Not only has Greeley been brewing his own liquor, but he's been getting his makings by stealing sacks of grain that are supposed to be used to feed the station's horses. He and Harcum have been having a great time sampling the product and getting sloshed. Greeley and Harcum have been selling small bottles of the stuff to various clients who are sworn to secrecy.

He's been helping keep Harcum employed, in spite of the fact that the carpenter is inept and lazy. The two are kindred spirits when it comes to work.

TALENTS

Hold Your Liquor

QUIRKS

Yellow Belly

Addict: Alcohol

Lazy

FLAWS

Hard of Hearing

BUILDING POINTS: **WANTED?:** **REWARD:**

GROUPING
Swing Station Alexander
GROUPING II
FACTION
PROFESSION
Apprentice



"I've lost all toleration fer cruelty. I see it, I stop it. Plain an' simple."

Zebulon "Zeb" Rawlings

SCRAPE CODE

SEX	Male	AGE	32	HGHT	67	WGHT	175	EYES	Hazel	HAIR	Black
HANDEDNESS	Right Handed	RACE	Cherokee-White	RELIGION	Pentecostal						
OCCUPATION	Freight/Teamster			PLACE OF ORIGIN	Arkansas (CSA)						

STR	8.64	▶	Damage Modifier	-1	LIFT	173	CARRY	40	DRAG	433
INT	10.66	▶	Skill Learning Modifier	0	Accuracy Modifier	0				
WIS	11.52	▶	Skill Learning Modifier	0	Speed Modifier	2				
DEX	11.01	▶	Accuracy/To Hit Modifier	0	Speed Modifier	2				
CON	10.89	▶	Hit Point Modifier	0						
LKS	6.56	▶	Rep Modifier	-4	Fame Modifier	-4	Charisma Modifier	-2		
CHA	8.02	▶	Skill Learning Modifier	-2	Rep Modifier	-2	Max# Companions	2		

FAME	6	REP	38
LITTLE KNOWN		AVERAGE REPUTATION	

of Gunfights **3**

5 **SPEED**

Speed Modifiers

1 **ACCURACY**

Accuracy Modifiers

HIT POINTS			23
POINTS	LOCATION	DAYS TO HEAL	
			□□□□□ □□□□□
			□□□□□ □□□□□
			□□□

Scars:

Cash On Hand/Valuables:

\$20.00
Compass
Whiskey flask

NOTES:

Juror Personality: Contemplative

NOTABLE SKILLS	
Animal Training: Horses	51%
Driving	45%
Gambling	76%
Rope Use	68%
Weather Sense	50%
Riding	45%
Listening	72%

THUMBNAIL DESCRIPTION:

Since Zeb lost his family to Indian attack while he was out on a stage run, he's taken to hitting the bottle and is given to fits of rage. He won't tolerate a bully and is quick to fight anyone he sees "picking on folks."

He's a dead eye, and quick with a gun. He employs these skills as a shotgun driver on the Espanola-Silverton leg of the stage to Lazarus.

TALENTS
Dead Eye
Greased Lightning

QUIRKS
Addict: Alcohol
Hothead

FLAWS

BUILDING POINTS: WANTED?: REWARD:

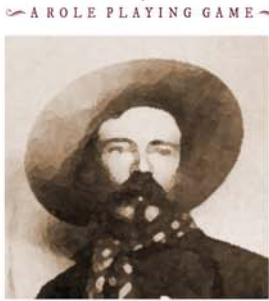
GROUPING
Swing Station Alexander
GROUPING II
FACTION
PROFESSION
Freight/Teamster

COMBAT SHEET



Zebulon "Zeb" Rawlings

SCRAPE CODE



of Gunfights 3

5

SPEED

Speed Modifiers

1

ACCURACY

Accuracy Modifiers

STR	8.64	Damage Modifier	-1
INT	10.66		
WIS	11.52		
DEX	11.01	"To Hit" Modifier	0
CON	10.89		
LKS	6.56		
CHA	8.02		

HIT POINTS

23

POINTS	LOCATION	DAYS TO HEAL

NOTES:

BRAWLING CHIPS



TOTAL CHIPS

MAXIMUM BET per ROUND

Damage (Red)	17	+1 to Damage per Chip	4
Agility (Blue)	21	+1 to Hit per Chip	5
Endurance (White)	22	-2 to Damage per Chip	5

HANDEDNESS Right Handed

Preferred Gun: L.C. Smith Shotgun



TYPE Shotgun Breech DRAW SPEED MODIFIER +5 RELOAD SPEED 25/30

AMMO TYPE Shell 12 Gauge

d4 (p.p.)

