TRUE 20

WILD WEST

BY CHARLES RICE

"The bottle and glasses fell to the floor with a shattering crash. Blaine's hand darted under his coat and out, just as the Texan's .45 cleared leather. The shots crashed like a double reverberation – but it was the .45 which thundered first. The window behind Allison shattered, and Blaine tumbled to the floor, to lie in a widening pool of dark crimson.

     – Robert E. Howard, **Knife, Bullet and Noose**

WILD WEST

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INTRODUCTION

Throughout the latter half of the 19th century, Americans expanded west in search of gold, freedom, or land. As the eastern United States became more and more crowded, opportunities abounded on the frontier. As these settlers moved, problems moved with them and brief flashpoints of chaos erupted throughout the west. While these chaotic periods did not last very long, the impact they had on our imaginations has lasted considerably longer. Within the lifetimes of men like Wyatt Earp, dime novels, then films, were made of their lives, sparking a genre of literature and film that thrives to this day. The approach to this genre has changed over time, but the ability for the open plain, where men and women had to make their own way and frequently their own justice, continues to fascinate us today.

Welcome to **True20 Wild West**, a toolkit for use with **True20 Adventure Roleplaying.** Within the pages of this book you will find everything that you need to start a campaign based in the Wild West of the United States of the late 1800s. We have focused our attention on a few select elements in order create a useful set of tools for both players and Narrators in as compact a space as possible. From characters to equipment to an overview of famous people and places, **True20 Wild West** is your introduction to a time when the fastest gun wrote the law.

Author's Note: This supplement is a game, not a history text. The lives of many historical persons in the Wild West are heavily disputed and many of the events that happened bear racial and ethnic overtones uncomfortable to us today. While this book aims to be a historically-based RPG of the Wild West it is first and foremost an RPG.

CHARACTERS OF THE WILD WEST
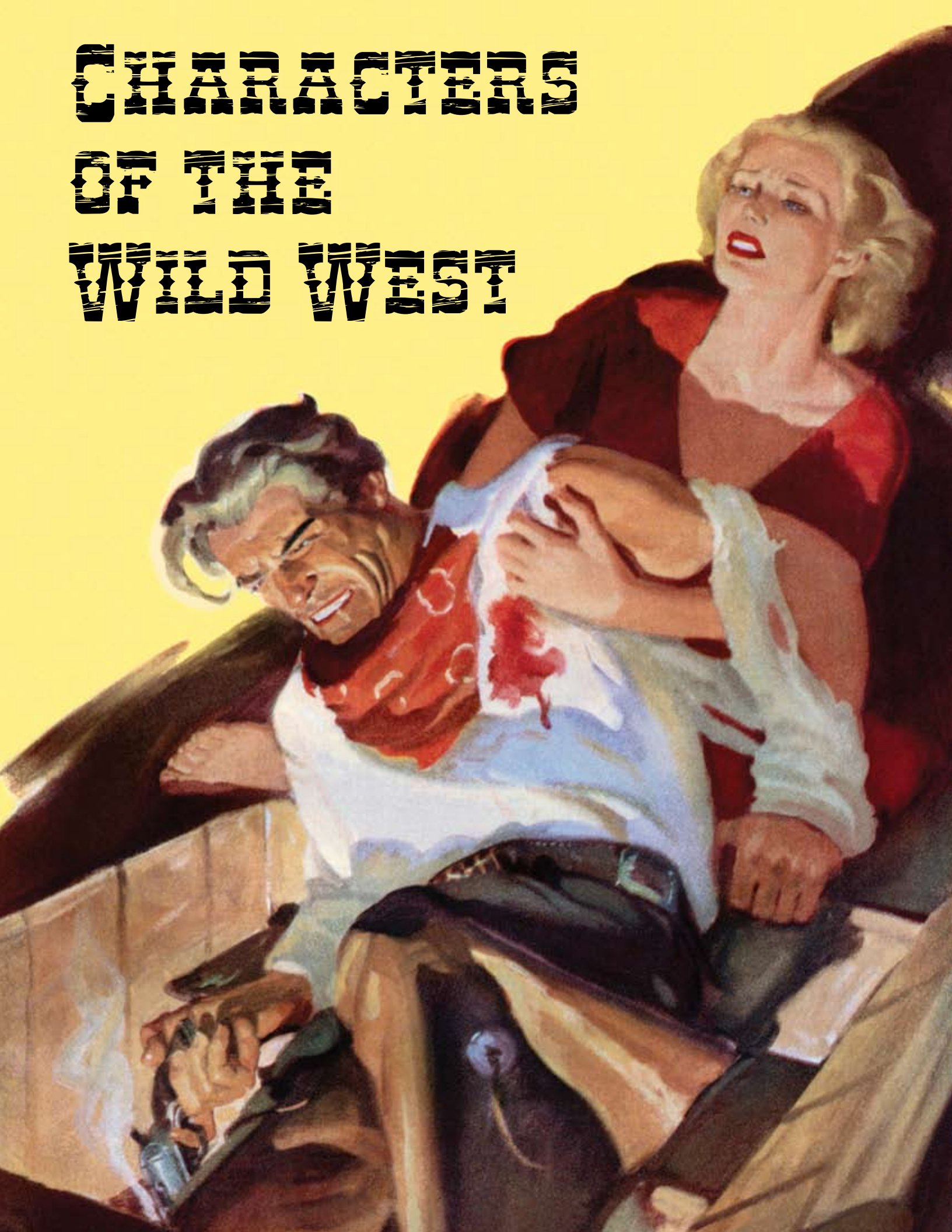
The following section details new options, including paths, for characters in a Wild West setting. Use the material in this section of the book, along with the rules found in *True20 Adventure Roleplaying*, to create – and equip – a character well-suited to adventures in the Wild West.

New Paths

Paths are a tool useful when you are stuck for a character idea. A collection of suggestions, paths are not necessary to character creation but they will make the entire process – as well as advancement of a character – easier.

Doctor (Expert)

Doctors were a rare commodity in the Wild West. Communities jockeyed to attract these necessary men of civilization, just as towns competed for schoolteachers and railroads. If you had a doctor you were well on the way to living like decent, civilized folk.

Adventurer

Not all doctors were content to run their practice in Boston, some wanted to be where the action was. Field surgeons accompanied military units in the Civil War and the Indian Wars that followed. Some doctors preferred life on the frontier and preferred using their skills to help the less fortunate.

Team Role

In campaigns with no supernatural abilities, the doctor will be the closest thing to a healer the characters can find. His presence will greatly increase their chances for survival and the odds of them living to fight another day. Doctors also tend to know about everyone's business. In a small town a doctor can tell you who's caught what by sleeping with whom.

Game Information

Abilities

The doctor needs a high Wisdom since his primary skill, Medicine, is based on this ability. If the doctor plans on plying his trade under less than ideal conditions then a high Wisdom becomes even more important, since he will also need to make Concentration skill checks.

Doctor Level 1
Role: Expert 1st

Size: Medium   **Speed:** 30 ft.   **Reputation:** +1   **Conviction:** 3

Str: -1   **Dex:** +0   **Con:** +1   **Int:** +2   **Wis:** +3   **Cha:** +1

Skills: Concentration 4 (+7), Craft (pharmaceutical) 4 (+6), Diplomacy 4 (+5), Handle Animal 4 (+5), Knowledge (life sciences) 4 (+6), Language +0 (English, Greek, Latin), Medicine 4 (+7), Notice 4 (+7), Ride 4 (+4), Sense Motive 4 (+7), Survival 4 (+7)

Feats: Benefit (Doctor), Talented (Craft [pharmaceutical] and Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery

Combat: Attack +0 (+0 Base, +0 Dex), Damage -1 (unarmed), Defense +0, Initiative +0

Saves: Toughness +1 (+1 Con), Fortitude +1 (+1 Con), Reflex +0, Will +5 (+2 Base, +3 Wis)

Weapons: None

Armor: None

Equipment: Bedroll, 5 days rations, Riding Horse, Medical Bag

DOCTOR LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Expert 1st	Benefit (Doctor), Talented (Craft [pharmaceutical] and Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery
2	Expert 2nd	Herbal Medicine
3	Expert 3rd	Canny Dodge
4	Expert 4th	Improvised Tools
5	Expert 5th	Wealthy
6	Expert 6th	Inspire (Complacency)
7	Expert 7th	Well-Informed
8	Expert 8th	Fascinate (Diplomacy)
9	Expert 9th	Connected
10	Expert 10th	Contacts
11	Expert 11th	Skill Focus (Medicine)
12	Expert 12th	Wealthy
13	Expert 13th	Skill Focus (Craft [Pharmaceutical])
14	Expert 14th	Suggestion (Diplomacy)
15	Expert 15th	Inspire (Competence)
16	Expert 16th	Wealthy
17	Expert 17th	Challenge (Fast Task: Medicine, Diagnose Illness)
18	Expert 18th	Challenge (Medicine, Heal Thyself)
19	Expert 19th	Challenge (Calculated Risk: Medicine, Diagnose Illness to improve a later healing check)
20	Expert 20th	Wealthy

Expertise (Core Ability)

Befitting his status as an expert, the Doctor can spend a point of Conviction to gain 4 points in any skill, including skills in which the Doctor is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Will (Good Saving Throw)

The Doctor has Will as his good saving throw.

Suggested Skills

The following are suggested skills for the Doctor:

Concentration, Craft (pharmaceutical), Diplomacy, Gather Information, Handle Animal, Knowledge (life sciences), Language (Latin, Greek), Medicine, Notice, Ride, Sense Motive, Search, Survival

Starting Feats

The Doctor has Benefit (Doctor), Talented (Craft [pharmaceutical] and Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery

GAMBLER (EXPERT)

Gambling was a respectable way to earn a living in the Wild West, as tried and true a way to separate the drunken cowboy from his hard-earned money as other "respectable" occupations such as tending bar or working in a brothel. The wilder the town, the more money there was to be made, meaning that the serious gambler needed to know when to move on. Civilized towns were not good gambling territory.

Adventurer

Gamblers thrive on taking risks for a suitable reward. While this will ordinarily be done playing his chosen game of choice, most gamblers are not above making money in other ways, so long as it's exciting. Of course, since a gunfight is one cry of "Cheat!" away, most gamblers find their chosen profession exciting enough.

Team Role

Gamblers are slick, tricky men who have a fast eye, fast hands or both. There are all sorts of situations where those skills can come in handy, and since gambling was a rough and tumble profession in the Wild West, gamblers also must be able to handle themselves in a fight (or at least appear menacing enough that they rarely *have* to fight).

Game Information

Abilities

The gambler needs a good Dexterity for quick hands (for cutting cards, drawing his pistol when disagreements arise or

Gambler Level 1

Role: Expert 1st

Size: Medium   **Speed:** 30 ft.   **Reputation:** +1   **Conviction:** 3

Str: +0   **Dex:** +2   **Con:** +0   **Int:** +0   **Wis:** +2   **Cha:** +2

Skills: Bluff 4 (+6), Diplomacy 4 (+6), Intimidate 4 (+6), Knowledge (streetwise) 4 (+4), Notice 4 (+6), Ride 4 (+6), Sense Motive 4 (+6), Sleight of Hand 4 (+6)

Feats: Banter, Lucky, Defensive Roll (+1), Firearms Training

Combat: Attack +2 (+0 Base, +2 Dex), Damage +0 (unarmed), Damage +1 (Knife), Damage +4 (Colt M-1873 Peacemaker), Defense +4 (+0 Base, +2 Dex, +2 Cha), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Defensive Roll, +0 Con), Fortitude +0 (+0 Base, +0 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+0 Base, +2 Wis)

Weapons: Colt M-1873 Peacemaker, Knife

Armor: None

Equipment: Bedroll, 5 days rations, Riding Horse, Colt M-1873 Peacemaker, 30 rounds ammunition, Knife

Gambler Level Progression

Character Level	Role Level	Feats/Supernatural Powers
1	Expert 1st	Banter, Lucky, Defensive Roll (+1), Firearms Training
2	Expert 2nd	Inspire (Complacency)
3	Expert 3rd	Attack Focus (weapon)
4	Expert 4th	Gambler's Luck
5	Expert 5th	Taunt
6	Expert 6th	Sneak Attack (+2)
7	Expert 7th	Defensive Roll (+2)
8	Expert 8th	Uncanny Dodge
9	Expert 9th	Inspire (Fear)
10	Expert 10th	Dodge Focus (+1)
11	Expert 11th	Improved Initiative
12	Expert 12th	Dodge Focus (+2)
13	Expert 13th	Quick Draw
14	Expert 14th	Fascinate (Bluff)
15	Expert 15th	Sneak Attack (+3)
16	Expert 16th	Defensive Roll (+3)
17	Expert 17th	Evasion
18	Expert 18th	Suggestion
19	Expert 19th	Elusive Target
20	Expert 20th	Defensive Roll (+4)

both), a good Charisma for bluffing and a good Wis to spot his opponents' tells (since everyone knows if you can't spot the sucker you *are* the sucker).

Expertise (Core Ability)

Befitting his status as an expert, the Gambler can spend a point of Conviction to gain 4 points in any skill, including skills in which the Gambler is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Reflex (Good Saving Throw)

The Gambler has Reflex as his good saving throw.

Suggested Skills

The following are suggested skills for the Gambler: Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (streetwise), Notice, Ride, Search, Sense Motive, Sleight of Hand

Starting Feats

Banter, Lucky, Defensive Roll, Firearms Training

Hunter (Warrior)

Large game hunting was both a sport and a necessity in the Wild West. Men came to prove their ability to bring down big game but large bodies of men (such as railroad crews) also demanded enormous quantities of meat. The hunter was there to provide food and protection from animals.

Adventurer

Many hunters came out west to seek one of the largest game animals in North America, the Bison. Still others were employed by ranchers to hunt animals they preyed on their livestock, especially wolves. Other hunters sought valuable pelts to sell that would eventually be turned into fur coats and hats for those living in the large eastern cities. As a man who knows the wild and is an excellent shot with a rifle, hunters could be involved in a variety of adventures from bounty hunting to serving as an advance scout for military forays on the frontier.

True20 Wild West

Hunter Level Progression

Character Level	Role Level	Feats/Supernatural Powers
1	Warrior 1st	Point Blank Shot, Far Shot, Firearms Training (or Weapon Training), Track
2	Warrior 2nd	Trailblazer
3	Warrior 3rd	Attack Focus (weapon)
4	Warrior 4th	Attack Specialization (weapon)
5	Warrior 5th	Tough (+1)
6	Warrior 6th	Favored Opponent (Animals +2 skills/+1 damage)
7	Warrior 7th	Greater Attack Focus (weapon)
8	Warrior 8th	Greater Attack Specialization (weapon)
9	Warrior 9th	Trackless
10	Warrior 10th	Tough (+2)
11	Warrior 11th	Favored Opponent (Animals +4 skills/+2 damage)
12	Warrior 12th	Precise Shot
13	Warrior 13th	Improved Precise Shot
14	Warrior 14th	Tough (+3)
15	Warrior 15th	Night Vision
16	Warrior 16th	Smite Opponent
17	Warrior 17th	Favored Opponent (Animals +6 skills/+3 damage)
18	Warrior 18th	Uncanny Dodge
19	Warrior 19th	Tough (+4)
20	Warrior 20th	Diehard
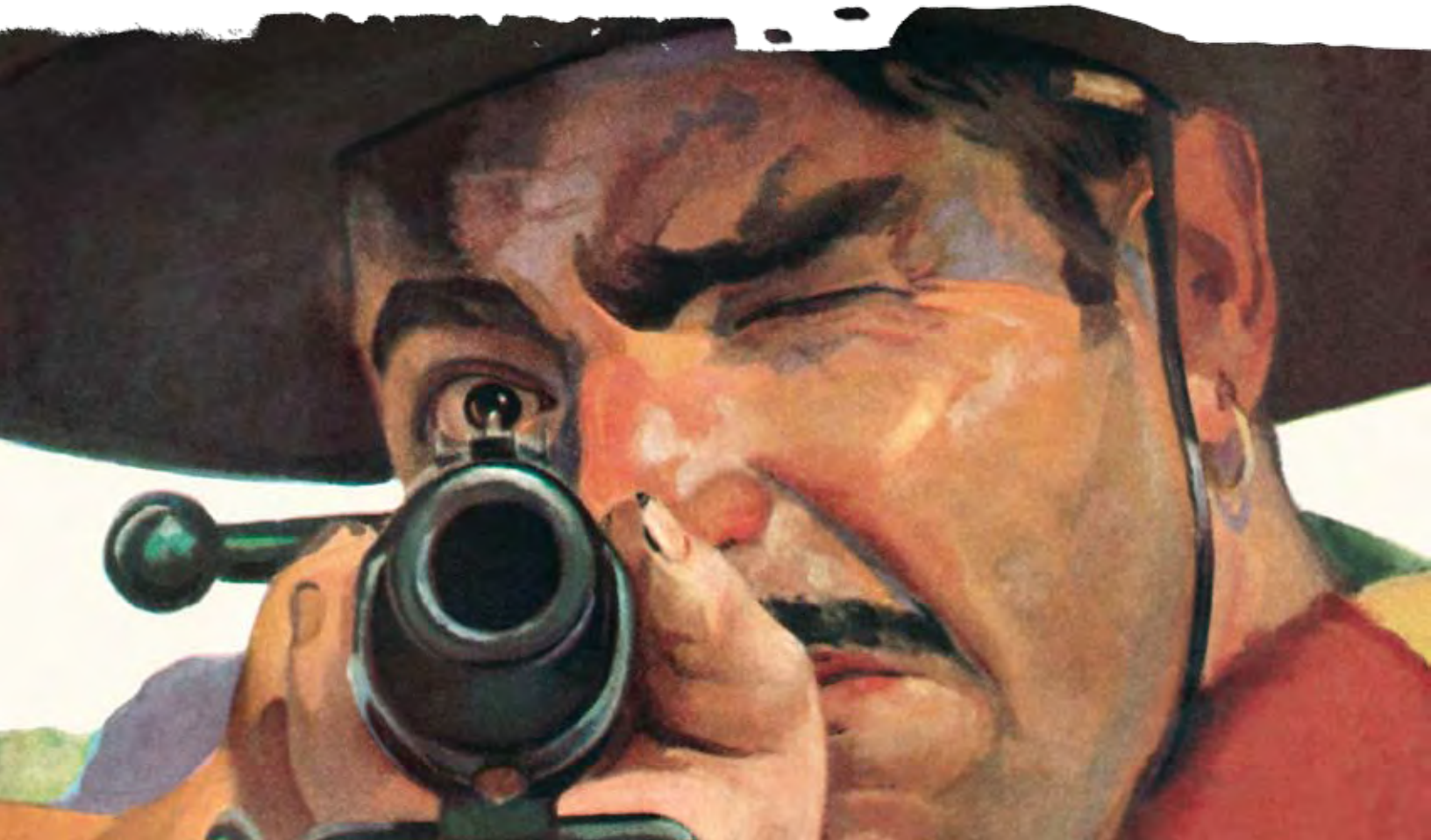
Hunter Level 1

Role: Warrior 1st

Size: Medium	**Speed:** 30 ft.	**Reputation:** +0	**Conviction:** 3

Str: +0 **Dex:** +3 **Con:** +1 **Int:** +0 **Wis:** +3 **Cha:** -1

Skills: Notice 4 (+7), Ride 4 (+7), Stealth 4 (+7), Survival 4 (+7)

Feats: Point Blank Shot, Far Shot, Firearms Training (or Weapon Training), Track

Combat: Attack +4 (+1 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Model 1861 Muzzleloader), Damage +2 (Bowie Knife), Defense +4 (+1 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +1 (+0 Base, +1 Con), Fortitude +3 (+2 Base, +1 Con), Reflex +3 (+0 Base, +3 Dex), Will +3 (+0 Base, +3 Wis)

Weapons: Model 1861 Muzzleloader, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Model 1861 Muzzleloader, 30 rounds, Bowie Knife

Many hunters established themselves in other careers, ranging from Army scout to famous showman (such as Buffalo Bill Cody).

