

SIX GUNS

A SIDEWINDER: RECOILED SUPPLEMENT

LAWMEN – THE EARPS & MASTERSONS

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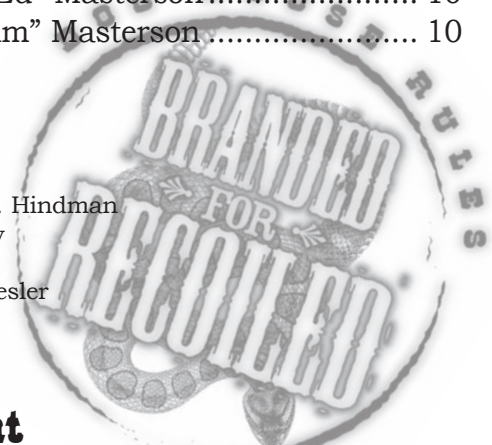
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Product Identity

The following is hereby designated Product Identity: All artwork, *Sidewinder: Recoiled*, *Branded for Recoiled*, *Buckshots*, *For Whom the Bugle Blows*, *Frontier Towns*, *The Fort Griffin Echo*, *Johnny Comes Marching Home*, and *Six-Guns*.

DHR1301



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Introduction

Most folks know the six-shooter revolutionized the Old West. Settlers, soldiers, outlaws and lawmen alike relied on a trusty hogleg for protection on the frontier. Now, with a title like **Six-Guns**, you might reckon this **FREE** *Branded for Recoiled* supplement is about those very sidearms.

Wrong! But hey, we figure the metaphor fits right nicely. That is, a good Judge needs a passel of non-player characters to enliven Old West roleplaying. A holster loaded with spirited personalities gives a Judge an edge in developing adventures. So we like to think of **Six-Guns** as a smokewagon with a full wheel of Old West gunfighters, soldiers and other interesting folks ready for any Judge's draw.

While some **Six-Guns** installments will have a theme binding the characters together, others might be a hodge-podge collection of personalities. Either way, we hope you can put these cowpokes to use right quick-like. And don't be surprised if other DHR products call some of these folks into action.

Lawmen: The Earps & Mastersons

Where there is no law, but every man does what is right in his own eyes, there is the least of real liberty.

— General Henry M. Robert

The story of the Old West is often told through the experiences of lawmen and outlaws. Sometimes the distinction proved elusive as the powerful men that enforced law and order in one town would run afoul of local authorities in another. Or in some cases, the very men charged with upholding the peace would flaunt the law in their own communities, practicing vigilante justice or exploiting the citizens they pledged to serve.

Nonetheless, the lawmen of the Old West helped ensure the safety of citizens on the frontier. Without the strength and conviction of these men—whether saint or sinner—the slew of lawbreakers and bad men may well have ruled the day. And while the names of most of those intrepid sheriffs, marshals and policemen are long forgotten, plenty made their indelible mark on the Wild West.

A fella would be hard-pressed to open any frontier history book without finding Wyatt Earp and Bat



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Masterson within the pages. Those books are likely to mention several lawmen with the surname of Earp and Masterson, as Wyatt and Bat had brothers who also wore the badge. The Dog House Gang has chosen three Earps and three Mastersons to load a full cylinder for this installment of **Six-Guns**.

Personalities

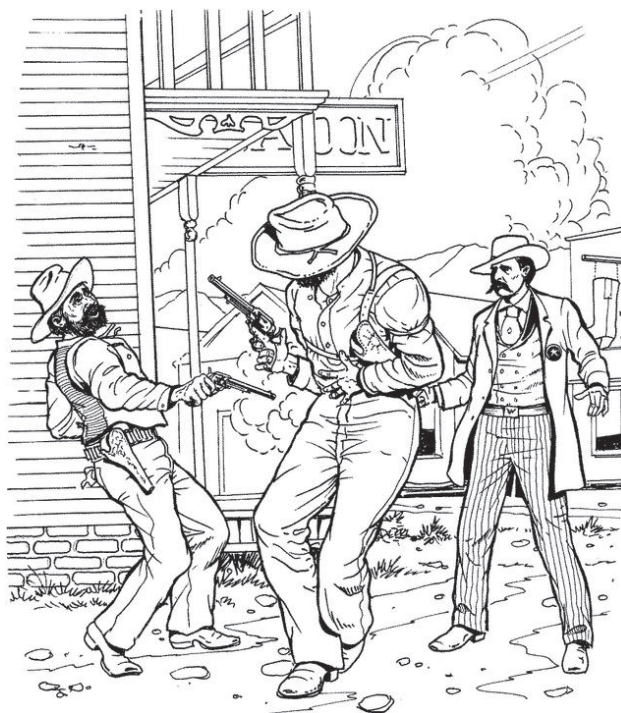
The Earp Brothers

As was common for the times, the Earps were a large family. Nicholas and Virginia Earp had five sons (James, Virgil, Wyatt, Morgan and Baxter) and three daughters (Martha, Virginia and Adelia). In addition, Nicholas also had a son and daughter (Newton and Mariah) from a previous marriage. The family moved regularly, living variously in Kentucky, Illinois, Iowa, Missouri and California.