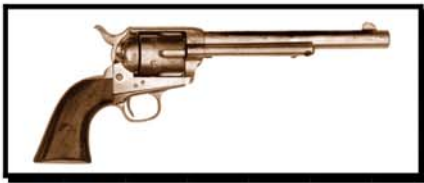
DAMAGE

OF SHOTS 2
of Shots n/a
2nd Barrel n/a

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+4	+3	+3	+2	+1	0	-1	-2	-4	-6	-12
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-15	-20	-25	-50									

Secondary Gun: Colt SAA .44 (7.5" Barrel)



TYPE Revolver SA DRAW SPEED MODIFIER +1 RELOAD SPEED 10

AMMO TYPE Cartridge .44 Cal

d5+1

DAMAGE

OF SHOTS 6
of Shots n/a
2nd Barrel n/a

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-1	-2	-3	-4	-6	-8	-12	-16	-24
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-32	-40	-50										



"Livin', dyin' — what the hell's the difference?"

Jason "Carolina" Tuttle

SCRAPE CODE

SEX	Male	AGE	45	HGHT	74	WGHT	200	EYES	Green	HAIR	Red
HANDEDNESS	Right Handed	RACE	White	RELIGION	agnostic						
OCCUPATION	Outlaw	PLACE OF ORIGIN	South Carolina, CSA								

STR	10.63	Damage Modifier	0	LIFT	200	CARRY	45	DRAG	500
INT	16.40	Skill Learning Modifier	5	Accuracy Modifier	2				
WIS	16.09	Skill Learning Modifier	5	Speed Modifier	0				
DEX	14.09	Accuracy/To Hit Modifier	2	Speed Modifier	0				
CON	10.23	Hit Point Modifier	0						
LKS	13.54	Rep Modifier	1	Fame Modifier	2	Charisma Modifier	1		
CHA	17.15	Skill Learning Modifier	6	Rep Modifier	6	Max# Companions	15		

FAME	26	REP	-30
MINOR CELEBRITY		AVERAGE NOTORIETY	

of Gunfights **4**

0

SPEED

Speed Modifiers

6

ACCURACY

Accuracy Modifiers

HIT POINTS			24
POINTS	LOCATION	DAYS TO HEAL	

Cash On Hand/Valuables:

\$0.75

Cigar case, silver

Smokes/makings

NOTES:

alias "James R. Mullins"

Juror Personality: Perspicacious

NOTABLE SKILLS

Escape Artist 39%

Listening 62%

Riding 45%

THUMBNAIL DESCRIPTION:

Tuttle knows that he's dying but that hasn't slowed him down. A few weeks ago he robbed a bank, killing a deputy in the process and rode like hell to escape the clutches of a posse. While on the lam, he stumbled across the remains of a dead lawyer and assumed the dead man's identity. Claiming the contents of the dead man's wallet, he found that he was in possession of a deed for a plot of land and a building in the boomtown of Muskeegie. Tuttle took the deed (as well as the dead man's other documents) and headed for the town to take assume the man's life.

Unfortunately, his health began to worsen on the journey. When he was kicked off the stage at a remote swing station for drawing blood in a simple argument, he found himself stranded.

He hopes that he can find someone to give him a ride, since he's too ill to walk.

TALENTS

Dead Eye

Endurance

QUIRKS

Deathwish

Hothead

Dehorn

FLAWS

Consumptive

BUILDING POINTS: **WANTED?:** Murder & Bank Robbery **REWARD** \$500

GROUPING
Swing Station Alexander
GROUPING II
FACTION
PROFESSION
Outlaw



"Don't be in such a hurry, Mister. In the end we all end up in the same place — regardless of the pace we keep."