Team Role

The hunter is an outdoorsman, tracker and marksman. Any adventure set in the outdoors, whether the prey is animal or man would benefit from the presence of a hunter.

Game Information

Abilities

The hunter needs a good Dexterity for marksmanship as well as a good Wisdom for Survival and Notice, two key skills of his profession.

Determination (Core Ability)

As a warrior, the Hunter can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

Suggested Skills

The following are suggested skills for the Hunter: Craft (traps), Handle Animal, Notice, Ride, Stealth, Survival

Starting Feats

Point Blank Shot, Far Shot, Firearms Training, Track

Indian Agent (Expert)

As Indians were removed from the plains onto small reservations where it was hoped they could be controlled, a new bureaucracy, large and spectacularly corrupt, sprung up to administrate these new government lands. Ostensibly there to serve as a liaison between the government and the reservation, many Indian Agents were more concerned with lining their pockets, skimming supplies and demanding bribes for any sort of real action.

Adventurer

In an era known for colorful characters that walked on both sides of the law, where the local sheriff was likely the proprietor of the local brothel as well, Indian Agents were almost unanimously acknowledged as the masters of graft. Even today calling someone an "Indian Agent" is not going to be taken as a compliment if they know anything at all about how the term has been used.

Still, while many agents used their positions to line their pockets, many others were praised by Native Americans for fairness and honesty, such as Dr. Valentine McGillycuddy.

Indian Agent Level 1

Role: Expert 1st

Size: Medium **Speed:** 30 ft. **Reputation:** +1 **Conviction:** 3

Str: +0 **Dex:** +2 **Con:** +0 **Int:** +0 **Wis:** +1 **Cha:** +3

Skills: Bluff 4 (+7), Diplomacy 4 (+7), Disguise 4 (+7), Gather Information 4 (+7), Intimidate 4 (+7), Ride 4 (+6), Sense Motive 4 (+5), Stealth 4 (+6)

Feats: Connected, Contacts, Fascinate (Bluff or Diplomacy), Firearms Training

Combat: Attack +0 (+0 Base, +2 Dex), Damage +0 (unarmed), Damage +1 (Knife), Damage +3 (Colt M-1860 Revolver), Defense +2 (+0 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +0 (+0 Base, +0 Con), Fortitude +0 (+0 Base, +0 Con), Reflex +4 (+2 Base, +2 Dex), Will +1 (+0 Base, +1 Wis)

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860 Revolver (30 rounds), Knife

Indian Agent Level Progression

Character Level	Role Level	Feats/Supernatural Powers
1	Expert 1st	Connected, Contacts, Fascinate (Bluff or Diplomacy), Firearms Training
2	Expert 2nd	Suggestion
3	Expert 3rd	Well-Informed
4	Expert 4th	Mass Suggestion
5	Expert 5th	Uncanny Dodge
6	Expert 6th	Taunt
7	Expert 7th	Defensive Roll (+1)
8	Expert 8th	Inspire (Complacency)
9	Expert 9th	Quick Draw
10	Expert 10th	Banter
11	Expert 11th	Elusive Target
12	Expert 12th	Defensive Roll (+2)
13	Expert 13th	Sneak Attack (+2)
14	Expert 14th	Dodge Focus (+1)
15	Expert 15th	Wealthy
16	Expert 16th	Defensive Roll (+3)
17	Expert 17th	Evasion
18	Expert 18th	Improved Evasion
19	Expert 19th	Dodge Focus (+2)
20	Expert 20th	Defensive Roll (+4)

Team Role

Indian Agents are notoriously smooth and have excellent contacts among Native American tribes, especially those confined to a reservation. If a group needs a mouthpiece, especially to talk to a Native American, an Indian Agent is their man.

Game Information

Abilities

An Indian Agent's number one asset is his ability to wheel and deal, meaning he needs a high Charisma. Since Indian Agents also need to step lightly to avoid angry "clients" or to skip out when their superiors decide to take notice of their graft, a good Dexterity is also advisable.

Expertise (Core Ability)

Befitting his status as an expert, the Indian Agent can spend a point of Conviction to gain 4 points in any skill, including skills in which the Indian Agent is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Reflex (Good Saving Throw)

The Indian Agent has Reflex as his good saving throw.

Suggested Skills

The following are suggested skills for the Indian Agent: Bluff, Diplomacy, Disguise, Escape Artist, Gather Information, Intimidate, Language (Apache, Sioux), Notice, Ride, Search, Sense Motive, Stealth and Survival

Starting Feats

Connected, Contacts, Fascinate (Bluff or Diplomacy), Suggestion

Lawman (Warrior)

As townsfolk moved onto the frontier, so did a demand for law-enforcement capable of taming the wild towns springing up like weeds. Boom towns sprang up overnight along a new rail junction, cattle drive stopover or for numerous gold and silver rushes that spurred colonization of the wild frontier. These towns sought to become more civilized and demand for lawmen was high.

Adventurer

It required a man of exceptional tenacity and strength to bring order to the chaotic towns of the Wild West. Of course, not many men have such strength or the desire to use, especially without a personal gain attached. For this reason totally honest lawmen are one of the rarest commodities of the time. For every Seth Bullock or Wild Bill Hickok there are several Wyatt Earps and even more cowardly, incompetent or totally corrupt men using their badge to advance their interests and not those they swore to protect.

Team Role

The Lawman is a valuable ally to have at your back in a fight. If you need to fight someone and want someone relatively trustworthy, who might also be able to cloak your fight under the rule of law, then a lawman is someone you want on your side.

Game Information

Abilities

The lawman needs to be a well-rounded character. Sometimes he will need to talk his way out of trouble and others he'll need to fight.

Lawman Level 1

Role: Warrior 1st

Size: Medium   **Speed:** 30 ft.   **Reputation:** +0   **Conviction:** 3

Str: +1   **Dex:** +2   **Con:** +1   **Int:** +0   **Wis:** +0   **Cha:** +2

Skills: Diplomacy 4 (+6), Intimidate 4 (+6), Ride 4 (+6), Sense Motive 4 (+4)

Feats: Benefit (Lawman), Firearms Training, Quick Draw, Tough (+1)

Combat: Attack +3 (+1 Base, +2 Dex), Damage +1 (unarmed), Damage +4 (M-1873 Colt Peacemaker), Defense +3 (+1 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+2 Con, +1 Tough), Fortitude +3 (+2 Base, +1 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Weapons: Cole M-1873 Peacemaker

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873 Peacemaker, 30 rounds

Lawman Level Progression

Character Level	Role Level	Feats/Supernatural Powers
1	Warrior 1st	Benefit (Lawman), Firearms Training, Quick Draw, Tough (+1)
2	Warrior 2nd	Assessment
3	Warrior 3rd	Attack Focus (weapon)
4	Warrior 4th	Stunning Attack
5	Warrior 5th	Attack Specialization (weapon)
6	Warrior 6th	Seize Initiative
7	Warrior 7th	Tough (+2)
8	Warrior 8th	Point Blank Shot
9	Warrior 9th	Greater Attack Focus (weapon)
10	Warrior 10th	Tough (+3)
11	Warrior 11th	Greater Attack Specialization (weapon)
12	Warrior 12th	Precise Shot
13	Warrior 13th	Tough (+4)
14	Warrior 14th	Startle
15	Warrior 15th	Talented (Diplomacy and Intimidate)
16	Warrior 16th	Vehicular Combat
17	Warrior 17th	Track
18	Warrior 18th	Tough (+5)
19	Warrior 19th	Improved Ranged Disarm
20	Warrior 20th	Improved Initative

Determination (Core Ability)

As a warrior, the Lawman can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

Suggested Skills

The following are suggested skills for the Lawman: Diplomacy, Gather Information, Intimidate, Notice, Ride, Sense Motive

Starting Feats

Benefit (Lawman), Firearms Training, Quick Draw, Talented (Diplomacy and Intimidate)

Military Officer (Expert)

In order to protect the frontiers, the military was tasked with establishing forts in hostile territory where they would be able to defend as much ground as possible. Many of these forts saw large, permanent settlements grow up around them and military officers were often asked to serve in multiple capacities to help civilian governments get off their feet and get organized. Of course there were also numerous Indian, Mexican and bandit attacks that could look more like war than crime and the military was called on to deal with those as well.

Adventurer

Many military officers who were either too young to serve in the Civil War or were unable to distinguish themselves there sought to make their reputations in the Wild West. As settlers expanded, military attacks by Indian forces became more and more common.

Team Role

The military officer is a good combatant but where he really excels is making those around him better.

Military Officer Level Progression

Character Level	Role Level	Feats/Supernatural Powers
1	Expert 1st	Benefit (Military Rank), Firearms Training, Vehicular Combat (Ride), Weapon Training
2	Expert 2nd	Inspire (Courage)
3	Expert 3rd	Master Plan
4	Expert 4th	Assessment
5	Expert 5th	Attack Focus (weapon)
6	Expert 6th	Defensive Roll (+1)
7	Expert 7th	Move-by Action
8	Expert 8th	Startle
9	Expert 9th	Defensive Roll (+2)
10	Expert 10th	Fascinate (Diplomacy or Intimidate)
11	Expert 11th	Reputation: (Excellence: Tactics or Menacing)
12	Expert 12th	Inspire (Fear)
13	Expert 13th	Inspire (Fury)
14	Expert 14th	Point Blank Shot
15	Expert 15th	Renown
16	Expert 16th	Suggestion
17	Expert 17th	Mass Suggestion
18	Expert 18th	Defensive Roll (+3)
19	Expert 19th	Inspire (Competence)
20	Expert 20th	Defensive Roll (+4)

Military Officer Level 1

Role: Expert 1st

Size: Medium   **Speed:** 30 ft.   **Reputation:** +1   **Conviction:** 3

Str: +0   **Dex:** +2   **Con:** +1   **Int:** +0   **Wis:** +0   **Cha:** +3

Skills: Bluff 4 (+7), Diplomacy 4 (+7), Handle Animal 4 (+7), Intimidate 4 (+7), Knowledge (tactics) 4 (+4), Ride 4 (+6), Sense Motive 4 (+4), Survival 4 (+4)

Feats: Benefit (Military Rank), Firearms Training, Vehicular Combat (Ride), Weapon Training

Combat: Attack +2 (+0 Base, +2 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873 Peacemaker), Damage +3 (Cavalry Sword), Defense +2 (+0 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +3 (+2 Base, +1 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Weapons: Colt M-1873 Peacemaker, Cavalry Sword

Armor: None

Equipment: Bedroll, Warhorse (only if on active duty), Military Saddle (only if on active duty), Colt M-1873 Peacemaker, Cavalry Sword

GAME INFORMATION

Abilities

As a leader of men, Charisma is the most important ability for the military officer. Since he will be involved in combat, physical abilities are also important.

Expertise (Core Ability)

Befitting his status as an expert, the Military Officer can spend a point of Conviction to gain 4 points in any skill, including skills in which the Military Officer is not currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Fortitude (Good Saving Throw)

The Military Officer has Fortitude as his good saving throw.

Suggested Skills

The following are suggested skills for the Military Officer: Bluff, Climb, Diplomacy, Handle Animal, Intimidate, Knowledge (tactics), Ride, Sense Motive, Survival and Swim

Starting Feats

Inspire (Courage), Firearms Training, Vehicular Combat (Ride), Weapon Training

OUTLAW (EXPERT)

Not all the men and women who colonized the frontier were honest. In fact some were there specifically to take advantage of the chaos and lawlessness and prey on their fellow man. For these dishonest cretins, the lawless frontier offered a different, darker vision of freedom.

Adventurer

Many characters walk on the wrong side of the law some of the time. The outlaw is a man who prefers to operate outside the law. While many lawmen engage in questionable activities on occasion, they at least hold down a steady job. The outlaw has decided it's better to take what he wants through robbery and murder and spend the rest of his time enjoying the chaotic atmosphere of towns of the Wild West.

Team Role

The outlaw is a good rider and a fast gun hand. He specializes in getting in, taking what he wants through intimidation or murder and then making a quick (and hopefully clean) getaway.

GAME INFORMATION

Abilities

As a fast draw and an able horseman, Dexterity is the Outlaw's most important ability. A good Charisma is important as well for those times when a good lie or a dangerous glance will do just as well as a gun.

Expertise (Core Ability)

Befitting his status as an expert, the Outlaw can spend a point of Conviction to gain 4 points in any skill, including skills in which the Outlaw is not

Outlaw Level Progression

Character Level	Role Level	Feats/Supernatural Powers
1	Expert 1st	Improved Initiative, Firearms Training, Quick Draw, Sneak Attack (+2)
2	Expert 2nd	Spur +10'
3	Expert 3rd	Defensive Roll +1
4	Expert 4th	All-Out Attack
5	Expert 5th	Inspire (Fear)
6	Expert 6th	Sneak Attack (+3)
7	Expert 7th	Vehicular Combat (Ride)
8	Expert 8th	Spur +20'
9	Expert 9th	Defensive Roll (+2)
10	Expert 10th	Uncanny Dodge
11	Expert 11th	Move-By Action
12	Expert 12th	Reputation: Menacing
13	Expert 13th	Sneak Attack (+4)
14	Expert 14th	Master Plan
15	Expert 15th	Renown
16	Expert 16th	Defensive Roll (+3)
17	Expert 17th	Elusive Target
18	Expert 18th	Dodge Focus (+1)
19	Expert 19th	Sneak Attack (+5)
20	Expert 20th	Defensive Roll (+4)

Outlaw Level 1

Size: Medium   **Speed:** 30 ft.   **Reputation:** +1   **Conviction:** 3

Str: +0   **Dex:** +3   **Con:** +1   **Int:** +0   **Wis:** +0   **Cha:** +2

Skills: Bluff 4 (+6), Gather Information 4 (+6), Intimidate 4 (+6), Knowledge (streetwise) 4 (+4), Ride 4 (+7), Sleight of Hand 4 (+7), Stealth 4 (+7), Survival 4 (+4)

Feats: Improved Initiative, Firearms Training, Quick Draw, Sneak Attack (+2)

Combat: Attack +3 (+0 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873 Peacemaker), Damage +1 (Knife), Defense +3 (+0 Base, +3 Dex), Initiative +7 (+4 Improved Initiative, +3 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +1 (+0 Base, +1 Con), Reflex +5 (+2 Base, +3 Dex), Will +0 (+0 Base, +0 Wis)

Weapons: Colt M-1873 Peacemaker, Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873 Peacemaker, Knife

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currently trained or that cannot be used untrained. These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Reflex (Good Saving Throw)

The Outlaw has Reflex as his good saving throw.

Suggested Skills

The following are suggested skills for the Outlaw: Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Knowledge (streetwise), Ride, Sleight of Hand, Stealth and Survival

Starting Feats

Improved Initiative, Firearms Training, Quick Draw, Sneak Attack

Scout (Expert)

Towns and military groups needed eyes and ears to determine what was happening in the vast areas around the small pockets of civilization. A small group of bandits might be the precursor to a full-scale invasion. Timely information was as valuable as gold and the best way to get that information, especially in areas where the telegraph was not yet installed, was to employ a man with sharp eyes and a fast horse.

Adventurer

Scouts were often sent ahead into hostile territory alone, with only their wits and the speed of their horse to protect them from the enemy. This was a path to glory for many heroes of the Wild West, from Frank Hopkins, to Buffalo Bill Cody (who received a Medal of Honor for his work as a scout) to Wild Bill Hickok. Though scouts were employed by the military many scouts were civilians (including all three of the famous scouts mentioned above).

Team Role

The Scout is a skilled tracker, horseman and stealth expert.

Game Information

Abilities

Dexterity and Wisdom are the scout's two most important abilities, with Dexterity making him a better horseman and stealthier on foot, while Wisdom allows him to see enemies before they see him.

Expertise (Core Ability)

Befitting his status as an expert, the Scout can spend a point of Conviction to gain 4 points in any skill, including skills in which the Scout is not currently trained or that cannot be used untrained.

SCOUT LEVEL PROGRESSION

Character Level	Role Level	Feats/Supernatural Powers
1	Expert 1st	Firearms Training, Spur (+10'), Trailblazer, Vehicular Combat (Ride)
2	Expert 2nd	Track
3	Expert 3rd	Defensive Roll (+1)
4	Expert 4th	Trackless
5	Expert 5th	Spur (+20')
6	Expert 6th	Endurance
7	Expert 7th	Skill Mastery (Notice, Ride, Stealth, Survival)
8	Expert 8th	Tireless
9	Expert 9th	Spur (15 rounds)
10	Expert 10th	Hide in Plain Sight
11	Expert 11th	Defensive Roll (+2)
12	Expert 12th	Canny Dodge (Wis)
13	Expert 13th	Uncanny Dodge
14	Expert 14th	Light Sleeper
15	Expert 15th	Night Vision
16	Expert 16th	Spur (20 rounds)
17	Expert 17th	Defensive Roll (+3)
18	Expert 18th	Far Shot
19	Expert 19th	Improved Initiative
20	Expert 20th	Defensive Roll (+4)

SCOUT LEVEL 1

Role: Expert 1st

Size: Medium **Speed:** 30 ft. **Reputation:** +1 **Conviction:** 3

Str: +0 **Dex:** +2 **Con:** +1 **Int:** +0 **Wis:** +3 **Cha:** +0

Skills: Climb 4 (+4), Handle Animal 4 (+4), Notice 4 (+7), Ride 4 (+6), Sense Motive 4 (+7), Stealth 4 (+6), Survival 4 (+7), Swim 4 (+4)

Feats: Firearms Training, Spur (+10'), Trailblazer, Vehicular Combat (Ride)

Combat: Attack +2 (+0 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +1 (Arkansas Toothpick), Defense +2 (+0 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +1 (+0 Base, +1 Con), Reflex +4 (+2 Base, +2 Dex), Will +3 (+0 Base, +3 Wis)

Weapons: Colt M-1860 Revolver, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860 Revolver, Arkansas Toothpick

These temporary skill ranks last for the duration of the scene and grant their normal benefits.