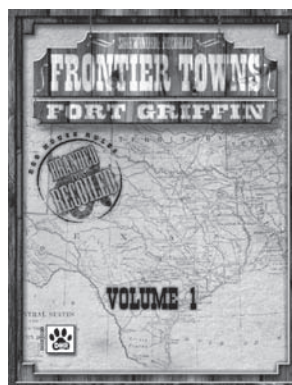
At the outbreak of the Civil War, all of the older Earp boys (Newton, James and Virgil) followed their father and joined the Union army. Meanwhile Wyatt and Baxter (known by his middle name Warren) were left behind to mind the homestead. This irked the 13 year old Wyatt, who ran away from home on several occasions to join his brothers in the fight, only to have his father find him and escort him back home. James received a severe wound in Fredrickstown, Missouri in 1863, ending his service.

While Wyatt Earp is popularly known as one of the most famous lawmen of the Old West, he wasn't the only Earp to wear a badge. In fact, while Wyatt worked as an officer of the law during only a relatively short period of his life, his brother Virgil had a long and distinguished career as a lawman, working as a constable until the day he died. Nicholas Earp probably influenced his sons, having served as a lawman in Illinois, where as a bootlegger he ran afoul of local Temperance laws, and in Missouri, where he worked as a constable and Justice of the Peace. Newton and Warren also served at one time or another behind the star, and although the wound that James Earp suffered at Fredrickstown kept him from a career in law enforcement, he often followed his younger brothers from frontier town to frontier town, working as a bartender and manager of saloons and casinos.

The Doghouse Gang has decided to present Mssrs. Virgil, Wyatt and Morgan Earp in this cylinder of *Six-Guns*. This decision was particularly influenced by the fact that these three Earps were the ones involved in the Gunfight at the OK Corral. As such, we have chosen to provide statistics that are appropriate for the timeframe leading up to that most famous of shootouts in 1881.



TAKE A GANDER, PARDNER



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Wyatt Berry Stapp Earp

Wyatt Earp worked many jobs during his life: teamster, buffalo hunter, gambler, saloon keeper, entrepreneur and land speculator. His career as a lawman began in 1869 in Lamar, Missouri, where his father had been working as a constable. When his father resigned the position to accept a job as Justice of the Peace, Wyatt was appointed in his father's stead, serving for two years. Wyatt eventually fled Missouri to escape a couple of lawsuits and a criminal charge of horse theft.

Earp then bounced around the Great Plains and elsewhere, including Illinois where he operated a brothel with his brother Morgan. In 1875, Wyatt Earp served as a lawman in Wichita, Kansas, earning distinction and public acclamation while demonstrating a talent for defusing violent situations without resorting to gunplay. Wyatt served until 1876, when a dispute with former City Marshal Bill Smith forced him out.

Over the next three years, Wyatt Earp appeared in Deadwood, Dodge City and all over Texas. He befriended Doc Holliday while in Fort Griffin, Texas. In Dodge City, Earp continued his career as a lawman, working as assistant marshal. It was while in Dodge that he participated in his first gunfight, killing George Hoy



Wyatt Earp

(Charismatic Hero 8; Grifter 2, Tin Star 4)

Sex: Male

Birthdate: March 19, 1848

Birthplace: Monmouth, Illinois

Heritage: American

Weight: 160 lbs.

Height: 6' 0"

Hair: Pale Brown, long moustache

Eyes: Light Blue

Allegiances: Earp Brothers

Challenge Rating: 14

Level: 14

Grit Dice: 8d6+2d6+4d10+14 (74)

MDT: 12

Initiative: +0 (+2 Dex, -2 Equipment)

Speed: 30 ft.

Base Attack Bonus: +8

Grapple Modifier: +9 (+8 BAB, +1 Str)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 7

Reputation: +10

Defense: 19, touch 19, flat-footed 17, (+7 class, +2 Dex)

Saving Throws: Fort +8, Ref +12, Will +6

Abilities: Str 12 (+1), Dex 14 (+2), Con 12 (+1), Int 14 (+2), Wis 10 (+0), Cha 17 (+3)

Attacks: *Fists* +9 (1d3+1 nonlethal; Crit: 20)

Buntline Special +10 (2d6; Crit: 20; Range: 40 ft.; Ammo: 6 cyl.)

Sawed-Off Double Barrel +10 (2d8; Crit: 20; Range: 20 ft.; Ammo: 2 int.)