Jessup Tee Hayes

SCRAPE CODE

SEX	Male	AGE	27	HGHT	66	WGHT	150	EYES	Blue	HAIR	Black
HANDEDNESS	Right Handed	RACE	White			RELIGION	Methodist				
OCCUPATION	Freight/Teamster			PLACE OF ORIGIN	Michigan, USA						

STR	13.04	▶	Damage Modifier	+1	LIFT	225	CARRY	66	DRAG	563
INT	9.63	▶	Skill Learning Modifier	-1	Accuracy Modifier	-1				
WIS	10.34	▶	Skill Learning Modifier	0	Speed Modifier	2				
DEX	10.80	▶	Accuracy/To Hit Modifier	0	Speed Modifier	2				
CON	13.48	▶	Hit Point Modifier	2						
LKS	10.14	▶	Rep Modifier	0	Fame Modifier	0	Charisma Modifier	0		
CHA	9.06	▶	Skill Learning Modifier	-1	Rep Modifier	-1	Max# Companions	3		

FAME	15	REP	53
LOCAL		AVERAGE REPUTATION	

of Gunfights **2**

5 **SPEED**

Speed Modifiers

0 **ACCURACY**

Accuracy Modifiers

HIT POINTS			24
POINTS	LOCATION	DAYS TO HEAL	
			□□□□ □□□□
			□□□□ □□□□
			□□□□

Cash On Hand/Valuables:

\$8.00

Chewing tobacco

Comb

Deck of cards

NOTES:

Juror Personality: Contemplative

NOTABLE SKILLS	
Driving	30%
Rope Use	48%
Artistic Ability: Piano	56%
Slaughter	62%
Bronc Busting	71%
Animal Herding: Cattle	55%
Listening	58%
Riding	40%

THUMBNAIL DESCRIPTION:

Jess (as he's called by his friends) is usually pretty laid back. He likes his job, except when he has to deal with passengers. He'd rather talk to horses and oxen. They're more agreeable in his opinion.

He's a good driver but definitely enjoys his time off, taking full advantage of it for a good game of cards, a roll of the dice, some whiskey and a couple of rousing drinking songs. He likes the ladies, but isn't particularly looking to settle down. A bit of company once in a while suits him just fine.

As a driver, he runs into trouble now and then but doesn't seem to let that bother him. He figures it's part of the job. He likes working in the great outdoors and having a regular paycheck so he can live a little. He know more curse words than a career sailor and isn't afraid to unload them on others if given an opportunity.

He takes his authority over his stage very seriously and will not hesitate to lay down the law - even if it means dumping a troublesome passenger and his luggage along the road and leaving them behind in the dust.

TALENTS

Courage

QUIRKS

High-Spirited

Flannel Mouth

FLAWS

Colorblind

BUILDING POINTS: **WANTED?:** **REWARD:**

GROUPING
Swing Station Alexander
GROUPING II
FACTION
PROFESSION
Freight/Teamster

COMBAT SHEET



~ A ROLE PLAYING GAME ~



Jessup Tee Hayes

SCRAPE CODE

of Gunfights 2

5
SPEED

Speed Modifiers

0
ACCURACY

Accuracy Modifiers

STR	13.04	Damage Modifier	+1
INT	9.63		
WIS	10.34		
DEX	10.80	"To Hit" Modifier	0
CON	13.48		
LKS	10.14		
CHA	9.06		

HIT POINTS			24
POINTS	LOCATION	DAYS TO HEAL	

BRAWLING CHIPS			
	TOTAL CHIPS		MAXIMUM BET per ROUND
Damage (Red)	26	+1 to Damage per Chip	6
Agility (Blue)	20	+1 to Hit per Chip	5
Endurance (White)	23	-2 to Damage per Chip	6

HANDEDNESS Right Handed

Preferred Gun: Colt Dragon



TYPE Revolver SA **DRAW SPEED MODIFIER** +1 **RELOAD SPEED** 100

AMMO TYPE Cap & Ball .44 Cal

d4+1
DAMAGE

OF SHOTS 6
of Shots n/a
2nd Barrel n/a

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-2	-4	-6	-8	-12	-16	-24	-32	-40
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-50												

Secondary Gun:

TYPE **DRAW SPEED MODIFIER** **RELOAD SPEED**

AMMO TYPE

DAMAGE

OF SHOTS
of Shots
2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