Reflex (Good Saving Throw)

The Scout has Reflex as his good saving throw.

Suggested Skills

The following are suggested skills for the Scout: Climb, Handle Animal, Jump, Notice, Ride, Sense Motive, Stealth, Survival and Swim

Starting Feats

Firearms Training, Spur, Trailblazer, Vehicular Combat (Ride)

Determination (Core Ability)

As a warrior, the Soldier can spend a point of Conviction to immediately erase all bruised and hurt damage conditions (and their associated penalties).

Suggested Skills

The following are suggested skills for the Soldier: Climb, Handle Animal, Intimidate, Jump, Knowledge (tactics), Ride, Survival and Swim

Starting Feats

Benefit (Military Rank), Firearms Training, Tough, Weapon Training

Soldier (Warrior)

Settlers needed protection and the soldiers were the men charged with protecting them. Though the military tried to stay out of domestic law enforcement, there were still insurrections, Mexican bandits and Indian marauders to deal with.

Adventurer

As settlers moved out into the West the American military moved with them, establishing forts to protect critical trails, defending the new towns and cities of a growing nation and pursuing renegade Indians who would had left the reservation in an attempt to prevent the spread of whites into their lands.

Team Role

The soldier is an able combatant whether mounted or on foot, in melee or at range. He has been given the best training and equipment available for his time and defends his country to the best of his ability.

Game Information

Abilities

As a combat specialist, the soldier needs good all around physical skills.

Soldier Level Progression

Character Level	Role Level	Feats/Supernatural Powers
1	Warrior 1st	Benefit (Military Rank), Firearms Training, Tough (+1), Weapon Training
2	Warrior 2nd	Attack Focus (weapon)
3	Warrior 3rd	Vehicular Combat (Ride)
4	Warrior 4th	Attack Specialization (weapon)
5	Warrior 5th	Tough (+2)
6	Warrior 6th	Greater Attack Focus (weapon)
7	Warrior 7th	Far Shot
8	Warrior 8th	Greater Attack Specialization (weapon)
9	Warrior 9th	Seize Initiative
10	Warrior 10th	Point Blank Shot
11	Warrior 11th	Precise Shot
12	Warrior 12th	Tough (+3)
13	Warrior 13th	Attack Focus (secondary weapon)
14	Warrior 14th	All-out Attack
15	Warrior 15th	Improved Critical (weapon)
16	Warrior 16th	Tough (+4)
17	Warrior 17th	Defensive Attack
18	Warrior 18th	Attack Specialization (secondary weapon)
19	Warrior 19th	Diehard
20	Warrior 20th	Tough (+5)

Soldier Level 1

Role: Warrior 1st

Size: Medium   **Speed:** 30 ft.   **Reputation:** +0   **Conviction:** 3

Str: +2   **Dex:** +2   **Con:** +2   **Int:** +0   **Wis:** +0   **Cha:** +0

Skills: Climb 4 (+6), Intimidate 4 (+4), Ride 4 (+6), Survival 4 (+4)

Feats: Benefit (Military Rank), Firearms Training, Tough (+1), Weapon Training

Combat: Attack +3 (+1 Base, +2 Dex), Damage +2 (unarmed), Damage +4 (Springfield Model 1868), Damage +5 (Bayonet), Defense +3 (+1 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+2 Con, +1 Tough), Fortitude +4 (+2 Base, +2 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868 (if on active duty, otherwise Model 1861 Muzzleloader), Bayonet

NEW FEATS

In most instances, the feats included in **True20 Adventure Roleplaying** are all you will need to create a character for any genre. There are times, however, when genre-specific feats can prove useful. For such times we have included the following new feats.

Banter (General)

You are adept at making witty (read: annoying) comments that distract your opponent in combat. When unarmored and unencumbered you add your Charisma modifier as a dodge bonus to your Defense. This bonus is in addition to the standard dodge bonus granted by Dexterity. You lose your Banter bonus if you are wearing armor or carrying more than a light load.

Benefit (Doctor) (General)

Doctors are afforded a great deal of courtesy and respect. A character with this benefit is assumed to be educated and knowledgeable and will often be consulted in town affairs. He will also not be attacked unless he has proven himself hostile or untrustworthy.

Benefit (Lawman) (General)

Officers of the law are afforded many privileges in the Wild West. They may make arrests, imprison suspects until a hearing can be held (which could take days or weeks depending on how far away the nearest judge is) and in many cases are charged with collecting taxes. If the Lawman abuses these privileges, this feat can be revoked. However, even if a character loses an election or is removed as a lawman in a certain locale, he will still be treated with respect as he travels and will be much more likely to be asked to serve as a lawman or temporarily as a deputy or member of a posse in times of danger.

Benefit (Military Rank)

Characters with military rank will be called upon to protect communities in their area. However, a character with active military rank will have access to better equipment. A character with this benefit can requisition equipment as if possessing Wealth of 20 plus his Reputation. However, this equipment is still the property of the military and if the character wishes to leave active duty (no longer be subject to military orders) he must return or pay for any equipment requisitioned.

Gambler's Luck (Expert)

Prerequisite: Lucky

Once per day you may re-roll an attack roll, a skill roll, or a saving throw. The type of roll you can re-roll must be selected when the feat is chosen and may not be changed. When this feat is used to make a roll a second time, the second roll is always used (as opposed to Conviction, which allows you to choose the better of the two rolls). Once this feat has been used to re-roll a check, Conviction may not be used to roll that check an additional time, nor may any other ability allow another check.

This feat can be selected multiple times. Each time you select this feat you may either select a different type of roll or you may use the ability an additional time each day.

Herbal Medicine (Expert)

Prerequisite: Craft (pharmaceutical) 4 ranks

You can make a Search check to find medicinal ingredients in any natural local except one that is almost completely lifeless. The DC of this check depends on where you are: in a verdant forest or rain forest the DC is 10, in dry Midwest type environment the DC is 15, in a city or desert the DC is 20 and in a very harsh environment (the Antarctic, the Sahara) the DC is 25.

Horse Whisperer (Expert)

Prerequisite: Animal Empathy

You can ride a horse bareback (with nothing other than a blanket) without suffering a penalty to Ride skill checks. Both you and your mount gain a +1 Dodge bonus to Defense while working together.

Spur (Expert)

Prerequisite: Ride 4 ranks

You can urge your mount to greater speed. Your mount's speed increases by +10' per round for 10 rounds, after which it must slow to one-half speed for 10 rounds.

You may take this feat multiple times. When you do, you may either increase the speed bonus by +10' (maximum of +20') or you may increase the duration by 5 rounds (maximum of 20 rounds). If you increase the duration, the duration at which your mount must move at one-half speed is also increased.

Surgery (Expert)

Prerequisite: Medicine 4 ranks

On a successful Medicine check (DC 20) your patient may make an immediate recovery roll at no bonus. A patient may only benefit from surgery once (meaning you may not use this feat again until the target is injured again).

Warrior's Mount (Warrior)

Prerequisite: Handle Animal Rank 6, Ride Rank 6

You have a special warhorse with which you share an almost supernatural bond. This ability functions as the Familiar feat except that your Warrior levels are used to determine the abilities granted to your warhorse.

NEW EQUIPMENT

The following equipment can be found in Wild West campaigns. While not an exhaustive list of items available to the period, these are enough to get your game started on the right foot.

MELEE WEAPONS

In addition to many of the melee weapons described in **True20 Adventure Roleplaying** (club, knife, whip, etc.), the following weapons are suitable for Wild West adventures.

Arkansas Toothpick

A long thin knife with a 12 to 20-inch blade, the Arkansas Toothpick was the second most popular knife in the Wild West (second to the Bowie Knife) and is also credited to James Black. As a true frontier knife, the Arkansas Toothpick was designed, like the Bowie Knife, to be heavy enough for chopping wood, light enough for combat and sharp enough to shave, thus allowing the weapon to serve in equal measure as a tool.

Bayonet

This weapon can either be wielded by hand, where it is treated as a common knife (see the True 20 core rulebook for stats for a common knife) or it can be fixed to the end of a rifle, converting that rifle into a spear. This was especially important for muzzle-loaders and other rifles with a long loading time, since the enemy would charge and attempt to overrun the enemy while they were reloading. Close combat was thus a much more common occurrence than with later rifles.

Bowie Knife

Designed by Jim Bowie and created by James Black, the Bowie Knife is a massive (as knives go) slashing weapon with a blade between 6 and 12-inches long. It is designed to serve equally well as a weapon or tool, being heavy enough to chop wood, light enough to serve as a weapon and sharp enough to function as a razor.

REVOLVERS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost
Colt M-1860	+3	20/+3	Ballistic	30 ft.	Small	16
Colt M-1873	+4	20/+3	Ballistic	40 ft.	Medium	19
LeMat revolver*	+3	20/+3	Ballistic	30 ft.	Medium	18
LeMat (firing grapeshot)*	+2	20/+3	Ballistic	20 ft.	Medium	18

*See this weapon's description for more information

MELEE WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost
Arkansas Toothpick (Simple)	+1	19-20/+4	Piercing	10 ft.	Tiny	8
Bayonet (Martial)	+3	19-20/+4	Piercing	---	Large	5
Bowie Knife (Simple)	+2	20/+3	Slashing	---	Tiny	9

Rifles

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost
Long Rifle (a.k.a. Kentucky Rifle)	+3	20/+3	Ballistic	60 ft.	Large	14
Model 1861 Muzzleloader	+4	20/+3	Ballistic	70 ft.	Large	17
Hawken Rifle	+5	20/+4	Ballistic	70 ft.	Large	18
Shotgun, muzzle-loader	+4*	20/+3	Ballistic	30 ft.	Large	15
Shotgun, single barrel breech-loader	+5*	20/+3	Ballistic	40 ft.	Large	18
Shotgun, double barrel breech-loader	+5/+7*	20/+3	Ballistic	40 ft.	Large	19
Shotgun, Winchester Model 1887 Lever Action	+5	20/+3	Ballistic	40 ft.	Large	22
Sharps Rifle	+4	20/+3	Ballistic	70 ft.	Large	20
Sharps Carbine	+4	20/+3	Ballistic	50 ft.	Med.	20
Berdan-Sharps Rifle**	+4	20/+3	Ballistic	80 ft.	Large	24
Shotgun, sawed off	+1*	*	*	-10ft.*	Med.	+1*
Springfield Model 1868	+4	20/+3	Ballistic	70 ft.	Large	19
Spencer Carbine	+4	20/+3	Ballistic	50 ft.	Med.	21
Henry Rifle***	+5	19-20/+4	Ballistic	90 ft.	Large	25
Winchester Model 1873	+6	19-20/+4	Ballistic	100 ft.	Large	23

* See the weapon's description for more information

** Berdan Sharps Rifles are masterwork weapons

***Henry Rifles are masterwork weapons

Ranged Weapons

Here's the real heart of the west, the guns! The following selection of six-shooters, shotguns, and rifles is all you should ever need for Wild West adventures.

Revolvers

Colt M-1860

These six-shot revolvers saw use by both sides during the Civil War.

The Colt M1860 can fire 6 times before it needs to be reloaded. Reloading a Colt revolver requires one move action per chamber.

Colt M-1873 (a.k.a. Colt Peacemaker, a.k.a. Colt .45)

This famous revolver has been in continuous production from its invention through the present day. In fact, General George Patton carried no other sidearm during the Second World War. Many of these weapons are masterwork and masterwork Colt revolvers of this type are often highly ornate, with ivory handles, engravings and even gold inlay. These weapons could have costs of 25 or more.

The Colt M1873 can fire 6 times before it needs to be reloaded. Reloading a Colt revolver requires one move action per chamber.

LeMat Revolver

A .42 caliber revolver designed by Jean Alexander LeMat of New Orleans, the LeMat saw extensive use as a sidearm for Confederate officers during the Civil War.

The LeMat can fire 9 times before it needs to be reloaded. A very unusual feature of the LeMat is that it can also handle grapeshot, effectively allowing the weapon to be used as a "pocket shotgun". The second line of statistics is used for the LeMat when loaded with grapeshot, which inflicts less damage but grants the attacker a +2 bonus to his attack roll.

Reloading a LeMat revolver requires one move action per chamber.

RIFLES

Hawken Rifle (a.k.a. Plains Rifle, a.k.a. Mountain Rifle)

These muzzle loading, large-bore rifles began to replace Kentucky Rifles in the 19th century. They have more stopping power, making them especially popular for big-game hunters going after (or expecting to encounter) elk, grizzlies or bison. As such, they are most often carried by mountain men and plains hunters (such as Buffalo hunters), hence their generic names.

The name "Hawken Rifle" refers to a brand of these rifles handmade by the Hawken brothers of St. Louis that were justly famous for their quality. A true Hawken rifle is recognizable by its distinctive octagonal barrel. Weapons handmade by the Hawken brothers are always Masterwork and have a cost of 21 or more. Some of the famous men known to own a true Hawken rifle include Kit Carson and Theodore Roosevelt.

The Hawken Rifle is a muzzle-loader and can be fired once every two rounds (reloading requires a full action or two move actions, if the person wielding the weapon wishes to move each round this can be extended over two rounds rather than one).

Henry Rifle

The Henry rifle is without a doubt one of the finest weapons ever made and was one of the weapons that helped tame the Western frontier. Accurate at range and able to fire 16 times before needing to be reloaded, the Henry rifle was never issued during the Civil War but was such a valued weapon that soldiers often saved their pay to buy
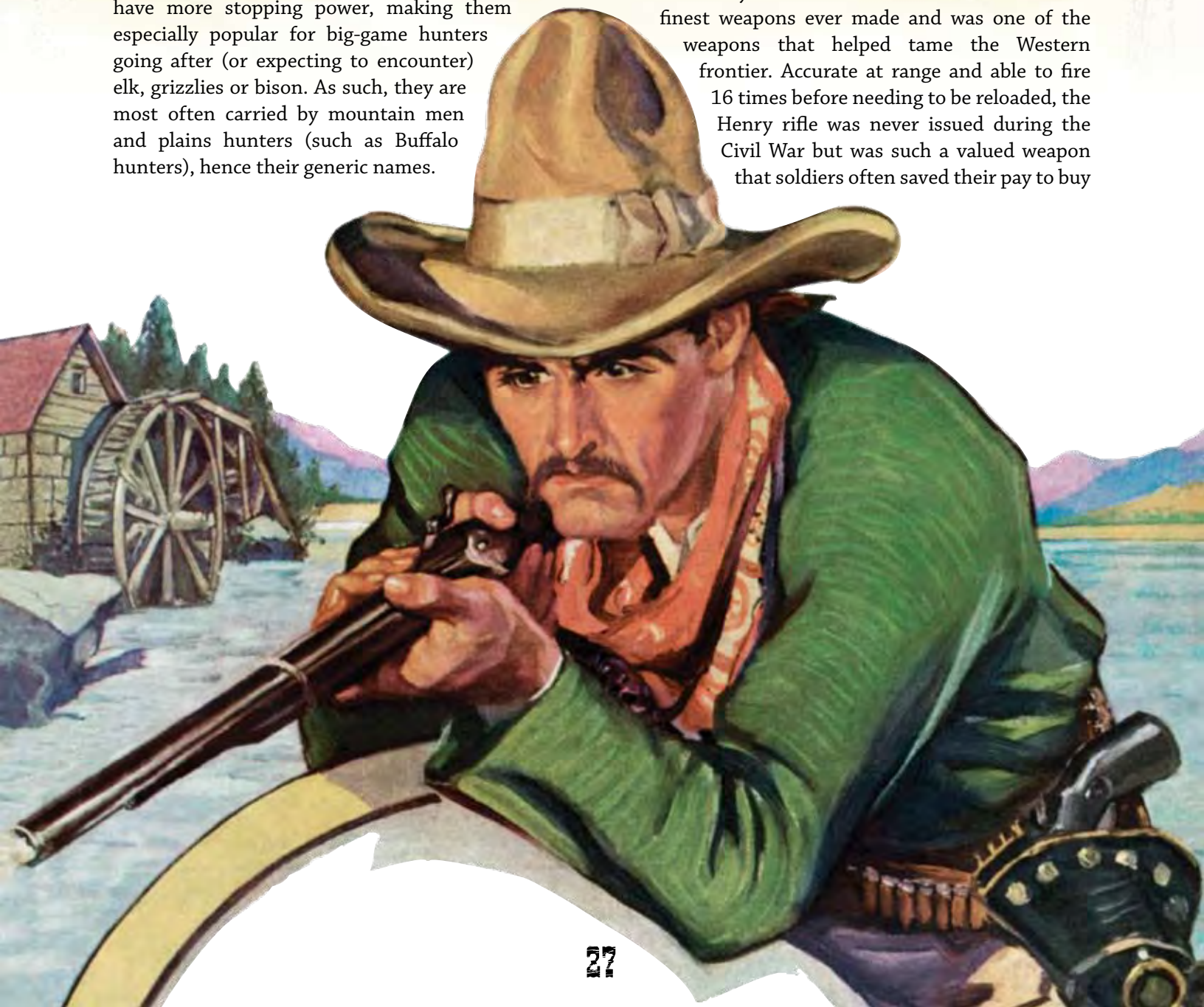
SHOTGUN REALISM

For those wishing to inject a little additional "shotgun realism" into their Wild West games, the following modifications to the shotgun statistics presented here may be used: increase damage by +1 and reduce range increment by -10 feet. Shotguns under this optional rule only do this damage within one range increment. For every range increment beyond the first, reduce the damage by one. Since this may affect player weapon choices, Narrators should inform players if they are using this optional rule during character creation.

these weapons on their own. These weapons amazed Confederate soldiers who referred to the Henry Rifle as "that damned Yankee rifle that was loaded on Sunday and fired all week."

Eventually these weapons would be mass produced and turned into one of the finest standard-issue rifles in the history of the American military, the Winchester Model 1866. The Model 1866 is identical to the Henry Rifle statistics given here except it is not a masterwork weapon and its cost is reduced by 3.

The Henry Rifle can be fired 16 times before it must be reloaded. Inserting a fully loaded cartridge is a move action. Loading individual rounds into a cartridge requires four full actions (one move action per round).

Long Rifle (a.k.a. Kentucky Rifle, a.k.a. American Rifle, a.k.a. Pennsylvania Rifle)

A true American invention, the long rifle was one of the weapons used to win the Revolutionary War and saw action in the War of 1812 as well (when it gained its most popular nickname, the Kentucky Rifle). Known for their exceptional range, these weapons can be handmade on the frontier and are especially common in the Appalachian Mountains, where they will continue to be made well into the 20th century.