Knife +9 (1d4+1; Crit: 19-20)

Occupation: Law Enforcement [class skills: Investigate, Ride; bonus feat: Personal Firearms Proficiency]

Skills: Bluff +14, Concentration +6, Diplomacy +31, Gather Information +28, Handle Animal +11, Hide +7, Intimidate +20, Investigate +7, Knowledge (business) +6, Knowledge (civics) +5, Knowledge (current events) +7, Knowledge (popular culture) +7, Knowledge (streetwise) +12, Knowledge (tactics) +7, Profession +10, Read/Write Language (English), Ride +12, Search +7, Sense Motive +8, Speak Language (English), Spot +4

Feats: Deceptive, Dodge, Heroic Surge, Horse Tradin', Lightning Reflexes, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Renown, Simple Weapons Proficiency, Sidewinder, Trail Lore (Arizona Territory), Trustworthy

Class Features: Captivate, Charm (men), Coordinate, Favor, Flash the Badge, Nonlethal Force, Posse, Silver Tongue, Work the Crowd

Possessions: Buntline Special (Colt New Model Army with a lengthened Barrel), .44 percussion rounds (18), sawed-off double barrel 12 ga, 12 ga buckshot rounds (10), knife, riding boots, trousers, cloth overcoat with rubberized deep pockets, cowboy hat, plain men's shirt, vest, bandana, knife

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outside the Comique variety hall (with the help of Jim Masterson). It was also in Dodge City that Wyatt Earp received his famous “Buntline Special,” a Colt Single Action Army with a 10-inch barrel, from journalist and writer, Ned Buntline. Since the pistol was impractical to wear in a holster, Wyatt had a pea coat made with custom pockets, 18-inches deep and rubberized, to carry the enormous gun.

After leaving Dodge in 1879, Wyatt, James and Virgil moved to the silver boomtown of Tombstone, Arizona. Wyatt went to work for Wells, Fargo & Company guarding stagecoach strong boxes. A year later, Morgan and Warren joined their brothers, as did Doc Holliday, setting the stage for a series of events best known for the Gunfight at the OK Corral (see sidebar).

Following the aftermath of the OK Corral, Wyatt Earp left Arizona for Colorado. While in Gunnison, Earp

rekindled a romance with Josie Marcus. In 1883, Earp returned to Dodge City with his friend Bat Masterson to help Luke Short, whose gambling business was being threatened by the Dodge City mayor.

During the rest of Wyatt Earp’s life, he and Josie traveled widely. Earp ran saloons and gambling halls in Colorado, Idaho and Alaska (where he befriended Jack London), lived in San Diego and San Francisco, and moved to Hollywood where he met several famous and soon-to-be-famous actors (including John Wayne). Earp died of chronic cystitis in 1929 at the age of 80.



While in Tombstone, Wyatt Earp worked for a brief time as Deputy Sheriff of Pima County. However, during the most famous event of his life, the Gunfight at the OK Corral, Wyatt held no official position as a lawman. Rather, he was serving at his brother Virgil’s request (who was both City Marshal and US Deputy Marshal), after being deputized shortly before the battle. On the other hand, Wyatt’s brother Morgan *was* officially on the city payroll—wearing a deputy’s badge.

The conflict resulted from growing tension between the Earps and a loosely organized group known as the Cowboys. The Earps viewed the Cowboys as nothing more than horse thieves and bandits (probably justly), while the Cowboys viewed the Earps as using their positions for their own agenda (perhaps also justly). After several stagecoach robberies for which the Earps arrested various members of the Cowboy faction, Frank McLaury told Morgan Earp that any more arrests would result in the killing of the Earps. The conflict grew into furious gunfire when Virgil, Morgan, Wyatt and Doc Holliday attempted to enforce a city ordinance banning the carrying of firearms within Tombstone. Virgil and Morgan were acting in their official capacity as City Marshal and Deputy, while Wyatt and Doc were brought along as backup.

When the Earps attempted to disarm Billy Claiborne, Frank and Tom McLaury, and Billy and Ike Clanton, the Cowboys resisted and gunfire erupted. Billy Claiborne and Ike Clanton were clearly unarmed and ran through the hail of bullets

unharmd. Both McLaury and Billy Clanton were killed, with guns being found on only Frank McLaury and Billy Clanton afterward. Virgil, Morgan and Doc Holliday were all mildly wounded. Wyatt Earp emerged unscathed.

The fight was far from the classic western showdown portrayed by Hollywood, being more typical of the street fights that actually occurred in the Wild West. The fight lasted an estimated 30 seconds with a total of 20 to 30 shots being fired, with the majority from a range of less than 10 feet. It goes to show how much lead is actually wasted in such affairs.

The Cowboys’ revenge developed slowly and with cowardice. Two months later, in December of 1881, Virgil was ambushed by a number of men with shotguns from the second story of an empty building. Virgil was badly injured, permanently losing the use of one arm. In March of the next year, Morgan was shot in the back and killed while playing pool. The assailant used a rifle to shoot through the window of the billiard hall. As one might expect, Wyatt was a might enraged by these events. After Virgil’s wounding, Wyatt was appointed as US Deputy Marshal in his stead. Soon after, he organized a posse, including his brother Warren, to hunt down the perpetrators of these crimes. Although Wyatt was a man who had taken pride in avoiding bloodshed; he was now on a vendetta that could only be satisfied by blood. Within a week three Cowboys, Frank Stillwell, Florentino “Indian Charlie” Cruz, and “Curley Bill” Brocius, would lie dead.