Long rifles are muzzle-loaders and can only be fired once every three rounds (reloading requires two full actions or four move actions, if the person wielding the weapon wishes to move each round, this can be extended over four rounds rather than two). These weapons are also too light to be used with a bayonet (50% of the weapon's barrel breaking each round this is attempted).

Model 1861

A breakthrough in rifled-musket design, the Model 1861, like its British counterpart the P/51 are based on the work of French Captain Claude-Etienne Minie. Designers had known for some time that rifled barrels were more accurate at range but these took longer to load from the muzzle. The Model 1861 solves this problem, taking no more time to load than a traditional muzzle-loader. These weapons were used by both the North and the South during the Civil War (while each side had its own design, the weapons were functionally identical, even able to use the same ammunition despite being designed for slightly different calibers).

The Model 1861 is a muzzle-loader and can be fired once every two rounds (reloading requires a full action or two move actions, if the person wielding the weapon wishes to move each round this can be extended over two rounds rather than one). The Model 1861 is well-suited to using the bayonet.

Sharps Rifle

These falling block action weapons were issued in limited numbers during the Civil War where their high rate of fire (compared to the more common muzzle-loaders that were standard issue in the day) made them popular enough that many soldiers bought their own. These weapons came in three models, the standard rifle, the carbine, which was extremely popular among cavalry soldiers during the war and the Berdan-Sharps Rifle used by Hiram Berdan's Sharpshooters, the snipers of the Civil War.

Sharps rifles require a move action to reload, meaning they can be fired every round if the attacker doesn't move.

Shotgun, muzzle-loader

These weapons are actually older than the musket and blunderbuss. They were for a time completely replaced in military use by long rifles, which had a significantly better range. Shotguns remained in use among frontier folk and hunters however and it is the American frontiersman credited with the first use of the term "shotgun" for this type of weapon by James Fenimore Cooper.

The shotgun has an extremely short range but within that range possesses tremendous stopping power. This led to it being re-adopted by military forces during the Civil War, where it was favored among cavalry forces. The spread of the shot was more forgiving to shooting at a moving target from a moving horse and if anything got close to the cavalryman in an attempt to dismount him he could unleash a devastating blast of shot at close range.

The muzzle-loading shotgun can be fired once every two rounds (reloading requires a full action or two move actions, if the person wielding the weapons wishes to move each round this can be extended over two rounds rather than one). Shotguns are not suited to using the bayonet during this period (later, military shotguns will be).

Shotgun, single-barrel breech loader

This is a typical "break open" shotgun seen in movies and television. These weapons were popular in the Wild West for home protection and law enforcement because of their high stopping power yet low penetration (you don't have to worry about a bullet passing through a criminal and hitting an innocent bystander).

Loading a single-barrel shotgun is a move action meaning it can be fired every round provided the attacker remains still.

Shotgun, double-barrel breech loader

This weapon is similar to the single-barrel variety except that loading both barrels requires a full round (or two move actions) and the weapon can be fired twice before it needs to be reloaded. What really makes this weapon unique however is the ability to fire both barrels at once, which uses the second damage rating.

Outside of their popularity with hunters and law-enforcement, these weapons were issued to strongbox guards on stagecoaches. These men were formally known as "Express Messenger" but were soon dubbed "Shotgun Messengers" by the public, giving rise to the term "riding shotgun" that continues to this day.

Wells Fargo would frequently give custom-designed shotguns to loyal, long-time Express Messengers and such weapons should be considered masterwork. Wyatt Earp worked for a time as an Express Messenger for Wells Fargo (though he never received one of these gifts from the company).

Shotgun, Winchester Model 1887 Lever Action

Designed by legendary weaponsmith John Browning, this first true semi-automatic shotgun used the lever action that made Winchester so

famous. This method of semi-automatic fire was not Browning's first choice, he thought a pump-action made more sense for a shotgun but he was overruled (temporarily, Browning's pump-action model was released six years later and instantly overshadowed the lever-action rifle).

The Model 1887 uses a 6 round internal magazine that requires three full rounds (or 6 move actions) to reload. When fully loaded the weapon may fire once per round.

Shotgun, sawed-off

Sawing off the barrel of a shotgun makes it even more deadly at close range. In the modern era these weapons are illegal because they are easy to conceal and not much use for hunting (anything but people). A character with Craft (carpentry, structural, weaponsmith) or a similar skill can make the modification himself on a regular shotgun of any type. The cost increase is for paying someone else to make the modification.

Spencer Carbine

One of the first cartridge-fed weapons in the American military, the Spencer Carbine saw limited use among Union forces during the Civil War. The ability of this weapon to fire 7 times before reloading proved to be a great boon to forces fighting in the Indian Wars.

The Spencer Carbine can be fired 7 times before it must be reloaded. Inserting a fully loaded cartridge is a move action. Loading individual rounds into a cartridge requires two full actions.

Springfield Model 1868 (a.k.a. Springfield Trapdoor)

These rifles were a prototype version of the Springfield Model 1873, which would be the first standard-issue breech-loading rifle in the American military. These weapons were rushed into the hands of soldiers fighting Native American forces along the Bozeman Trail (see Red Cloud's biography for more information on this conflict). The Sioux had the reload times of American forces down to an exact science and would use feints and diversions to force soldiers to fire, then rush in en masse and overwhelm military positions. These weapons could fire significantly faster, preventing these tactics.

The Model 1861 must be reloaded each time it is fired. However, this process is much faster than that required by older muzzle-loaders, requiring a single move action to reload (meaning the weapon may be fired every round provided the attacker is stationary). The Springfield Model 1868 is able to use a bayonet as well.

Winchester Model 1873

The rifle that has been called "the gun that won the west", the Winchester Rifle was the most popular weapon of its age, with over 500,000 sold by 1900.

The Winchester Model 1873 can be fired 18 times before it must be reloaded. Inserting a fully loaded cartridge is a move action. Loading individual rounds into a cartridge requires four full actions and one move action (one move action per round).

A Wild West Primer

Primarily for the Narrator's eyes, A Wild West Primer presents informaton on real people and places; a great leg up for any overworked Narrator's Wild West campaign. Additionally, we have included complete sample character progressions from levels 1-20 for the paths introduced earlier in this book.

PEOPLE OF THE WILD WEST

This section of the book is dedicated to a selection of characters – real people that lived in the Wild West – that a Narrator can throw into his campaign. See the bibliography (p. 112) for a selection of suggested resources that will greatly expand on the material found here.

CHARLIE SIRINGO (1855–1928)

A cowboy working for ranchers in Dodge City and elsewhere, Siringo is much smarter than the average cowboy. In 1884, after retiring and becoming a business man, he will write *"A Texas Cowboy; Or Fifteen Years on the Hurricane Deck of a Spanish Pony"*, one of the first true accounts of the life of a frontier cowboy, a book that will make him famous. In 1886, after only two years as a businessman, Siringo will become a Pinkerton Detective. During Dodge City's boomtown days, the PCs could meet Siringo in the occupations he worked in during those days, including as a cowboy or hired gun.

CRAZY HORSE (1840–1877)

As a young man Crazy Horse participated in the normal activities of an Oglala Sioux warrior, going on horse raids with his fellow tribesmen and killing warriors from rival tribes for violating Sioux territory. While on a vision quest, Crazy Horse received a vision that he would be a great protector of his people. After his fame grew because of bravery and victory in battle against the enemies of the Sioux, both fellow Native Americans and American military, Crazy Horse was made a war leader of the Sioux.

Crazy Horse was one of the war leaders present at "Fetterman's Massacre" (see Red Cloud's biography for more information), the worst defeat inflicted on the American military by Native Americans until the Little Big Horn. Crazy Horse was the war leader of the "Wagon Box Fight" in which 31 American soldiers withstood repeated attacks by over a thousand Sioux warriors using new breech-loading rifles that fired 6-7 times faster than the Civil War-era muzzleloaders the Sioux had defeated before. This battle was a portent of things to come for the Sioux as the 31 soldiers killed 60 Sioux warriors and injured 120 while losing only 5 of their own men. They were able to hold out until a larger relief force arrived from a nearby fort and drive the Sioux away completely.

In 1876, during the Black Hills War, Crazy Horse led an attack on General Crook's forces that prevented him from linking up with Lt. Col. Custer's 7th Cavalry. He then led one of the attacking forces that ambushed Custer at the Battle of Little Big Horn, killing Custer's force to the last man in the worst defeat the American military suffered during the Indian Wars.

In 1877 Crazy Horse suffered a defeat by American forces using more advanced weaponry, including artillery that the Indian forces had no means of defeating. With his forces suffering from cold and hunger, and with Sitting Bull having already been defeated by American forces, Crazy Horse surrendered to the Americans and was transported to Camp Robinson, Nebraska.

Following a series of misunderstandings at Camp Robinson, in which both whites and Indians who had personal grudges conspired against him, Crazy Horse was attacked with a bayonet that lacerated his kidney and was treated by Dr. Valentine McGillycuddy, who pronounced him dead at midnight. Crazy Horse's father took his body into the badlands and buried him there.

Dirty Dave Rudabaugh (1854–1886)

Nicknamed "dirty" for habits of personal hygiene appalling to the cowboys of the Wild West, Dave was a small-time outlaw and cattle rustler driven from Dodge City by Wyatt Earp, who tracks the killer all the way to Ft. Griffen, Texas before losing him. It is during this adventure that Earp meets Doc Holliday and Big Nose Kate. The PCs could well be invited to come along on this mission if they are friends of Earp. The PCs might get to witness a bit of history in the course of this assignment: the first meeting between Earp and Doc Holliday.

Although he will escape Wyatt Earp, Dirty Dave will eventually be captured by a posse led by Bat Masterson after his gang tries unsuccessfully to rob a train. After his release from custody, Masterson will *hire* Rudabaugh to participate in the "Rail Wars", conflicts where rival rail companies would hire armed men to hinder their rival from moving into an area.

Following his participation in the Rail Wars, Dirty Dave was a member of the "Dodge City Gang" with fellow Dodge City resident Mysterious Dave Mather.

Doc Holliday (1851–1887)

The man remembered as Doc Holliday was born John Henry Holliday in Griffin, Georgia. In 1872 Holliday received a Doctor of Dental Surgery degree from the Pennsylvania College of Dental Surgery and opened a dental office in Atlanta, Georgia with Arthur C. Ford. Shortly after beginning his practice, Holliday was diagnosed with tuberculosis, a disease that had previously claimed his mother (it is possible he contracted it from her). He was given only a few months to live but was told that the drier climate of the western frontier might prolong his life.

Upon moving west, Holliday first settled in Dallas, Texas where he opened a dentist office and began gambling. He soon found poker to be a better way to make money than dentistry. It was also at this time that he began to run afoul of the law. He was charged (though not convicted) for trading gunfire with a saloon owner and after being charged and fined for "gaming" he left Texas for a time. In the years that followed he spent time in Denver, Cheyenne and even Deadwood but by 1877 he was back in Fort Griffin, Texas where he first met and became friends with Wyatt Earp. Throughout this time Holliday continued to run into trouble with the law and get into violent altercations, later saying he preferred death by knife or gun to tuberculosis.

In 1878 Doc followed his friend Wyatt to Dodge City where both worked fleecing drunk cowboys of their pay playing cards. This is also the last time Holliday practiced dentistry, which he did as a side job out of his hotel room. He would later say he only practiced dentistry for 5 years total.

While in Dodge City, Holliday cemented his reputation as a professional gambler and gunman, serving as one of Bat Masterson's hired guns in the "Rail War" and also his first reported killing, shooting a man who was molesting a bar hostess, of which Holliday was acquitted.

By 1879 Dodge City was transitioning from cattle boomtown to sleepy Midwestern town and men like Holliday began to seek greener, less civilized pastures further west. Holliday again followed his friend Earp to the silver boomtown of Tombstone, Arizona where he became involved both in the famous O.K. Corral gunfight as well as the Earp vendetta ride that followed it (see Wyatt Earp's biography for more information on these events).

After the events in Tombstone, Wyatt and his companions made their way to Colorado and were cleared of all charges springing from their vendetta. Here Wyatt and Holliday parted ways, though they remained close. Holliday's health began to deteriorate badly and at a trial for shooting a man, Holliday weighed only 122 pounds. He traveled to a nearby sulfur spring, hoping that it would aid his condition but it might have done him in. He died of tuberculosis after all, in Glenwood, Colorado at the age of 36.

Mysterious Dave Mather (a k a New York Dave) (1851–???)

A Connecticut-born lawman and hired gun, Mysterious Dave styled himself a descendant of Cotton Mather (which he actually was). His taciturn nature gave him his most famous nickname and Dave was a known associate of Wyatt Earp and Bat Masterson. While living in Dodge City, Dave was one of the gunmen hired by Bat Masterson to participate in the Rail Wars.

Following the end of the Rail Wars, Dave joined several other former residents of Dodge City including Dirty Dave Rudabaugh and possibly Wyatt Earp in Las Vegas, New Mexico where they formed the "Dodge City Gang". While a member of this gang Dave was involved in the "Variety Hall Shootout", the most famous fight of his career. Dave and Marshal Joe Carson entered the town hall and confronted four cowboys. During the fight Marshall Carson and two of the cowboys were killed, while the other two cowboys were wounded and escaped. Mysterious Dave emerged from the battle unscathed.

Following the incident at Variety Hall, public opinion turned sharply against the Dodge City Gang and they left Las Vegas, going their separate ways. Dave wound up in Dallas, Texas where he operated under the pseudonym Dave Matthews. While in Dallas, Dave had the longest known romance of his life with the African-American Madame of a local saloon named Georgia Morgan. The romance ended when Dave left her, taking with him some of her property, prompting her to attack him with a butcher's knife, for which Georgia was arrested.

Perhaps again feeling unwelcome, Dave left Dallas and returned to Dodge City, where Wyatt Earp and Bat Masterson were hiring gunfighters for the Dodge City War (see Dodge City for more information). Following these events Dave became the owner of the Opera House saloon and was elected Deputy Sheriff when he became involved in a feud with Tom Nixon. Nixon owned a rival saloon and then used his connections with the mayor to successfully run for election as Deputy Sheriff in place of Dave. Things came to a head when Nixon shot at Mysterious Dave and missed in the street. Several days later Mysterious Dave returned the favor, approaching Nixon and shooting him dead. He then surrendered himself to the authorities and was exonerated on the charge of murder, since Nixon's earlier attack was successfully seen as grounds for self-defense.

Mysterious Dave was again arrested later on suspicion of killing a man over a poker game. After posting bail he left Dodge City and was never seen or heard from again, though numerous stories surfaced of men thought to be Mysterious Dave living and working under a different name from several locations, none of these stories were confirmed by anyone who knew Dave. The time and date of his death are thus unknown.

RED CLOUD (1822-1909)

Red Cloud was an Oglala Sioux, one of the seven branches of the Lakota Sioux, a chieftain who led one of the most successful Native American campaigns against the United States military in the Wild West. As a young man he fought many campaigns against the Pawnee and Crow, gaining extensive military experience that would prove valuable to his conflicts with American military forces.

Red Cloud conducted a series of campaigns against American forces in what became known as "Red Cloud's War" or the "Bozeman War". Red Cloud was one of many Native American leaders who believed the United States was violating the Treaty of Fort Laramie and establishing bases in forbidden areas of Indian Territory in the Powder River hunting grounds in modern day Montana.

After the Battle of Tongue River, in which the United States military defeated the Arapaho Indians, a council was called at Fort Laramie to discuss the establishment of military posts through Lakota Sioux territory so that miners attempting to reach the gold in Montana could be protected. As Red Cloud was conducting these negotiations military reinforcements arrived with construction supplies and orders to begin constructing the outposts. Enraged that the orders for the outposts had already been issued, before the treaty had even been negotiated, Red Cloud left Fort Laramie vowing to resist any incursion into Sioux territory.

Despite their inability to negotiate terms for the outposts, they were established anyway, with three being constructed in Sioux territory: Fort Reno, Fort Phil Kearny and Fort C. F. Smith. Red Cloud formed a large coalition of Sioux, Arapaho and Northern Cheyenne Indians and laid siege to Forts Phil Kearny and C. F. Smith. His warriors also closed the Bozeman trail, cutting off settlers from the Montana gold and attacked any white found in Sioux territory.

The leader of the soldiers, Col. Carrington was an engineer and spent most of his time improving the fortifications at his three outposts, citing the Indians' fighting ability, greater numbers and superior knowledge of the terrain as reasons not to fight Red Cloud's forces. This angered many of Carrington's men, especially Lt. Col. William J. Fetterman, a Civil War veteran who boasted that with 80 men he could ride unfettered through the whole of Sioux territory.

On December 21st, 1866 a wood train was attacked and Lt. Col. Fetterman assumed command of a relief expedition that numbered 81 men. Despite warnings not to cross too far into Indian territory Fetterman pursued an Indian decoy party led by an Oglala Sioux warrior named Crazy Horse. Fetterman followed Crazy Horse and his decoy party down into a valley where 3,000 Sioux warriors awaited them. There were no survivors of the battle, dubbed the "Fetterman massacre". All the bodies were severely mutilated except one, a young bugler named Adolph Metzler who had killed several Sioux warriors with his bugle. His body was left untouched, covered in a Buffalo blanket as a tribute to his bravery.

Colonel Carrington was relieved of his command and resigned his commission shortly thereafter. Meanwhile the new commander of Fort Phil Kearny, General Wessels pursued a strategy very similar to that employed by Col. Carrington and never launched a major offensive against Red Cloud's forces. By then the transcontinental railroad had reached southwestern Wyoming and it was thought there were better routes to the Montana gold that did not require passing through Sioux territory.
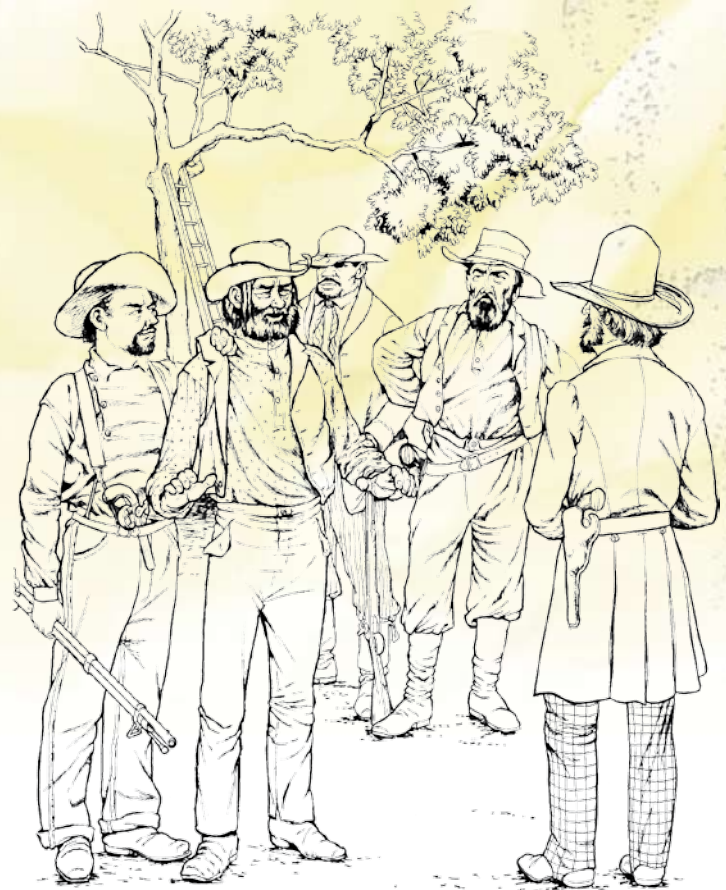
When peace negotiators arrived Red Cloud refused to meet with them until the three forts in Sioux territory were abandoned. In 1868 the forts were abandoned and Red Cloud signed the new Treaty of Fort Laramie which created the Great Sioux Reservation, ceding the Black Hills, Powder River and all of what is today western South Dakota to the Sioux. It was the only defeat ever inflicted on American forces during the Indian Wars.

This peace was short-lived however as discovery of gold in the Black Hills again prompted white encroachment into Sioux territory. This time Red Cloud attempted to negotiate a peaceful settlement and traveled to Washington D.C. to meet with President Ulysses Grant and head of Indian Affairs Ely S. Parker. Despite not being successful at negotiating a treaty, Red Cloud did not take part in the Lakota War (more commonly called the Black Hills War) with Chiefs Crazy Horse and Sitting Bull. At the end of the Lakota War he moved to the Pine Ridge Indian Reservation where he was buried after his death in 1909.

Seth Bullock (1849–1919)

Seth Bullock was born in Ontario, Canada to a retired British Army officer and a Scottish mother. Unhappy at home, he ran away to Montana at the age of 16. One of the first things the young Bullock did in Montana was mount a successful campaign for the Territorial Senate, where he helped create Yellowstone National Park.

After his term in the Senate ended in 1872 Bullock then was successfully elected Sheriff of Lewis and Clark County, during this tenure Bullock killed his first man, executing a horse thief named Clell Watson while holding off a lynch mob with a shotgun. After the mob chase the hangman away, Bullock stepped up onto the gallows and threw the switch himself, holding the crowd at bay until the prisoner had been lawfully executed.

During his time as sheriff Bullock opened his first hardware store with Sol Star. In 1877 the two men decided to tap the vast market for hardware in the boomtown of Deadwood and moved there, opening the "Office of Star and Bullock, Auctioneers and Commission Merchants". At first this store ran out of a tent but soon the men had built a building to house their business.

In these early days Deadwood was a lawless camp. Following the inability of an impromptu camp court to convict Jack McCall for the murder of Wild Bill Hickok, a sentiment arose that the camp needed a sheriff to maintain law and order and Bullock was the obvious choice. He did a good job of reducing crime in the camp without resorting to violence because of a reputation for honesty and an uncompromising nature.

As sheriff Bullock's first duty was to remove Wyatt Earp from the camp. Though famous as a lawman, Earp was also known to be a dangerous man not above using any power he gained to further his own

Adventures involving Sitting Bull

Hot pursuit: Following the massacre at the Little Big Horn, capturing Sitting Bull becomes a top priority for military forces flooding into the Black Hills. PCs who know the territory of the Black Hills, especially those with tracking skills or contacts among Native Americans (such as Indian Agents, Mountain Men or Scouts) might be hired to assist the military in their attempts to run Sitting Bull to ground.

Ghost dancer: In campaigns featuring supernatural powers, the ghost dance could be real, a new and power addition to the shaman's arsenal. The PCs might be hired to investigate or even eliminate this new movement by the United States government.

interests (especially when it came to making himself rich). Many in Deadwood feared that Earp wanted the job of sheriff for himself and thought he would use that position to control the affairs of the camp as he had done earlier in Dodge City. Bullock confronted Earp and informed him his services were not needed in Deadwood. In typical Bullock fashion he convinced Earp to return to Dodge City without violence.

In his role as sheriff Bullock came into conflict with Al Swearengen, owner of the Gem Saloon, a man who knew how to make money off men's vices and to use that money to buy friends in the camp. The two men had a heated rivalry and soon the camp was divided, with Bullock's authority ending where Swearengen's began. Having brought order to the camp, Bullock had his wife Martha Bullock, his childhood sweetheart brought to camp along with their daughter.

While bringing order to the camp, Bullock and Star continued to expand their business interests, buying a ranch they dubbed the S&B Ranch Company, which introduced alfalfa to South Dakota. The men also invested in mining, Deadwood's largest industry and expanded their business interests to Sturgis, Custer and Spearfish.

Bullock's career as a lawman continued to gain steam as well and he was appointed a U.S. Marshall. While traveling to apprehend a horse thief called Crazy Dave, Bullock befriended Theodore Roosevelt, then a deputy sheriff in North Dakota. The two men would become lifelong friends and Roosevelt described Bullock as "a true frontiersman".

Not content to allow business in the region to develop at its own pace, Bullock and Star bought a parcel of land and offered it freely to the railroad, at a time when land speculators more often tried to extort high fees from the rail companies. Bullock and Star then bought more land as the rail line was being built and offered free plots to people who wished to settle in the area. The town the two men founded, Belle Fourche became the largest railhead for cattle in the United States and became the county seat of Butte County. The town is still there to this day and maintains its position as county seat.

Following the disastrous Deadwood fire in 1894, Bullock's Deadwood hardware store burned down. Rather than move away as so many others did, Bullock and Star built the Bullock hotel on the plot where the hardware store had been, Deadwood's first hotel. The Bullock hotel was a 64-room luxury hotel built at a cost of $40,000 dollars and is still in operation today.

Bullock followed his friend Roosevelt into the Army during the Spanish-American War and though Bullock never saw action in that war he retained the rank of Captain bestowed upon him by his close friend. When Roosevelt became Vice President under William McKinley he appointed Bullock as the Forest Supervisor for the Black Hills Reserve. Following Roosevelt's election as President, Bullock organized his inaugural parade and was again appointed U.S. Marshall for South Dakota, this time holding the position for 9 years.

Bullock died of cancer in 1919 and was buried at the Mount Moriah Cemetery in Deadwood alongside Calamity Jane and Wild Bill Hickok.

Sitting Bull (1831–1890)

Sitting Bull was a Hunkpapa Sioux, one of the seven sub-tribes of the Lakota. After meeting American forces in battle for the first time at the age

Red Cloud delaying any reinforcements to Custer, Sitting Bull attacked and by the time Custer realized the gravity of his situation, Red Cloud had arrived at his rear to cut off any escape. The massacre was total and was a shocking blow to the American military that united public opinion against Native Americans.

American cavalry flooded the Black Hills area, pursuing Sitting Bull relentlessly. Despite suffering several defeats he refused to surrender, even once amnesty was offered to him and the warriors under his command. He eventually fled to Canada, living in exile for several years. Eventually hunger and cold forced Sitting Bull and his few remaining followers, including his family, to surrender to the American military. Sitting Bull hoped to join the Sioux on the reservation but was imprisoned for two years. He had led 3,000 warriors off the reservation once before and American military forces were fearful of his influence with his people.

Finally allowed to return to the reservation, Sitting Bull found that his fame had grown not only among his own people but among Eastern whites as well. He received permission to join Buffalo Bill Cody's "Wild West show" where he received $50 a week for riding once around the arena and amassed a small fortune because of his ability to charge almost anything for an autograph or photograph. Often Sitting Bull would be asked to address the crowd, which he would curse in his native language to the applause of oblivious whites. One result of Sitting Bull's time with the Wild West show however (besides making him personally wealthy) was that he saw how many whites his people would have to face if they truly wished to fight the white man, much more numerous than he ever imagined from the small settlements on the frontier border between white and Indian lands. This convinced Sitting Bull that his people could never defeat the white race militarily and had to come to some sort of accommodation.

Back on the reservation, Sitting Bull allowed (some say encouraged) his followers to join the Ghost Dance movement, a messianic movement whose members believed would make them impervious to the white man's bullets. Indian agents feared this movement was a prelude to an armed insurrection and moved to once again arrest Sitting Bull. When his followers resisted, Sitting Bull and his son, Crow Foot were killed in the crossfire.

of 32, Sitting Bull participated in the Battle of Killdeer Mountain in which American forces devastated Sioux warriors using artillery. After this defeat many Sioux leaders ceased resisting American expansion and moved to reservations. Sitting Bull, a medicine man gained respect by refusing to surrender and uniting the Sioux in resistance against white expansion, especially in the Black Hills region which was a holy land to the Sioux.

By 1868 Sitting Bull had become head chief of the Lakota nation at a time when white expansion in the Black Hills was picking up speed due to the discovery of gold by an expedition led by Lt. Col. Custer. As part of these expeditions Custer, always seeking publicity had attacked many Sioux camps, slaughtering women and children and reporting these raids as great military victories to newspapers on the East Coast.

It was at this time that Sitting Bull had a vision of a great victory against white soldiers and led 3,000 Sioux off the reservation. Custer attacked this group, thinking it to be a typical small hunting village. With

SQUIRREL TOOTH ALICE (???-???)

An honest prostitute employed at the Long Branch Saloon, Alice gets her name from her pet prairie dog, which most mistake for a squirrel. It goes everywhere with her and even poses for photographs with her. Alice is a good source of information as well as a woman you can have a good time with in the saloon.

WILD BILL HICKOK (1837-1876)

Born James Butler Hickok, the man who would one day be known as "Wild Bill" learned his shooting skills early, protecting his father's farm from anti-abolitionists seeking runaway slaves. Wild Bill's father allowed his farm to be used as a stop on the Underground Railroad and anyone who attempted to retrieve slaves during their stopover on the farm quickly learned that the ranch hands (including Bill) were excellent marksmen.

In 1856 Hickok left home to become a stage coach driver on the Oregon and Santa Fe Trails but quickly gravitated to a career as a lawman because of his excellent firearms skills. During his days as a lawman Hickok's reputation grew even more with several accounts of him defeating gangs of men in gunfights single-handedly giving him a fearsome reputation. It was during these days that Hickok became one of the first (some say the first) to employ the Wild West legal practice of "posting" a man out of town. This was a list of undesirables nailed to a tree who would be shot on sight if caught within town by law enforcement. In Hickok's case this tactic was extremely effective because of his reputation with a gun.

When the Civil War broke out Hickok, inclined from his earliest days toward the cause of abolition joined the Union Army where he served as a scout, gaining even more fame. Following the war he lived in the Black Hills and earned his living as a gambler and civilian scout for the military. His reputation as a marksman was increased even more in these days when he reportedly killed the Indian chief Whistler the Peacemaker at a range of 750 yards. Whistler was attempting to unite all the Sioux tribes against the white settlers and some historians have claimed this one shot from Wild Bill might have changed the events in the Black Hills War to come.

ADVENTURES INVOLVING ALICE

Ransom: Alice's prairie dog has been kidnapped! The dastardly villain has left a series of barely legible ransom notes each threatening to kill the defenseless animal if a large ransom isn't paid (apparently there is a rumor going around town that Alice was recently paid with a large gold nugget by a wealthy customer). Can any noble gentleman come to this beautiful lady's defense? Ok, she's not beautiful and she ain't no lady but still, can't someone help?

Between 1865 and 1870 Wild Bill would again work as a lawman in Springfield, Missouri, Hays, Kansas and Abilene, Kansas. Though he was still as quick on the draw as ever and even still as accurate as ever, Bill was beginning to suffer vision loss from Glaucoma. This led to the death of a U.S. Marshall at his hands when Bill fired at a shape running toward him before being able to see who it was. It was perhaps because of this incident, though almost certainly due to advancing vision loss that Wild Bill finally gave up working as a lawman and retired to being a professional gambler.

In 1876 Wild Bill aided Charlie Utter and Calamity Jane in their successful wagon train venture to bring much needed supplies to the Deadwood boomtown, including gamblers and prostitutes. Though Calamity Jane would later claim she and Hickok had been romantically involved and even that Hickok was the father of her child, this is disputed by most historians.

It was also during this time that Wild Bill became one of the most famous men in the world, being one of the first Dime Novel heroes, along with Davey Crockett. These novels presented Wild Bill as a glamorous, larger than life figure who had killed over 100 men. Though certainly a fearsome fighter, the actual number was probably closer to 20. The novels also included claims from Hickok that he once killed a bear with a bowie knife.

On August 1st, 1876 Hickok beat a man named Jack McCall at poker, taking all of his money. Hickok then gave the man enough money to buy breakfast and told him not to gamble again until he could pay his debts. Those who knew Hickok knew he gave such advice good-naturedly but McCall was enraged. The next Hickok reluctantly sat with his back to the door, his favored seat in the corner being occupied by another gambler. McCall entered the saloon, shouted something (most accounts list these words as "take that") and shot Hickok in the back of the head, killing him. According to legend Hickok was holding a pair of aces and a pair of eights, with the 5th card not yet dealt. This is still known as the "Dead Man's Hand".

McCall was taken into custody and tried by a makeshift court composed of a motley collection of miners and local businessmen. At the trial McCall claimed he was avenging the death of his brother. The jury found McCall not guilty, which prompted the Black Hills Pioneer, Deadwood's newspaper to say in an editorial, "Should it ever be our misfortune to kill a man … we would simply ask that our trial may take place in some of the mining camps of these hills".

Upon leaving the camp McCall was arrested again for the murder after bragging about it. Since Deadwood was on Indian lands and the court McCall had been tried under there was unrecognized, the authorities decreed that double jeopardy did not apply. McCall was found guilty during this second trial and executed by hanging. After the trial investigators learned that McCall had never had a brother.

Hickok's friend Charlie Utter took possession of his body and arranged for his funeral, putting the following statement in the Black Hills Pioneer, "Died in Deadwood, Black Hills, August 2, 1876, from the effects of a pistol shot, J. B. Hickok (Wild Bill) formerly of Cheyenne, Wyoming. Funeral services will be held at Charlie Utter's Camp, on Thursday afternoon, August 3, 1876, at 3 o'clock, P. M. All are respectfully invited to attend." Virtually the entire town of Deadwood turned out for this funeral.

Utter had a wooden headstone placed marking Hickok's grave reading, "Wild Bill, J. B. Hickok killed by the assassin Jack McCall in Deadwood, Black Hills, August 2d, 1876. Pard, we will meet again in the happy hunting ground to part no more. Good bye, Colorado Charlie, C. H. Utter."

Later, at Calamity Jane's urging, Utter moved Hickok's body to Deadwood's Mount Moriah cemetery and placed it in a ten-foot plot surrounded by an iron fence with an American flag planted nearby. At their request Calamity Jane and Seth Bullock would eventually be buried in plots on either side of this grave.

Murder of Wild Bill

Although the historical accounts of Wild Bill's murder have McCall's own loud mouth causing a retrial there have been several dramatizations that have Wild Bill's friends (such as Charlie Utter and/or Seth Bullock) tracking McCall down and either administering justice themselves or turning him over to the authorities. The PCs could be part of any party sent to track down McCall, an adventure that could be quite dangerous with an overland journey through the Black Hills, since the Sioux were attacking any unattended whites that they encountered.

WYATT EARP (1848-1929)

Wyatt was the 4th child of Nicholas and Virginia Earp and was born in Monmouth, Illinois. When the Civil War broke out Wyatt's older brothers James and Virgil, along with his half-brother Newton all joined the Union Army. Wyatt ran away from home several times attempting to join (despite being too young) but was found and returned home by his father each time.

Wyatt's father, a cooper, farmer and part-time constable had suffered numerous financial setbacks and finally, when Wyatt was age 16, the family joined a wagon train and headed to California. By the next year Wyatt and his older brother Virgil had secured employment as stage coach drivers. At this time Wyatt had his first whiskey and became so sick that he abstained for two decades. Wyatt's routes took him to Las Vegas and Salt Lake City and during these trips he was introduced to both gambling and boxing and even refereed a boxing match.

In 1868 Wyatt gained his first job as a lawman when he was appointed constable of Lamar, Missouri by his father, who had previously held the elected post but retired to become Justice of the Peace. Earp married at this time and seemed to be settling down. When his first wife died a few months later however, things began to go wrong for Earp in Missouri. There were a series of lawsuits claiming he was collecting taxes and keeping the money himself (or only turning in part of what was collected) and even, eventually charges of horse theft. These charges were serious

Adventures with Wyatt Earp

Vendetta Ride: After repeated attempts to have the Earps charged for the murder of their brothers failed, the Clantons and McLaurys turned to illegal means to have their revenge on Wyatt and his brothers. On December 28th, 1881 Virgil Earp was shot by three men carrying double-barrel shotguns, losing the use of his left arm, which suffered the brunt of the attack.

Wyatt received an appointment as U.S. Marshal and arrested Ike Clanton for organizing the attack on his brother. After Clanton was acquitted of involvement in the attack, Wyatt went to Clanton and offered to put their differences behind them, an offer Clanton refused.

On March 18th, 1882 while Morgan and Wyatt were playing pool, Morgan was shot in the back and a shot barely missed Wyatt, hitting the wall above his head. The gunmen escaped into the night. Morgan died from his injuries less than hour later.

Realizing what was happening, Wyatt sought to protect his family by getting them out of town. Wyatt's brother James was loaded into a wagon with Morgan's body and sent to Wyatt's father in Colton, California.

Hearing that Ike Clanton and some fellow Cowboys were watching the trains in order to kill Virgil, Wyatt gathered together a posse and rode with Virgil as far as Tucson, Arizona. In Tucson, Ike Clanton and Frank Stilwell attacked and Wyatt and his posse killed Stilwell, riddling his body with dozens of shots and leaving him on the railroad tracks. After seeing his brother Virgil and sister-in-law Allie off to California, Wyatt and his posse returned to Tombstone. A warrant for their arrest for the murder of Frank Stilwell followed but a friendly telegraph operator showed it to Wyatt before he showed it to the sheriff, allowing Wyatt and his posse to escape town.

Having determined that Pete Spence was involved in the death of his brother Morgan, Wyatt and his posse headed straight for Pete's camp but the man had turned himself in to the authorities to protect himself from Wyatt's vengeance. Wyatt's group did find "Indian Charlie" at the camp and got him to confess to being a lookout during Morgan's assassination and also to confess that Frank Stilwell (already killed), Curly Bill Brocius and Johnny Ringo had been the assassins. Wyatt then killed Indian Charlie.

Two days later the group was ambushed by Curly Bill and a group of cowboys. While Wyatt's friends pulled back, he killed Curly Bill on the spot and wounded one of the Cowboys, Johnny Barnes who would later die of his injuries.

Following these events, Wyatt and his posse headed toward the more civilized lands of Colorado, where Wyatt was friendly with the governor and thought he could get a more favorable trial than in Arizona. The men were indeed found by Colorado authorities to have acted lawfully.