Morgan Seth Earp

Morgan Earp was the younger brother of Wyatt. When their father and older brothers left to fight in the Civil War, Morgan and Wyatt were left at home to mind the farm. The two brothers grew up close, with a common love of adventure and a dislike of farming.

Over his relatively short life, Morgan worked a variety of jobs, including various positions as a lawman and as a shotgun messenger—the man who guarded the strongbox—for Wells, Fargo & Company. Before the events at the OK Corral, Morgan Earp had been in only one gunfight. The duel occurred while Morgan was serving as marshal of Butte, Montana. After losing the job to Morgan, the former sheriff of Butte, Billy Brooks, called him out, meeting him in the street. Morgan was wounded in the shoulder and Brooks died from a stomach wound.

While in Tombstone, Morgan was deputized by his brother Virgil as a special deputy for the city of Tombstone. So during the Gunfight at the OK Corral, Morgan (unlike Wyatt) was *officially* wearing a star. Of the Earp faction, Morgan was probably the least experienced. Despite this, he acquitted himself well. After being wounded, he recovered his wits and continued firing. It is generally believed that either Morgan or Doc Holliday was responsible for killing Frank McLaury.

Three months later, in 1882, Morgan was assassinated in retaliation. After watching a musical, Morgan was playing pool. The shooter fired a rifle through the window on the locked front door. At the same time, another shot narrowly missed Wyatt, who was watching the pool game. Morgan died within the hour.



Morgan Earp (Tough Hero 4, Fast Hero 3)

Sex: Male
Birthdate: April 24, 1851
Birthplace: Pella, Marion County, Iowa
Heritage: American
Weight: 145 lbs.
Height: 5' 10"
Hair: Brown
Eyes: Blue
Allegiances: Earp Brothers

Challenge Rating: 7
Level: 7
Grit Dice: 4d10+3d8+14+4+3 (61)
MDT: 15
Initiative: +2 (+2 Dex)
Speed: 35 ft.
Base Attack Bonus: +5
Grapple Modifier: +6 (+5 BAB, +1 Str)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Action Points: 4
Reputation: +2
Defense: 19, touch 19, flat-footed 17, (+7 class, +2 Dex)

Saving Throws: Fort +5, Ref +5, Will +3
Abilities: Str 12 (+1), Dex 14 (+2), Con 15 (+2), Int 14 (+2), Wis 12 (+1), Cha 12 (+1)
Attacks: *Fists* +7 (1d6+1 nonlethal; Crit: 20)
Colt New Model Army +7 (2d6; Crit: 20; Range: 30 ft.; Ammo: 6 cyl.)
Knife +6 (1d4+1; Crit: 20)

Occupation: Law Enforcement [class skills: Bluff, Gather Information; bonus feat: Personal Firearms Proficiency]

Skills: Balance +9, Bluff +8, Concentration +9, Gather Information +5, Handle Animal +4, Intimidate +7, Knowledge (current events) +4, Knowledge (popular culture) +4, Knowledge (streetwise) +7, Profession +3, Read/Write Language (English), Ride +11 Sleight of Hand +7, Speak Language (English), Spot +5

Feats: Animal Affinity, Brawl, Focused, Personal Firearms Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency, Slip Hammer, Toughness

Class Features: Damage Reduction 1, Increased Speed, Robust

Possessions: Colt New Model Army, .44 percussion rounds (18), holster, cartridge pouch and belt, riding boots, plain men's suit, cloth overcoat, cowboy hat, plain men's shirt, vest, knife





Virgil Walter Earp

Like his younger brothers, Virgil Earp held many jobs over his lifetime; he farmed, worked on rail construction, worked in a sawmill, drove a stage, drove a mail route, prospected, and of course, worked as an officer of the law. Out of both the Earp and Cowboy factions at the OK Corral, Virgil Earp had, by far, the most experience. Not only was he the only one with combat experience, Virgil probably had an edge in serving as an officer of the law as well.

Virgil was the second son of Virginia and Nicholas Earp. In 1860, at the age of 16, Virgil eloped with a Dutch immigrant named Magdalena “Ellen” Rysdam. Ellen and Virgil stayed together for a year despite the disapproval of her parents. Only two weeks after the birth of their daughter (Nellie Jane), Virgil left to serve for three years in the 83rd Illinois Infantry of the Union Army. After his discharge in 1865, Virgil learned that Ellen and her family had moved to Oregon. Ellen had been told that Virgil had died. Virgil Earp married again in 1870 to Rosella Draggoo and for a final time in 1874 to Alvira “Allie” Packingham Sullivan.

While in Tombstone (1879–1882), Virgil Earp served as town marshal as well as US Deputy Marshal for the

Arizona Territory. After the shoot out at the OK Corral, Virgil was the first Earp to be struck in revenge. An estimated 5 or 6 shotgun blasts were launched at Virgil from an abandoned building. Although struck by about 20 pellets, Earp didn’t fall. Still, a surgeon had to remove about 5 1/2 inches of shattered humerus bone to save Virgil’s life, leaving the lawman permanently crippled. While the doctor examined him, Virgil managed to tell his wife Allie, “Never mind, I’ve got one arm left to hug you with.”