After these events, which were reported in newspapers at the time as "the Earp Vendetta" and "the Arizona War", Cowboys continued to die mysteriously. Some said Wyatt and his allies were responsible for these deaths but this was never proven. Johnny Ringo was found shot in the head by an unknown assailant on July 18th, 1882. Over the next five years Billy Grounds, Zwing Hunt, Billy Claiborne and Pony Deal would all be killed.

While Wyatt hinted to biographers that he was involved in these killings, this was never proven.

Historically the Earp Vendetta posse consisted of Wyatt Earp, Warren Earp, Doc Holliday, Sherman McMasters and Turkey Creek Jack Johnson. But other men are sometimes mentioned as joining the posse for at least a time and the PCs could certainly count themselves in this number if they are on good terms with any of the other participants.

Of course, if the PCs have found themselves on Wyatt's bad side, they might also find themselves being hunted by him and his companions. Not a pleasant state at all.

enough to cause Wyatt to flee Montana. When one of his co-defendants was cleared of the charges, the arrest warrant for Wyatt was dropped.

Wyatt did not return home once the charges were dropped however and 1872 finds him associated with prostitution for the first time, when he and his brother Morgan are arrested three times for "residing in a house of ill-fame" in Peoria, Illinois.

Earp appears as a lawman again in 1875 in Wichita, Kansas a cattle railhead boomtown like later areas where he would serve as marshal (especially Dodge City). In Wichita Wyatt served as a deputy marshal under Mike Meagher. These cattle towns were law enforcement nightmares, being periodically filled with armed, drunk cowboys fresh of a hot, dusty trail and looking to spend their pay. While serving as a deputy in Wichita, Earp received several accolades as a lawman, apprehending several notorious criminals including a horse thief and several wagon thieves. Wyatt also received praise for holding off a drunken mob during his time in Wichita. But all things must end and in 1876 Wyatt got into a fist fight over accusations that he was trying to stock the ranks of Wichita's deputy marshals with his brothers. After being released from jail and with his continued employment as a marshal in doubt, Wyatt decided to do what he would do throughout his life when things got too hot: move on to the next boomtown. In this case that meant Dodge City.

Dodge City

It is unknown how Wyatt supported himself during his early days in Dodge City but he spent a lot of time traveling to other towns and seeking opportunities elsewhere. Among these exploits were a trip to Fort Griffin where he befriended gambler and dentist Doc Holliday and an unsuccessful attempt to establish himself as the sheriff of Deadwood (see the biography of Seth Bullock for more information about Wyatt's brief stay in Deadwood).

By 1878 however, Wyatt was back in Dodge City and employed as a deputy marshal under Charlie Basset. Also at this time Earp began to keep company with former prostitute Mattie Blaylock who would remain at his side until 1882. In late 1878 Wyatt and Mattie left Dodge City and moved to Las Vegas, New Mexico before finally heading on to Tombstone, Arizona (more information

about Wyatt's time in Las Vegas can be found in the Dodge City Gang references in the biographies of Dirty Dave Rudabaugh and Mysterious Dave Mather).

Tombstone

In Tombstone Wyatt was joined by his older brothers Jim and Virgil and later (in 1880) by younger brothers Morgan and Warren. Also in 1880 Wyatt's friend Doc Holliday would arrive in Tombstone.

Wyatt had hoped to run a stagecoach from Tombstone but when he found the town already had two stagecoaches, he secured employment riding shotgun on Wells Fargo coaches. Older brother Jim worked as a bartender while Virgil was appointed U.S. Marshall for Southwest Arizona.

In July of 1880, Virgil caught Frank McLaury, a member of the Cowboy gang, attempting to steal 8 army-owned mules but let him go on the condition the mules were returned. When they were not, representatives of the army posted an account of the incident branding McLaury a thief and a rustler. This incident marks the beginning of a long-running feud between the Earps and the McLaurys.

This enmity soon expanded to include Cowboy "Curly Bill" Brocius after Wyatt and Virgil arrested Brocius for the murder of Tombstone's town marshal, Fred White. Brocius was exonerated of murder (the shooting was ruled accidental) and Virgil Earp was appointed Town Marshal for Tombstone.

Finally, the Clantons would get wrapped up in the feud when Ike Clanton stole a horse from Wyatt, which he recovered along with the help of Doc Holliday. This incident also turned the county Sheriff John Behan against the Earps.

Through 1881 a series of stagecoach robberies took place around Tombstone, investigated by the Earp brothers. In each case they accused either a Clanton or a McLaury with being involved (with good reason) but were never able to gather enough evidence to convict them. This finally caused Frank McLaury to confront Morgan Earp while Wyatt and Virgil were out of town and personally threaten the Earps, claiming he and his brothers would murder them if any of them were arrested again by the Earps.

Gunfight at the O.K. Corral

Incidents of violence between Clantons, McLaurys and Earps continued to increase in frequency during late October. On the 26th of that month Ike Clanton was bar-hopping around Tombstone fully-armed (in violation of a town ordnance) stating to anyone who would listen that he was looking for a fight with Doc Holliday or an Earp. Hearing of this, Virgil and Morgan surprised Ike on the street, grabbed his rifle and pistol-whipped him, before taking him to court.

At the court hearing Wyatt heard the Clanton threats against all the Earp brothers and while leaving the hearing, ran into Tom McLaury, who he believed to be carrying a concealed weapon. Whether this was true or not has never been proved, because as Wyatt drew his own illegally-carried firearm and pistol-whipped Tom McLaury, he was either unable or unwilling to draw his own weapon. Still not a drinker, Wyatt walked straight to the nearest saloon for a cigar, leaving Tom McLaury bleeding and prone in the streets of Tombstone.

At this time Billy Clanton and Frank McLaury, brothers of the men the Earps had just beaten, arrived in town for a drink, armed as was legal and advisable in the wild country surrounding Tombstone (the army had fought Apaches in the area just three months previous and it was not considered advisable to ride unarmed outside of town). Preparing for a fight, the angry brothers stopped at a hardware store to purchase ammunition, where they were seen by Wyatt smoking his cigar.

The armed Cowboys gathered near the O.K. Corral, which put them near Doc Holliday's boarding house as well as the homes of the Earps brothers, something all of them took as a threat. Virgil Earp then collected a shotgun from the nearby Wells Fargo office and gave it to Doc Holliday. He then deputized Holliday as well as Wyatt. The group now numbered four men (Virgil, Morgan and Wyatt Earp along with Doc Holliday) and the men made their way to the Cowboys' position, along a route where the Cowboys would not see them coming.

The fight was brief, intense and brutal. Thirty shots were fired in thirty seconds and at the end of that time, three men were dead (Frank McLaury, Billy Clanton and Tom McLaury; all from the Cowboys) and three injured (Morgan Earp, Virgil Warp and Doc Holliday; all from the Earp faction). Wyatt escaped unscathed. For a brief time it looked like the Earps might be charged with murder, since accounts differed wildly on who fired first. However all witnesses agreed on two things that supported the Earps charge of attacking in self defense: Virgil shouted for the Cowboys to raise their hands in surrender during the fight and at no time during the fight did the Cowboys raise their hands. This caused the judge to rule that the Earps were indeed fighting an enemy who was fighting back and not committing murder.

The ramifications of the gunfight would reverberate through Wyatt's life and the life of his brothers for several months after the fact (see "Vendetta Ride" below). After settling some scores and seeing his family out of town, Wyatt returned to Dodge City to help Bat Masterson and Luke Short deal with a corrupt Mayor (more information about Wyatt's return to Dodge City can be found in the Dodge City War adventure hook in the Dodge City description below).

Wyatt and Mattie parted company for good after he left Tombstone, though he left her the house the two had shared there. Wyatt rekindled a relationship with Josephine Marcus, who would stay with him for 46 years, though the two were never married. After several more years traveling and working as a gambler and mine owner in various boomtowns from Idaho to Colorado, Wyatt and Josie settled for a time in Southern California before chasing one last gold rush on the frontier, this time all the way to Nome, Alaska.

While there Wyatt and Josie befriended Jack London and Wyatt lived as he had most of his life, running saloons and gambling and being arrested several times for minor offenses.

With the last frontier finally settled, Wyatt and Josie moved to Hollywood, California where Wyatt befriended several future Western stars, including current Western stars of the day such as Tom Mix and William S. Hart as well as a young stunt man named John Wayne. Earp died in 1929 at the age of 80 and Josie had him cremated and buried in her family plot, a Jewish cemetery. When she died in 1944 her ashes were interred with Wyatt's.

Places in the Wild West

Deadwood

In 1874 Colonel George Custer led an expedition into the Black Hills and announced that he had discovered gold, triggering a gold rush. Within months the population of Deadwood had boomed to over 5,000. The population of the town encouraged business and in 1876 Charlie Utter led a wagon train carrying needed commodities into Deadwood (including gamblers and prostitutes) and this venture proved profitable enough that Utter made it a regular venture.

One of the most notorious crimes committed during the town's wild boom days was the murder of Wild Bill Hickok during a game of poker. The town survived a serious Smallpox epidemic in 1876 but was devastated by an 1879 fire that prompted many long-time residents to leave town for good.

Places to go in Deadwood

Nuttal and Mann's Saloon #10: This rough and tumble saloon is a simple wood affair with tables set up for gambling and a bar for drinking. Its main source of infamy is that Wild Bill Hickok was killed while playing cards here.

Adventures in Deadwood

Black Hills War: With the discovery of gold in the Black Hills, the population of Deadwood has exploded. Since the Black Hills are sacred land to the Sioux, this means trouble and Sitting Bull has led 3,000 warriors off the reservation, determined to drive out the white settlers (see Red Cloud and Sitting Bull's biographies for more information). This means people traveling to and from Deadwood need protection from Indian attacks. Charlie Utter is hiring experienced scouts and those good with a gun to help protect his wagon trains. The military is also looking for experienced scouts to help find Indian strongholds and to track the warriors down to their hiding place. This adventure hook could see the PCs working with or against the likes of Charlie Utter, Calamity Jane, Wild Bill Hickok, Red Cloud or even Sitting Bull himself.

People to know in Deadwood

Calamity Jane, Charlie Utter, Doc Holliday (for a short time), Seth Bullock, Valentine McGillycuddy, Wild Bill Hickok, Wyatt Earp (for a short time early in the camp's history)

DODGE CITY

Dodge City's origins can be traced to the Indian Wars of the Wild West. In 1865 these intermittent conflicts were growing in intensity and frequency and the United States Army established Fort Dodge near the present location of Dodge City to assist nearby Fort Larned in protecting the Santa Fe Trail. In 1871 Henry J. Sitler's ranch house became a popular stopover for travelers and with the Santa Fe Railroad approaching the area more settlers began to settle in the areas around Fort Dodge anticipating business opportunities. In 1872 George Hoover opened Dodge City's first bar in a tent and began selling drinks to the soldiers of Fort Dodge. By the time the railroad arrived later that year they found an entire small town waiting to trade with them.

In 1876 developments in Kansas forced cowboys to drive their cattle to rail heads in Dodge City rather than those in Abilene, Kansas and suddenly Dodge City was a boomtown. From 1876 until 1886 Dodge City was dominated by the saloons, brothels and gunfighters all intent on separating cowboys driving cattle to the rail heads from their pay. From 1884 to 1886 the town even had Mexican bullfighters who performed with Texas longhorns.

During this time some of the gunfighters present in Dodge City included Bat Masterson, Wyatt Earp and Charlie Basset. Depending on who one talked to these men were either peacekeepers and businessmen (both Earp and Masterson were sheriff at times during this period) or they were gang leaders who controlled the town's whiskey trade with an iron grip.

In 1885 the quarantine that had moved the cattle trains out of Abilene was extended to include Dodge City, as farmers pressed local government to curtail the spread of diseases that followed the cattle drives. By the following year Dodge City was no longer a boomtown and had settled into an existence as another sleepy Kansas small town. The saloons, brothels and gunfighters had all moved on to greener pastures.

Places to go in Dodge City

Long Branch Saloon: One of Dodge City's most important locations, the Long Branch Saloon is one of the most famous saloons of the Wild West and passed through a number of owners during Dodge City's boom town days. It was the purchase of a 50% stake in this saloon by Earp ally Luke Short that sparked the Dodge City War (see below). Because this saloon was in many ways ground zero for the Dodge City War, many of the famous gunfighters enlisted in that war can be found here, including the Earp brothers, the Masterson brothers, Luke Short and Doc Holliday.

Adventures in Dodge City

Dodge City War: In 1883 tensions between Wyatt Earp and the local government came to a head in what was known as the "Dodge City War". The conflict traces its roots to 1879 when Bat Masterson was ousted from his office in city government by a close election. The faction that won that election ran on a

platform of ousting Earp, Masterson and their allies, who were labeled as "gang leaders" from the control they had established over town affairs (although it is likely that this new faction simply wanted to control the whiskey trade themselves).

In 1881 Alonzo B. Webster, a member of the "anti-gang" faction was elected mayor and promptly fired Bat's brother Jim Masterson from his post as sheriff. Despite the fact that Webster was also a saloon owner he passed a series of moral ordinances and began arresting prostitutes working at brothels owned by the Earp faction, attempting to drive them out of business.

In response to these events Wyatt Earp began to assemble a small army of gunfighters, who called themselves the "Dodge City Peace Commission" (some accounts list Doc Holliday as a member of this faction though others insist he was not present). Player characters could be hired by either faction during this war and given the job of either protecting saloons owned by their faction or busting up saloons owned by the rival faction.

Longhorn Guardian: Cattle rustlers follow cattle. The PCs could be hired by a large ranch-owner from out of state to protect his herd until the next train arrives.

Mexican Bandit: One of the local bullfighters in Dodge City is a wanted man. The PCs are lawmen from out of state who have tracked him here. Getting out with their man will be complicated by the state of town affairs, with the Mayor's faction and the Earp faction both assuming the PCs have been brought in as hired killers by their rivals. In fact, while the PCs are in town it's likely one or both factions *will* try to hire them.

People to know in Dodge City

Bat Masterson, Charlie Siringo, Dirty Dave Rudabaugh, Doc Holliday, Mysterious Dave Mather, Wyatt Earp
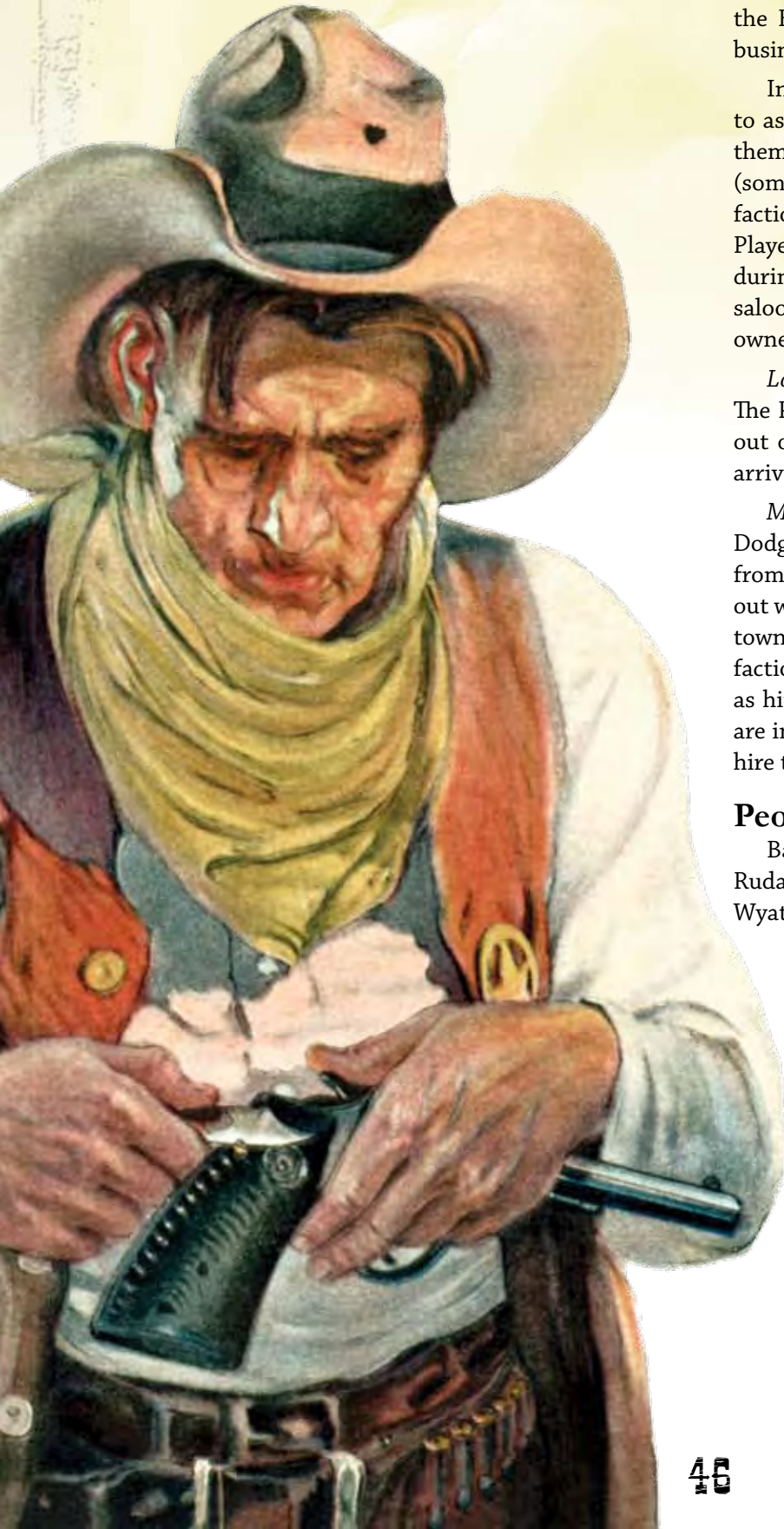
Sample Wild West Progressions

The following is a collection of 180 stat blocks, levels 1-20 for each of the nine paths presented on pp. 6-22. These ready-to-run stat blocks can be used by the Narrator whenever he's in need of statistics for a character. They can also be used as the basis for completely new characters; simply select a specific stat block and make minor alterations to suit the needs of the time (move around skill points, add or remove equipment, etc.).

NOTE: As the Wild West was devoid of non-humans, the following progressions do not use the optional background rules found in *True20 Adventure Roleplaying*.