After the murder of his brother Morgan, Virgil and Allie left Tombstone, accompanying Morgan’s body back to his parents in Colton, California. The Cowboys had been making threats against Virgil; so Warren, Wyatt and a host of other friends guarded the ride to the train. Still quite weak, Virgil had to be lifted into the passenger car. Allie wore Virgil’s pistol. Despite the inability to use his arm, upon recovering Virgil continued to serve as a lawman. He became Colton’s first City Marshal. When he died on October 19, 1905 of pneumonia he was working as the Deputy Sheriff of Esmeralda County, Nevada.

Virgil Earp

(Tough Hero 2, Dedicated Hero 1; Gunslinger 2, Tin Star 7)

Sex: Male

Birthdate: July 18, 1843

Birthplace: Hartford, Kentucky

Heritage: American

Weight: 150 lbs.

Height: 5’ 11”

Hair: Chestnut

Eyes: Blue

Allegiances: Earp Brothers

Challenge Rating: 12

Level: 12

Grit Dice: 2d10+1d6+2d10+7d10+24+3 (96)

MDT: 14

Initiative: +8 (+3 Dex, +4 Improved Initiative, +1 Greased Lightning)

Speed: 30 ft.

Base Attack Bonus: +7

Grapple Modifier: +8 (+7 BAB, +1 Str)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 6

Reputation: +4

Defense: 21, touch 21, flat-footed 18 (+8 class, +3 Dex)

Saving Throws: Fort +9, Ref +7, Will +9

Abilities: Str 12 (+1), Dex 16 (+3), Con 14 (+2), Int 12 (+1), Wis 14 (+2), Cha 13 (+1)

Attacks: *Fists* +8 (1d3+1 nonlethal; Crit: 20)

*Colt New Model Navy*¹ +12 (2d4; Crit: 20;

Range: 30 ft.; Ammo: 6 cyl.)

Loomis Side-By-Side +10 (2d6; Crit: 20; Range: 20 ft.; Ammo: 2 int.)

Knife +8 (1d4+1; Crit: 19-20)

Occupation: Military [class skills: Handle Animal, Ride; bonus feat: Personal Firearms Proficiency]

Skills: Concentration +4, Diplomacy +13, Gather Information +10, Handle Animal +3, Intimidate +16, Investigate +4, Knowledge (civics) +4, Knowledge (current events) +4, Knowledge (popular culture) +4, Knowledge (streetwise) +10, Profession +8, Read/Write Language (English), Ride +10, Sense Motive +4, Sleight of Hand +9, Speak Language (English), Spot +7, Survival +4

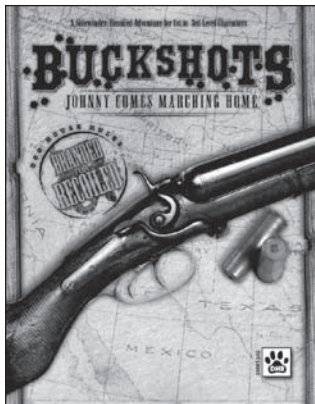
Feats: Gunplay, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Quick Draw, Quick Reload, Toughness, Trail Lore (Arizona Territory), True Grit, Trustworthy

Class Features: Deputy, Discern Lie, Empathy, Flash the Badge, Greased Lightning, Nonlethal Force, Posse, Remain Conscious, Weapon Focus (Colt New Model Navy)

Possessions: Colt New Model Navy¹; .38 percussion rounds (30), Loomis Side-By-Side, 15 ga ammo (20), holster, plain men’s suit, plain men’s shirt, cowboy boots, cloth overcoat, cowboy hat, string tie, gloves, knife, marshal’s badge

¹ See the *Fort Griffin Echo, Volume 1, Number 2* for more detailed information on the Colt New Model Navy Pistol.

TAKE A GANDER, PARDNER



Designed as an introductory adventure for *Sidewinder: Recoiled*, Johnny Comes Marching Home provides a quick draw for your Wild West roleplaying. Our heroes are returning home after an extended absence (the War as it were), but they must meet one more challenge before they can rest their weary bones.

Visit the Dog House Gang at
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The Masterson Brothers

Thomas Masterson, Sr. and his wife, Catherine (nee McGurk) emigrated from St. Georges in Quebec Province of Canada with their two oldest sons, Edward and Bertholomiew. Not much is known about the details of their journey, but the family likely departed sometime in 1854 and eventually settled on a farm in Sedgwick County, Kansas.

The birthplace of James Masterson remains unclear; it seems logical he was born after the family left Canada, but before the Mastersons reached Kansas. The family grew over the years, with two more brothers and two sisters born in Kansas—for a total of seven siblings by the end of the Civil War. After James, Catherine bore Thomas, Jr., George, Nellie and Emma. Meanwhile, the three elder brothers seemed inseparable, roaming the fields and woods hunting together and looking for adventure. Not quite old enough to fight in the Civil War, the brothers found a taste of freedom on the frontier, preferring the wild outdoors to either the schoolroom or the farm.