Doctor Progression

1st-Level Doctor

Role: Expert 1st

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +0, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Concentration 4 (+6), Craft (pharmaceutical) 4 (+10), Diplomacy 4 (+4), Gather Information 4 (+4), Handle Animal 4 (+4), Knowledge (life sciences) 4 (+8), Medicine 4 (+8), Notice 4 (+6), Ride 4 (+4), Search 4 (+8), Sense Motive 4 (+6), Survival 4 (+6)

Feats: Benefit (Doctor), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine)

Combat: Attack +0 (+0 Base, +0 Dex), Damage +0 (unarmed), Defense +0 (+0 Base, +0 Dex), Initiative +0 (+0 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +0 (+0 Base, +0 Con), Reflex +0 (+0 Base, +0 Dex), Will +4 (+2 Base, +2 Wis)

Reputation: +1

Conviction: 3

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

2nd-Level Doctor

Role: Expert 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +0, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Bluff 4 (+4), Concentration 5 (+7), Craft (pharmaceutical) 5 (+11), Diplomacy 5 (+5), Gather Information 5 (+5), Handle Animal 5 (+5), Knowledge (life sciences) 5 (+9), Medicine 5 (+9), Notice 4 (+6), Ride 4 (+4), Search 4 (+8), Sense Motive 5 (+7), Survival 4 (+6)

Feats: Benefit (Doctor), Herbal Medicine, Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine)

Combat: Attack +1 (+1 Base, +0 Dex), Damage +0 (unarmed), Defense +1 (+1 Base, +0 Dex), Initiative +0 (+0 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +0 (+0 Base, +0 Con), Reflex +0 (+0 Base, +0 Dex), Will +5 (+3 Base, +2 Wis)

Reputation: +1

Conviction: 3

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

3ʀᴅ-LEVEL DOCTOR

Role: Expert 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +0, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Bluff 6 (+6), Concentration 6 (+8), Craft (pharmaceutical) 6 (+12), Diplomacy 5 (+5), Gather Information 6 (+6), Handle Animal 5 (+5), Knowledge (life sciences) 6 (+10), Medicine 6 (+10), Notice 6 (+8), Ride 6 (+6), Search 4 (+8), Sense Motive 6 (+8), Survival 4 (+6)

Feats: Benefit (Doctor), Canny Dodge, Herbal Medicine, Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine)

Combat: Attack +2 (+2 Base, +0 Dex), Damage +0 (unarmed), Defense +6 (+2 Base, +0 Dex, +4 Canny Dodge), Initiative +0 (+0 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +1 (+1 Base, +0 Con), Reflex +1 (+1 Base, +0 Dex), Will +5 (+3 Base, +2 Wis)

Reputation: +1

Conviction: 4

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

4ᴛʜ-LEVEL DOCTOR

Role: Expert 4th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +0, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Bluff 6 (+6), Concentration 6 (+8), Craft (pharmaceutical) 7 (+13), Diplomacy 7 (+7), Gather Information 7 (+7), Handle Animal 5 (+5), Knowledge (life sciences) 7 (+11), Medicine 7 (+11), Notice 6 (+8), Ride 6 (+6), Search 7 (+11), Sense Motive 6 (+8), Survival 7 (+9)

Feats: Benefit (Doctor), Canny Dodge, Herbal Medicine, Improvised Tools, Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine)

Combat: Attack +3 (+3 Base, +0 Dex), Damage +0 (unarmed), Defense +7 (+3 Base, +0 Dex, +4 Canny Dodge), Initiative +0 (+0 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +1 (+1 Base, +0 Con), Reflex +1 (+1 Base, +0 Dex), Will +6 (+4 Base, +2 Wis)

Reputation: +2

Conviction: 4

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

5ᴛʜ-LEVEL DOCTOR

Role: Expert 5th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +0, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Bluff 8 (+8), Concentration 8 (+10), Craft (pharmaceutical) 8 (+14), Diplomacy 7 (+7), Gather Information 7 (+7), Handle Animal 5 (+5), Knowledge (life sciences) 8 (+12), Medicine 8 (+12), Notice 8 (+10), Ride 8 (+8), Search 7 (+11), Sense Motive 7 (+9), Survival 7 (+9)

Feats: Benefit (Doctor), Canny Dodge, Herbal Medicine, Improvised Tools, Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy

Combat: Attack +3 (+3 Base, +0 Dex), Damage +0 (unarmed), Defense +7 (+3 Base, +0 Dex, +4 Canny Dodge), Initiative +0 (+0 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +1 (+1 Base, +0 Con), Reflex +1 (+1 Base, +0 Dex), Will +6 (+4 Base, +2 Wis)

Reputation: +2

Conviction: 5

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

6TH-LEVEL DOCTOR

Role: Expert 6th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Bluff 8 (+8), Concentration 8 (+10), Craft (pharmaceutical) 9 (+15), Diplomacy 7 (+7), Gather Information 7 (+7), Handle Animal 5 (+5), Knowledge (life sciences) 9 (+13), Knowledge (streetwise) 9 (+13), Medicine 9 (+13), Notice 8 (+10), Ride 8 (+9), Search 7 (+11), Sense Motive 7 (+9), Survival 7 (+9)

Feats: Benefit (Doctor), Canny Dodge, Herbal Medicine, Improvised Tools, Inspire (Complacency), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy

Combat: Attack +5 (+4 Base, +1 Dex), Damage +0 (unarmed), Defense +9 (+4 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +2 (+2 Base, +0 Con), Reflex +3 (+2 Base, +1 Dex), Will +7 (+5 Base, +2 Wis)

Reputation: +2

Conviction: 5

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

7TH-LEVEL DOCTOR

Role: Expert 7th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Bluff 8 (+8), Concentration 8 (+10), Craft (pharmaceutical) 9 (+15), Diplomacy 10 (+10), Gather Information 10 (+10), Handle Animal 5 (+5), Knowledge (life sciences) 10 (+14), Knowledge (streetwise) 9 (+13), Medicine 10 (+14), Notice 8 (+10), Ride 9 (+10), Search 10 (+14), Sense Motive 7 (+9), Survival 7 (+9)

Feats: Benefit (Doctor), Canny Dodge, Herbal Medicine, Improvised Tools, Inspire (Complacency), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy, Well-Informed

Combat: Attack +6 (+5 Base, +1 Dex), Damage +0 (unarmed), Defense +10 (+5 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +2 (+2 Base, +0 Con), Reflex +3 (+2 Base, +1 Dex), Will +7 (+5 Base, +2 Wis)

Reputation: +2

Conviction: 6

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

8TH-LEVEL DOCTOR

Role: Expert 8th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Bluff 8 (+8), Concentration 8 (+10), Craft (pharmaceutical) 9 (+15), Diplomacy 10 (+10), Gather Information 10 (+10), Handle Animal 5 (+5), Knowledge (life sciences) 11 (+15), Knowledge (streetwise) 11 (+15), Medicine 11 (+15), Notice 8 (+10), Ride 9 (+10), Search 10 (+14), Sense Motive 11 (+13), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Complacency), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy, Well-Informed

Combat: Attack +7 (+6 Base, +1 Dex), Damage +0 (unarmed), Defense +11 (+6 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +2 (+2 Base, +0 Con), Reflex +3 (+2 Base, +1 Dex), Will +8 (+6 Base, +2 Wis)

Reputation: +3

Conviction: 6

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

9TH-LEVEL DOCTOR

Role: Expert 9th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Bluff 8 (+8), Concentration 8 (+10), Craft (pharmaceutical) 9 (+15), Diplomacy 10 (+10), Gather Information 10 (+10), Handle Animal 5 (+5), Knowledge (current events) 12 (+16), Knowledge (life sciences) 11 (+15), Knowledge (streetwise) 11 (+15), Medicine 11 (+15), Notice 8 (+10), Ride 9 (+10), Search 10 (+14), Sense Motive 11 (+13), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Connected, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Complacency), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy, Well-Informed

Combat: Attack +7 (+6 Base, +1 Dex), Damage +0 (unarmed), Defense +11 (+6 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +3 (+3 Base, +0 Con), Reflex +4 (+3 Base, +1 Dex), Will +8 (+6 Base, +2 Wis)

Reputation: +3

Conviction: 7

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

10TH-LEVEL DOCTOR

Role: Expert 10th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Bluff 12 (+12), Concentration 8 (+10), Craft (pharmaceutical) 13 (+19), Diplomacy 10 (+10), Gather Information 10 (+10), Handle Animal 5 (+5), Knowledge (current events) 12 (+16), Knowledge (life sciences) 13 (+17), Knowledge (streetwise) 11 (+15), Medicine 13 (+17), Notice 8 (+10), Ride 9 (+10), Search 10 (+14), Sense Motive 11 (+13), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Complacency), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy, Well-Informed

Combat: Attack +8 (+7 Base, +1 Dex), Damage +0 (unarmed), Defense +12 (+7 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +3 (+3 Base, +0 Con), Reflex +4 (+3 Base, +1 Dex), Will +9 (+7 Base, +2 Wis)

Reputation: +3

Conviction: 7

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

11TH-LEVEL DOCTOR

Role: Expert 11th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +0

Skills: Bluff 12 (+12), Concentration 14 (+16), Craft (pharmaceutical) 13 (+19), Diplomacy 10 (+10), Gather Information 10 (+10), Handle Animal 5 (+5), Knowledge (current events) 12 (+16), Knowledge (life sciences) 13 (+17), Knowledge (streetwise) 11 (+15), Medicine 13 (+20), Notice 14 (+16), Ride 9 (+10), Search 10 (+14), Sense Motive 11 (+13), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Complacency), Skill Focus (Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy, Well-Informed

Combat: Attack +9 (+8 Base, +1 Dex), Damage +0 (unarmed), Defense +13 (+8 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +3 (+3 Base, +0 Con), Reflex +4 (+3 Base, +1 Dex), Will +9 (+7 Base, +2 Wis)

Reputation: +3

Conviction: 8

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

12ᵀᴴ-LEVEL DOCTOR

Role: Expert 12th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +1

Skills: Bluff 12 (+13), Concentration 14 (+16), Craft (pharmaceutical) 13 (+19), Diplomacy 10 (+11), Gather Information 15 (+16), Handle Animal 5 (+6), Knowledge (current events) 12 (+16), Knowledge (life sciences) 13 (+17), Knowledge (streetwise) 11 (+15), Medicine 15 (+22), Notice 14 (+16), Ride 9 (+10), Search 15 (+19), Sense Motive 11 (+13), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Complacency), Skill Focus (Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy 2, Well-Informed

Combat: Attack +10 (+9 Base, +1 Dex), Damage +0 (unarmed), Defense +14 (+9 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +4 (+4 Base, +0 Con), Reflex +5 (+4 Base, +1 Dex), Will +10 (+8 Base, +2 Wis)

Reputation: +4

Conviction: 8

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

13ᵀᴴ-LEVEL DOCTOR

Role: Expert 13th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +1

Skills: Bluff 12 (+13), Concentration 14 (+16), Craft (pharmaceutical) 13 (+22), Diplomacy 10 (+11), Gather Information 15 (+16), Handle Animal 16 (+17), Knowledge (current events) 12 (+16), Knowledge (life sciences) 13 (+17), Knowledge (streetwise) 11 (+15), Medicine 16 (+23), Notice 14 (+16), Ride 9 (+10), Search 15 (+19), Sense Motive 11 (+13), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Complacency), Skill Focus (Craft [pharmaceutical]), Skill Focus (Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy 2, Well-Informed

Combat: Attack +10 (+9 Base, +1 Dex), Damage +0 (unarmed), Defense +14 (+9 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +4 (+4 Base, +0 Con), Reflex +5 (+4 Base, +1 Dex), Will +10 (+8 Base, +2 Wis)

Reputation: +4

Conviction: 9

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

14ᵀᴴ-LEVEL DOCTOR

Role: Expert 14th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +1

Skills: Bluff 12 (+13), Concentration 14 (+16), Craft (pharmaceutical) 17 (+26), Diplomacy 10 (+11), Gather Information 15 (+16), Handle Animal 16 (+17), Knowledge (current events) 15 (+19), Knowledge (life sciences) 17 (+21), Knowledge

(streetwise) 11 (+15), Medicine 17 (+24), Notice 14 (+16), Ride 9 (+10), Search 15 (+19), Sense Motive 11 (+13), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Complacency), Skill Focus (Craft [pharmaceutical]), Skill Focus (Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Suggestion (Diplomacy), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy 2, Well-Informed

Combat: Attack +11 (+10 Base, +1 Dex), Damage +0 (unarmed), Defense +15 (+10 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +4 (+4 Base, +0 Con), Reflex +5 (+4 Base, +1 Dex), Will +11 (+9 Base, +2 Wis)

Reputation: +4

Conviction: 9

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

15ᵀᴴ-LEVEL DOCTOR

Role: Expert 15ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +1

Skills: Bluff 16 (+17), Concentration 14 (+16), Craft (pharmaceutical) 17 (+26), Diplomacy 18 (+19), Gather Information 15 (+16), Handle Animal 16 (+17), Knowledge (current events) 15 (+19), Knowledge (life sciences) 17 (+21), Knowledge (streetwise) 11 (+15), Medicine 17 (+24), Notice 14 (+16), Ride 9 (+10), Search 15 (+19), Sense Motive 11 (+13), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Competence), Inspire (Complacency), Skill Focus (Craft [pharmaceutical]), Skill Focus (Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Suggestion (Diplomacy), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy 2, Well-Informed

Combat: Attack +12 (+11 Base, +1 Dex), Damage +0 (unarmed), Defense +16 (+11 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +5 (+5 Base, +0 Con), Reflex +6 (+5 Base, +1 Dex), Will +11 (+9 Base, +2 Wis)

Reputation: +4

Conviction: 10

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

16ᵀᴴ-LEVEL DOCTOR

Role: Expert 16ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +1

Skills: Bluff 16 (+17), Concentration 14 (+16), Craft (pharmaceutical) 19 (+28), Diplomacy 18 (+19), Gather Information 15 (+16), Handle Animal 16 (+17), Knowledge (current events) 15 (+19), Knowledge (life sciences) 19 (+23), Knowledge (streetwise) 12 (+16), Medicine 19 (+26), Notice 14 (+16), Ride 9 (+10), Search 15 (+19), Sense Motive 16 (+18), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Competence), Inspire (Complacency), Skill Focus (Craft [pharmaceutical]), Skill Focus (Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Suggestion (Diplomacy), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy 3, Well-Informed

Combat: Attack +13 (+12 Base, +1 Dex), Damage +0 (unarmed), Defense +17 (+12 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +5 (+5 Base, +0 Con), Reflex +6 (+5 Base, +1 Dex), Will +12 (+10 Base, +2 Wis)

Reputation: +5

Conviction: 10

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

17ᵀᴴ-LEVEL DOCTOR

Role: Expert 17ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +1

Skills: Bluff 16 (+17), Concentration 20 (+22), Craft (pharmaceutical) 19 (+28), Diplomacy 18 (+19), Gather Information 15 (+16), Handle Animal 16 (+17), Knowledge (current events) 20 (+24), Knowledge (life sciences) 19 (+23), Knowledge (streetwise) 12 (+16), Medicine 20 (+27), Notice 14 (+16), Ride 9 (+10), Search 15 (+19), Sense Motive 16 (+18), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Challenge (Fast Task: Medicine, Diagnose Illness), Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Competence), Inspire (Complacency), Skill Focus (Craft [pharmaceutical], Skill Focus (Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Suggestion (Diplomacy), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy 3, Well-Informed

Combat: Attack +13 (+12 Base, +1 Dex), Damage +0 (unarmed), Defense +17 (+12 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +5 (+5 Base, +0 Con), Reflex +6 (+5 Base, +1 Dex), Will +12 (+10 Base, +2 Wis)

Reputation: +5

Conviction: 11

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

18ᵀᴴ-LEVEL DOCTOR

Role: Expert 18ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +2

Skills: Bluff 20 (+22), Concentration 20 (+22), Craft (pharmaceutical) 19 (+28), Diplomacy 18 (+20), Gather Information 15 (+17), Handle Animal 16 (+18), Knowledge (current events) 20 (+24), Knowledge (life sciences) 19 (+23), Knowledge (streetwise) 12 (+16), Medicine 21 (+28), Notice 21 (+13), Ride 9 (+10), Search 15 (+19), Sense Motive 16 (+18), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Challenge (Fast Task: Medicine, Diagnose Illness; Medicine: Heal Thyself), Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Competence), Inspire (Complacency), Skill Focus (Craft [pharmaceutical]), Skill Focus (Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Suggestion (Diplomacy), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy 3, Well-Informed

Combat: Attack +14 (+13 Base, +1 Dex), Damage +0 (unarmed), Defense +18 (+13 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +6 (+6 Base, +0 Con), Reflex +7 (+6 Base, +1 Dex), Will +13 (+11 Base, +2 Wis)

Reputation: +5

Conviction: 11

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

19ᵀᴴ-LEVEL DOCTOR

Role: Expert 19ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +2

Skills: Bluff 20 (+22), Concentration 20 (+22), Craft (pharmaceutical) 19 (+28), Diplomacy 18 (+20), Gather Information 18 (+20), Handle Animal 16 (+18), Knowledge (current events) 20 (+24), Knowledge (life sciences) 22 (+26), Knowledge (streetwise) 12 (+16), Medicine 21 (+28), Notice 21 (+13), Ride 9 (+10), Search 15 (+19), Sense Motive 22 (+24), Survival 11 (+13)

Feats: Benefit (Doctor), Canny Dodge, Challenge (Fast Task: Medicine, Diagnose Illness; Medicine, Heal Thyself; Calculated Risk: Medicine, Diagnose

Illness to improve a later healing check), Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Competence), Inspire (Complacency), Skill Focus (Craft [pharmaceutical]), Skill Focus (Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Suggestion (Diplomacy), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy 3, Well-Informed

Combat: Attack +15 (+14 Base, +1 Dex), Damage +0 (unarmed), Defense +19 (+14 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +6 (+6 Base, +0 Con), Reflex +7 (+6 Base, +1 Dex), Will +13 (+11 Base, +2 Wis)

Reputation: +5

Conviction: 12

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

20ᵗʰ-Level Doctor

Role: Expert 20ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +1, **Con:** +0, **Int:** +4, **Wis:** +2, **Cha:** +2

Skills: Bluff 20 (+22), Concentration 20 (+22), Craft (pharmaceutical) 23 (+32), Diplomacy 18 (+20), Gather Information 18 (+20), Handle Animal 16 (+18), Knowledge (current events) 20 (+24), Knowledge (life sciences) 22 (+26), Knowledge (streetwise) 12 (+16), Medicine 23 (+30), Notice 21 (+13), Ride 9 (+10), Search 15 (+19), Sense Motive 22 (+24), Survival 17 (+19)

Feats: Benefit (Doctor), Canny Dodge, Challenge (Fast Task: Medicine, Diagnose Illness; Medicine, Heal Thyself; Calculated Risk: Medicine, Diagnose Illness to improve a later healing check), Connected, Contacts, Fascinate (Diplomacy), Herbal Medicine, Improvised Tools, Inspire (Competence), Inspire (Complacency), Skill Focus (Craft [pharmaceutical]), Skill Focus (Medicine), Skill Mastery (Concentration, Craft [pharmaceutical], Medicine, Notice), Suggestion (Diplomacy), Surgery, Talented (Craft [pharmaceutical] and Medicine), Wealthy 4, Well-Informed