In the early 1870s, Ed, Jim and Bat (a nickname he gained long before he was wounded and began using his famous cane) earned a living as freelance buffalo hunters serving the needs of the growing railhead town of Dodge City. They wandered from Kansas to the Indian Territory and into the Texas panhandle following the herds. Bat in particular earned a reputation as a skilled marksman. After a couple of years the brothers drifted apart and pursued their own paths on the frontier. Yet, they often returned to Wichita and Dodge City, re-uniting for various reasons. They all served as lawmen in Dodge City in the late 1870s, until Ed died in 1878. Bat and Jim joined forces more than once in the following years and both men served as lawmen outside of Kansas in the 1880s.

Taking the timing of Ed Masterson's death into account, these three Masterson lawmen are presented herein as the Dog House Gang envisions them in early 1878, at the height of the brothers' presence in Dodge City.

Bertholomiew [William Barclay, W.B.] "Bat" Masterson

Shortly after his birth in Canada, Bertholomiew Masterson's family moved to the United States. By 1872, the young Bat was hunting buffalo for a living with his older brother Ed and his younger brother Jim. Two years later Bat gained his first measure of fame at the Second Battle of Adobe Walls, holding off Quanah Parker's Comanche raiders. In January of 1876, Masterson killed Melvin King in a Sweetwater, Texas gunfight over the affection of a young lady. Bat did not walk away unscathed, a bullet shattered his pelvic bone; he walked with a limp and used a cane thereafter.

After landing in Dodge City the summer of 1876, Bat had a run-in with City Marshal Larry Deger. Shortly

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thereafter he purchased part of the Lone Star dance hall and served as a county deputy under Charlie Bassett, along with his young friend Wyatt Earp. In 1877 Bat was appointed as city policeman and then filled in as Deputy Marshal when brother Ed was wounded. Bat ran for Ford County Sheriff in November of that same year—against Deger. His bid succeeded and he enjoyed two good years during which he brought in numerous fugitives and maintained order in Dodge City. He also became known for his fashionable clothing, twirling cane and bowler hat. Questions of financial impropriety arose during Bat's run for re-election in 1879; he lost and left town.

Bat Masterson wandered the frontier over the next decade, staying often in Denver and Trinidad, Colorado (where he served as City Marshal for a time) and sometimes returning to Dodge City to help his brother Jim or friends such as Luke Short. He turned up in Tombstone (but missed the OK Corral) and helped Ben and Billy Thompson in Nebraska. Bat began writing articles about sporting events around 1884 and married Emma Walters, in Denver, in 1891. They moved to New York City in 1902, living the rest of their lives there, as Bat wrote for the *Morning Telegraph*. He died from a heart attack, at his typewriter, in 1925.



Bat Masterson

(Fast Hero 4, Smart Hero 2,
Charismatic Hero 2; Tin Star 3)

Sex: Male

Birthdate: November 26, 1853

Birthplace: Henryville, Iberville County, Quebec

Heritage: Canadian

Weight: 150 lbs.

Height: 5' 8"

Hair: Black (moustache)

Eyes: Gray-blue

Allegiances: Masterson brothers

Challenge Rating: 11

Level: 11

Grit Dice: 4d8+2d6+2d6+3d10+11 (63)

MDT: 12

Initiative: +4 (+4 Dex)

Speed: 30 ft.

Base Attack Bonus: +7

Grapple Modifier: +7 (BAB +7, Str +0)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 6

Reputation: +8

Defense: 23, touch 23, flat-footed 19, (+9 class, +4 Dex)

Saving Throws: Fort +6, Ref +9, Will +5

Abilities: Str 10 (+0), Dex 18 (+4), Con 12 (+1),
Int 14 (+2), Wis 10 (+0), Cha 12 (+1)

Attacks: *Fists* +7 (1d3 nonlethal; Crit: 20)

Colt Peacemaker with Custom Grip +12 (2d6;
Crit: 20; Range: 45 ft.; Ammo: 6 cyl.)

Sharps Big Fifty +11 (2d12; Crit: 20; Range:
180 ft.; Ammo: 1 int.)

Knife +7 (1d4; Crit: 19-20)

Cane +7 (1d6; Crit: 20)

Occupation: Hunter [class skills: Hide, Ride;
bonus feat: Personal Firearms Proficiency]

Skills: Balance +8, Diplomacy +20, Gamble +5,
Gather Information +16, Hide +14, Intimidate +16
Investigate +11, Knowledge (civics) +7, Knowledge
(current events) +6, Knowledge (popular culture) +4,
Knowledge (streetwise) +6 Knowledge (tactics) +4,
Knowledge (theology and philosophy) +4, Move
Silently +13, Profession +4, Read/Write Language
(English), Ride +12, Search +7, Sleight of Hand +11,
Speak Language (English, Spanish), Spot +5

Feats: Combat Expertise, Confident, Far Shot,
Gunplay, Personal Firearms Proficiency, Point
Blank Shot, Quick Draw, Renown, Slip Hammer,
Simple Weapons Proficiency, Stealthy, Trustworthy

Class Features: Evasion, Fast Talk, Flash the
Badge, Posse, Savant (Investigate), Uncanny
Dodge 1

Possessions: *Colt Peacemaker with Custom Grip* (2),
.45 center-fire rounds (50), double holster, *Sharps*
Big Fifty, .50 rim-fire rounds (14), cowboy boots,
fancy men's suit, bowler hat, fancy men's shirt,
fancy walking cane, knife



Edward "Ed" Masterson

Edward Masterson was the first-born son of Thomas and Catherine Masterson. He spent most of his childhood in Kansas. As young men, Ed and his younger brother Bat gained employment grading a roadway, but ended up stranded in Dodge City—stuffed of their wages. Ed returned home to Wichita for a time, rejoining Bat and Jim as freelance buffalo hunters in 1873.

More than a year older than his famous brother, Ed Masterson established himself as a lawman in Dodge City by 1876, while Bat was wandering from Texas to the Black Hills. As Assistant City Marshal under Larry Deger, Ed broke up a pending gunfight between two troublesome gamblers—Bob Shaw and "Texas" Dick Moore.

Masterson arrived as Shaw threatened Moore with his pistol. Ed told Shaw to disarm, but the man spun around and shot Ed in the right shoulder. The lawman executed a border shift, firing with his left hand and taking down Shaw. Masterson earned praise from the *Dodge City Times* and local residents. He returned to Wichita to recover from his wound and when he came back to Dodge in late 1877 he reluctantly accepted the position of City Marshal.

On the night of April 9, 1878, Marshal Ed Masterson performed his last duties as a lawman. He broke up a ruckus raised by some drunken cowboys, disarming one Jack Wagner. Later the same day, he encountered Wagner and his foreman, A.N. Walker. Wagner had regained his hogleg and opened fire on the Marshal, who returned fire and hit both of the cowboys. Ed's wounds were fatal; he died later that night. The instigator Wagner died the following morning, while Walker was taken to a Kansas City hospital and never heard from again.



James "Jim" Masterson

Although the youngest of the three Masterson lawmen, James wasn't the baby of the Masterson family, having two younger brothers and two younger sisters. It's unclear whether he was born in Canada or the U.S. As noted earlier, Jim hunted buffalo with his older brothers around 1873, primarily in the Texas panhandle. In the mid-1870s, he moved to Dodge City and made his way into the saloon business.

Jim Masterson held a few positions as a law officer in Dodge, all the while running saloons in the bustling frontier town. Some accounts say he served as a county deputy during Bat's tenure as Ford County Deputy as

Ed Masterson

(Strong Hero 2, Fast Hero 2, Dedicated 3; Tin Star 4)

Sex: Male

Birthdate: September 22, 1852

Birthplace: Henryville, Iberville County, Quebec

Heritage: American

Weight: 165 lbs.

Height: 5' 9"

Hair: Brown

Eyes: Blue

Allegiances: Masterson brothers, Dodge City

Challenge Rating: 11

Level: 11

Grit Dice: 2d8+2d8+3d6+4d10+11 (65)

MDT: 12

Initiative: +3 (+2 Dex; +1 equipment)

Speed: 30 ft.

Base Attack Bonus: +8

Grapple Modifier: +11 (BAB +8, Str +3)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 6

Reputation: +3

Defense: 22, touch 22, flat-footed 20, (+10 class, +2 Dex)

Saving Throws: Fort +7, Ref +6, Will +5

Abilities: Str 16 (+3), Dex 14 (+2), Con 12 (+1), Int 12 (+1), Wis 12 (+1), Cha 12 (+1)

Attacks: *Fists* +12 (1d6+4 nonlethal; Crit: 20)

Colt Lightning +10 (2d4; Crit: 20; Range: 30 ft.; Ammo: 6 cyl.)

*Colt Half-Stock Sporting Rifle*¹ +11 (2d8; Crit 20; Range 105 ft.; Ammo: 6 cyl.)

Knife +11 (1d4+4; Crit: 19-20)

Occupation: Hunter [class skills: Ride, Survival; bonus feat: Personal Firearms Proficiency]

Skills: Diplomacy +12, Gather Information +10, Handle Animal +3, Intimidate +6, Investigate +7, Knowledge (civics) +5, Knowledge (current events) +3, Knowledge (streetwise) +3, Listen +4, Move Silently +5, Profession +6, Read/Write Language (English), Ride +7, Sense Motive +7, Sleight of Hand +12, Speak Language (English), Spot +9, Survival +4

Feats: Brawl, Dodge, Far Shot, Gunplay, Home Ground, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Simple Weapons Proficiency, Track, Trustworthy

Class Features: Empathy, Evasion, Flash the Badge, Melee Smash, Non-lethal Force, Posse, Skill Emphasis (Spot)

Possessions: *Colt Lightning* (2), .38 center-fire rounds (36), holster (2), *Colt Half-Stock Sporting Rifle*¹, .44 rim-fire rounds (12), plain men's shirt, plain men's suit, cowboy hat, cowboy boots, knife, pocketknife, pocket watch

¹ See the *Fort Griffin Echo, Volume 1, Number 2* for more detailed information on the *Colt Half-Stock Sporting Rifle*.

well as an assistant city marshal in 1878. He was definitely appointed Dodge City Marshal November of 1879, serving until April of 1881.

At that time, Jim held a part-ownership in the Lady Gay saloon. He and his partner fought over an employee named Al Updegraff, who Masterson insisted was drinking on the job. Fighting words turned into guns drawn and someone (either Jim or a friend), sent a telegraph to Jim's brother Bat asking for aid in case things turned right ugly. Indeed they did; upon Bat's arrival a gunfight erupted at the railway station and the nearby saloon. Al Updegraff was shot and Bat was arrested and fined—but accounts vary as to whether Bat, Jim or another saloon patron pulled the trigger. Jim left Dodge for good shortly after the incident.

He landed in Guthrie, Oklahoma, where he again wore a badge (either as Sheriff of Logan County or Deputy Marshal), apparently right up to his death from consumption in April of 1895. His obituary in the *Guthrie Daily Oklahoma State Capital* indicates that Masterson was a well-respected, trustworthy member of the community “who never went back on a friend, and never forgot an obligation.”

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Jim Masterson

(Tough Hero 4, Fast Hero 3)

Sex: Male

Birthdate: Sometime in 1855

Birthplace: Quebec or Kansas?

Heritage: Canadian

Weight: 147 lbs.

Height: 5' 7"

Hair: Black

Eyes: Brown

Allegiances: Masterson brothers

Challenge Rating: 7

Level: 7

Grit Dice: 4d10 +3d8+21 (61)

MDT: 17

Initiative: +2 (+2 Dex)

Speed: 35 ft.

Base Attack Bonus: +5

Grapple Modifier: +6 (+5 BAB, +1 Str)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 4

Reputation: +2

Defense: 19, touch 19, flat-footed 17, (+7 class, +2 Dex)

Saving Throws: Fort +6, Ref +5, Will +2

Abilities: Str 12 (+1), Dex 14 (+2), Con 17 (+3), Int 12 (+1), Wis 10 (+0), Cha 12 (+1)

Attacks: Fists +7 (1d6+1 nonlethal; Crit: 20)

*Colt New Model Police Pistol*¹ +8 (2d4; Crit: 20;

Range: 30 ft.; Ammo: 5 cyl.)

S&W Schofield +7 (2d6; Crit 20; Range 45 ft.;

Ammo: 6 cyl.)

Sawed-Off Remington-Whitmore M1873 +7 (2d10;

Crit: 20; Range: 30 ft.; Ammo: 2 int.)

Knife +6 (1d4+1; Crit: 19-20)

Occupation: Hunter [class skills: Hide, Ride; bonus feat: Personal Firearms Proficiency]

Skills: Concentration +6, Gather Information +5, Hide +5, Intimidate +6, Knowledge (current events) +3, Knowledge (popular culture) +4, Knowledge (streetwise) +3, Read/Write Language (English), Ride +7, Sleight of Hand +8, Speak Language (English), Spot +5, Survival +5, Tumble +5

Feats: Brawl, Dodge, Far Shot, Hollow Leg, Mobility, Personal Firearms Proficiency, Simple Weapons Proficiency, Streetfighting, Trustworthy

Class Features: Evasion, Increased Speed, Remain Conscious, Robust

Possessions: *Colt New Model Pistol*¹, .38 percussion rounds (5), holster, *S&W Schofield*, .45 center-fire rounds (18), *Sawed-Off Remington-Whitmore M1873*, 10 ga ammo (10), men's trousers, plain men's shirt, vest, cowboy hat, knife

¹ See the *Fort Griffin Echo*, Volume 1, Number 2 for more detailed information on the *Colt New Model Police Pistol*.

SIX-GUNS: LAWMEN: THE EARPS & MASTERSONS

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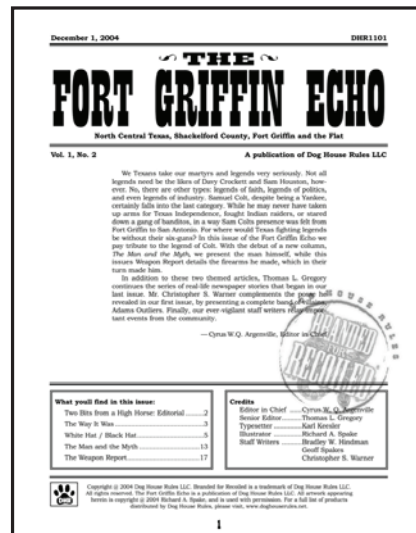
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