Combat: Attack +16 (+15 Base, +1 Dex), Damage +0 (unarmed), Defense +20 (+15 Base, +1 Dex, +4 Canny Dodge), Initiative +1 (+1 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +6 (+6 Base, +0 Con), Reflex +7 (+6 Base, +1 Dex), Will +14 (+12 Base, +2 Wis)

Reputation: +6

Conviction: 12

Weapons: None

Armor: None

Equipment: Bedroll, Medicine Bag, Riding Horse

GAMBLER PROGRESSION

1ST-LEVEL GAMBLER

Role: Expert 1st

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +2

Skills: Bluff 4 (+6), Diplomacy 4 (+6), Gather Information 4 (+6), Intimidate 4 (+6), Knowledge (Streetwise) 4 (+6), Notice 4 (+4), Ride 4 (+6), Search 4 (+6), Sense Motive 4 (+4), Sleight of Hand 4 (+6)

Feats: Banter, Defensive Roll, Firearms Training, Lucky

Combat: Attack +2 (+0 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +2 (+0 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +2 (+0 Base, +0 Con, +2 Lucky), Reflex +6 (+2 Base, +2 Dex, +2 Lucky), Will +2 (+0 Base, +0 Wis, +2 Lucky)

Reputation: +1

Conviction: 3

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

2ND-LEVEL GAMBLER

Role: Expert 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +2

Skills: Bluff 5 (+7), Diplomacy 5 (+7), Gather Information 5 (+7), Intimidate 5 (+7), Knowledge (Streetwise) 5 (+7), Notice 5 (+5), Ride 5 (+7), Search 5 (+7), Sense Motive 5 (+5), Sleight of Hand 5 (+7)

Feats: Banter, Defensive Roll, Firearms Training, Inspire (Complacency), Lucky

Combat: Attack +3 (+1 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +3 (+1 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +2 (+0 Base, +0 Con, +2 Lucky), Reflex +7 (+3 Base, +2 Dex, +2 Lucky), Will +2 (+0 Base, +0 Wis, +2 Lucky)

Reputation: +1

Conviction: 3

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

3RD-LEVEL GAMBLER

Role: Expert 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +2

Skills: Bluff 5 (+7), Diplomacy 5 (+7), Disguise 6 (+8), Gather Information 5 (+7), Intimidate 5 (+7), Knowledge (Streetwise) 5 (+7), Notice 5 (+5), Ride 5 (+7), Search 5 (+7), Sense Motive 5 (+5), Sleight of Hand 5 (+7), Stealth 4 (+6)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll, Firearms Training, Inspire (Complacency), Lucky

Combat: Attack +4 (+2 Base, +2 Dex) +5 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +4 (+2 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +3 (+1 Base, +0 Con, +2 Lucky), Reflex +7 (+3 Base, +2 Dex, +2 Lucky), Will +3 (+1 Base, +0 Wis, +2 Lucky)

Reputation: +1

Conviction: 4

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

4ᵀᴴ-LEVEL GAMBLER

Role: Expert 4ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +2

Skills: Bluff 5 (+7), Diplomacy 5 (+7), Disguise 6 (+8), Gather Information 7 (+9), Intimidate 7 (+9), Knowledge (Streetwise) 7 (+9), Notice 5 (+5), Ride 5 (+7), Search 5 (+7), Sense Motive 7 (+7), Sleight of Hand 7 (+9), Stealth 4 (+6)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll, Firearms Training, Gambler's Luck, Inspire (Complacency), Lucky

Combat: Attack +5 (+3 Base, +2 Dex) +6 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +3 (+1 Base, +0 Con, +2 Lucky), Reflex +8 (+4 Base, +2 Dex, +2 Lucky), Will +3 (+1 Base, +0 Wis, +2 Lucky)

Reputation: +2

Conviction: 4

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

5ᵀᴴ-LEVEL GAMBLER

Role: Expert 5ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +2

Skills: Bluff 8 (+10), Diplomacy 8 (+10), Disguise 6 (+8), Gather Information 7 (+9), Intimidate 7 (+9), Knowledge (Streetwise) 7 (+9), Notice 5 (+5), Ride 5 (+7), Search 5 (+7), Sense Motive 7 (+7), Sleight of Hand 7 (+9), Stealth 8 (+10)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll, Firearms Training, Gambler's Luck, Inspire (Complacency), Lucky, Taunt

Combat: Attack +5 (+3 Base, +2 Dex) +6 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +3 (+1 Base, +0 Con, +2 Lucky), Reflex +8 (+4 Base, +2 Dex, +2 Lucky), Will +3 (+1 Base, +0 Wis, +2 Lucky)

Reputation: +2

Conviction: 5

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

6ᵀᴴ-LEVEL GAMBLER

Role: Expert 6ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +3

Skills: Bluff 8 (+11), Diplomacy 8 (+11), Disguise 6 (+9), Gather Information 7 (+10), Intimidate 7 (+10), Knowledge (Streetwise) 7 (+9), Notice 5 (+5), Ride 9 (+11), Search 9 (+11), Sense Motive 7 (+7), Sleight of Hand 9 (+11), Stealth 8 (+10)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll, Firearms Training, Gambler's Luck, Inspire (Complacency), Lucky, Sneak Attack, Taunt

Combat: Attack +6 (+4 Base, +2 Dex) +7 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +6 (+4 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +5 (+2 Base, +0 Con, +3 Lucky), Reflex +10 (+5 Base, +2 Dex, +3 Lucky), Will +5 (+2 Base, +0 Wis, +3 Lucky)

Reputation: +2

Conviction: 5

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

7TH-LEVEL GAMBLER

Role: Expert 7th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**,** Dex: +2, Con: +0, Int: +2, Wis: +0, **Cha:** +3

Skills: Bluff 8 (+11), Diplomacy 8 (+11), Disguise 6 (+9), Gather Information 7 (+10), Intimidate 10 (+13), Knowledge (Streetwise) 7 (+9), Notice 9 (+9), Ride 9 (+11), Search 9 (+11), Sense Motive 7 (+7), Sleight of Hand 10 (+12), Stealth 10 (+12)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 2, Firearms Training, Gambler's Luck, Inspire (Complacency), Lucky, Sneak Attack, Taunt

Combat: Attack +7 (+5 Base, +2 Dex) +8 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +7 (+5 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+0 Con, +2 Defensive Roll), Fortitude +5 (+2 Base, +0 Con, +3 Lucky), Reflex +10 (+5 Base, +2 Dex, +3 Lucky), Will +5 (+2 Base, +0 Wis, +3 Lucky)

Reputation: +2

Conviction: 6

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

8TH-LEVEL GAMBLER

Role: Expert 8th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, Dex: +2, Con: +0, Int: +2, Wis: +0, **Cha:** +3

Skills: Bluff 8 (+11), Diplomacy 11 (+14), Disguise 11 (+14), Gather Information 9 (+12), Intimidate 10 (+13), Knowledge (Streetwise) 7 (+9), Notice 9 (+9), Ride 9 (+11), Search 9 (+11), Sense Motive 7 (+7), Sleight of Hand 10 (+12), Stealth 10 (+12)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 2, Firearms Training, Gambler's Luck, Inspire (Complacency), Lucky, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +8 (+6 Base, +2 Dex) +9 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +8 (+6 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+0 Con, +2 Defensive Roll), Fortitude +5 (+2 Base, +0 Con, +3 Lucky), Reflex +11 (+6 Base, +2 Dex, +3 Lucky), Will +5 (+2 Base, +0 Wis, +3 Lucky)

Reputation: +3

Conviction: 6

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

9TH-LEVEL GAMBLER

Role: Expert 9th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +3

Skills: Bluff 12 (+15), Diplomacy 11 (+14), Disguise 11 (+14), Gather Information 12 (+15), Intimidate 10 (+13), Knowledge (Streetwise) 7 (+9), Notice 9 (+9), Ride 9 (+11), Search 10 (+12), Sense Motive 7 (+7), Sleight of Hand 12 (+14), Stealth 10 (+12)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 2, Firearms Training, Gambler's Luck, Inspire (Complacency), Inspire (Fear), Lucky, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +8 (+6 Base, +2 Dex) +9 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +8 (+6 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+0 Con, +2 Defensive Roll), Fortitude +6 (+3 Base, +0 Con, +3 Lucky), Reflex +11 (+6 Base, +2 Dex, +3 Lucky), Will +6 (+3 Base, +0 Wis, +3 Lucky)

Reputation: +3

Conviction: 7

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

10TH-LEVEL GAMBLER

Role: Expert 10th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +3

Skills: Bluff 12 (+15), Diplomacy 11 (+14), Disguise 11 (+14), Gather Information 12 (+15), Intimidate 10 (+13), Knowledge (Streetwise) 13 (+15), Notice 13 (+13), Ride 9 (+11), Search 10 (+12), Sense Motive 7 (+7), Sleight of Hand 12 (+14), Stealth 10 (+12)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 2, Dodge Focus, Firearms Training, Gambler's Luck, Inspire (Complacency), Inspire (Fear), Lucky, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +9 (+7 Base, +2 Dex) +10 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +10 (+7 Base, +2 Dex, +1 Dodge Focus), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+0 Con, +2 Defensive Roll), Fortitude +6 (+3 Base, +0 Con, +3 Lucky), Reflex +12 (+7 Base, +2 Dex, +3 Lucky), Will +6 (+3 Base, +0 Wis, +3 Lucky)

Reputation: +3

Conviction: 7

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

11TH-LEVEL GAMBLER

Role: Expert 11th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +3

Skills: Bluff 12 (+15), Diplomacy 14 (+17), Disguise 14 (+17), Gather Information 14 (+17), Intimidate 10 (+13), Knowledge (Streetwise) 13 (+15), Notice 13 (+13), Ride 9 (+11), Search 10 (+12), Sense Motive 7 (+7), Sleight of Hand 14 (+16), Stealth 10 (+12)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 2, Dodge Focus, Firearms Training, Gambler's Luck, Improved Initiative, Inspire (Complacency), Inspire (Fear), Lucky, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +10 (+8 Base, +2 Dex) +11 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +11 (+8 Base, +2 Dex, +1 Dodge Focus), Initiative +6 (+2 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+0 Con, +2 Defensive Roll), Fortitude +6 (+3 Base, +0 Con, +3 Lucky), Reflex +12 (+7 Base, +2 Dex, +3 Lucky), Will +6 (+3 Base, +0 Wis, +3 Lucky)

Reputation: +3

Conviction: 8

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

12TH-LEVEL GAMBLER

Role: Expert 12th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +4

Skills: Bluff 12 (+16), Diplomacy 14 (+18), Disguise 14 (+18), Gather Information 14 (+18), Intimidate 15 (+19), Knowledge (Streetwise) 13 (+15), Notice 13 (+13), Ride 9 (+11), Search 10 (+12), Sense Motive 7 (+7), Sleight of Hand 14 (+16), Stealth 15 (+17)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 2, Dodge Focus 2, Firearms Training, Gambler's Luck, Improved Initiative, Inspire (Complacency), Inspire (Fear), Lucky, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +11 (+9 Base, +2 Dex) +12 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +13 (+9 Base, +2 Dex, +2 Dodge Focus), Initiative +6 (+2 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+0 Con, +2 Defensive Roll), Fortitude +8 (+4 Base, +0 Con, +4 Lucky), Reflex +14 (+8 Base, +2 Dex, +4 Lucky), Will +8 (+4 Base, +0 Wis, +4 Lucky)

Reputation: +4

Conviction: 8

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

13TH-LEVEL GAMBLER

Role: Expert 13th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +2**, Con:** +0**, Int:** +2**, Wis:** +0, **Cha:** +4

Skills: Bluff 16 (+20), Diplomacy 14 (+18), Disguise 14 (+18), Gather Information 14 (+18), Intimidate 15 (+19), Knowledge (Streetwise) 13 (+15), Notice 13 (+13), Ride 9 (+11), Search 14 (+16), Sense Motive 7 (+7), Sleight of Hand 16 (+18), Stealth 15 (+17)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 2, Dodge Focus 2, Firearms Training, Gambler's Luck, Improved Initiative, Inspire (Complacency), Inspire (Fear), Lucky, Quick Draw, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +11 (+9 Base, +2 Dex) +12 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +13 (+9 Base, +2 Dex, +2 Dodge Focus), Initiative +6 (+2 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+0 Con, +2 Defensive Roll), Fortitude +8 (+4 Base, +0 Con, +4 Lucky), Reflex +14 (+8 Base, +2 Dex, +4 Lucky), Will +8 (+4 Base, +0 Wis, +4 Lucky)

Reputation: +4

Conviction: 9

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

14TH-LEVEL GAMBLER

Role: Expert 14th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +2**, Con:** +0**, Int:** +2**, Wis:** +0, **Cha:** +4

Skills: Bluff 16 (+20), Diplomacy 14 (+18), Disguise 14 (+18), Gather Information 14 (+18), Intimidate 15 (+19), Knowledge (Streetwise) 13 (+15), Notice 13 (+13), Ride 17 (+19), Search 14 (+16), Sense Motive 9 (+9), Sleight of Hand 16 (+18), Stealth 15 (+17)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 2, Dodge Focus 2, Fascinate (Bluff), Firearms Training, Gambler's Luck, Improved Initiative, Inspire (Complacency), Inspire (Fear), Lucky, Quick Draw, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +12 (+10 Base, +2 Dex) +12 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +14 (+10 Base, +2 Dex, +2 Dodge Focus), Initiative +6 (+2 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+0 Con, +2 Defensive Roll), Fortitude +8 (+4 Base, +0 Con, +4 Lucky), Reflex +15 (+9 Base, +2 Dex, +4 Lucky), Will +8 (+4 Base, +0 Wis, +4 Lucky)

Reputation: +4

Conviction: 9

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

15TH-LEVEL GAMBLER

Role: Expert 15th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +2**, Con:** +0**, Int:** +2**, Wis:** +0, **Cha:** +4

Skills: Bluff 16 (+20), Diplomacy 14 (+18), Disguise 14 (+18), Gather Information 14 (+18), Intimidate 16 (+20), Knowledge (Streetwise) 13 (+15), Notice 13 (+13), Ride 17 (+19), Search 14 (+16), Sense Motive 18 (+18), Sleight of Hand 16 (+18), Stealth 15 (+17)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 2, Dodge Focus 2, Fascinate (Bluff), Firearms Training, Gambler's Luck, Improved Initiative, Inspire (Complacency), Inspire (Fear), Lucky, Quick Draw, Sneak Attack 2, Taunt, Uncanny Dodge

Combat: Attack +13 (+11 Base, +2 Dex) + 14 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +15 (+11 Base, +2 Dex, +2 Dodge Focus), Initiative +6 (+2 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+0 Con, +2 Defensive Roll), Fortitude +9 (+5 Base, +0 Con, +4 Lucky), Reflex +15 (+9 Base, +2 Dex, +4 Lucky), Will +9 (+5 Base, +0 Wis, +4 Lucky)

Reputation: +4

Conviction: 10

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

16TH-LEVEL GAMBLER

Role: Expert 16th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +4

Skills: Bluff 19 (+23), Diplomacy 14 (+18), Disguise 14 (+18), Gather Information 14 (+18), Intimidate 16 (+20), Knowledge (Streetwise) 13 (+15), Notice 13 (+13), Ride 17 (+19), Search 14 (+16), Sense Motive 18 (+18), Sleight of Hand 19 (+21), Stealth 19 (+21)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 3, Dodge Focus 2, Fascinate (Bluff), Firearms Training, Gambler's Luck, Improved Initiative, Inspire (Complacency), Inspire (Fear), Lucky, Quick Draw, Sneak Attack 2, Taunt, Uncanny Dodge

Combat: Attack +14 (+12 Base, +2 Dex) +15 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +16 (+12 Base, +2 Dex, +2 Dodge Focus), Initiative +6 (+2 Dex, +4 Improved Initiative)

Saves: Toughness +3 (+0 Con, +3 Defensive Roll), Fortitude +9 (+5 Base, +0 Con, +4 Lucky), Reflex +16 (+10 Base, +2 Dex, +4 Lucky), Will +9 (+5 Base, +0 Wis, +4 Lucky)

Reputation: +5

Conviction: 10

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

17TH-LEVEL GAMBLER

Role: Expert 17th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +2, **Wis:** +0, **Cha:** +4

Skills: Bluff 19 (+23), Diplomacy 14 (+18), Disguise 14 (+18), Gather Information 20 (+24), Intimidate 20 (+24), Knowledge (Streetwise) 13 (+15), Notice 13 (+13), Ride 17 (+19), Search 14 (+16), Sense Motive 18 (+18), Sleight of Hand 19 (+21), Stealth 19 (+21)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 3, Dodge Focus 2, Evasion, Fascinate (Bluff), Firearms Training, Gambler's Luck, Improved Initiative, Inspire (Complacency), Inspire (Fear), Lucky, Quick Draw, Sneak Attack 2, Taunt, Uncanny Dodge

Combat: Attack +14 (+12 Base, +2 Dex) +15 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +16 (+12 Base, +2 Dex, +2 Dodge Focus), Initiative +6 (+2 Dex, +4 Improved Initiative)

Saves: Toughness +3 (+0 Con, +3 Defensive Roll), Fortitude +9 (+5 Base, +0 Con, +4 Lucky), Reflex +16 (+10 Base, +2 Dex, +4 Lucky), Will +9 (+5 Base, +0 Wis, +4 Lucky)

Reputation: +5

Conviction: 11

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

18TH-LEVEL GAMBLER

Role: Expert 18th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +2, **Wis:** +0, **Cha:** +4

Skills: Bluff 19 (+23), Diplomacy 14 (+18), Disguise 14 (+18), Gather Information 20 (+24), Intimidate 20 (+24), Knowledge (Streetwise) 13 (+15), Notice 20 (+20), Ride 17 (+19), Search 17 (+19), Sense Motive 18 (+18), Sleight of Hand 19 (+21), Stealth 19 (+21)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 3, Dodge Focus 2, Evasion, Fascinate (Bluff), Firearms Training, Gambler's Luck, Improved Initiative, Inspire (Complacency), Inspire (Fear), Lucky, Quick Draw, Sneak Attack 2, Suggestion, Taunt, Uncanny Dodge

Combat: Attack +15 (+13 Base, +2 Dex) +16 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +17 (+13 Base, +2 Dex, +2 Dodge Focus), Initiative +6 (+2 Dex, +4 Improved Initiative)

Saves: Toughness +4 (+1 Con, +3 Defensive Roll), Fortitude +11 (+6 Base, +1 Con, +4 Lucky), Reflex +17 (+11 Base, +2 Dex, +4 Lucky), Will +10 (+6 Base, +0 Wis, +4 Lucky)

Reputation: +5

Conviction: 11

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

19ᵀᴴ-LEVEL GAMBLER

Role: Expert 19th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +2, **Wis:** +0, **Cha:** +4

Skills: Bluff 19 (+23), Diplomacy 18 (+22), Disguise 14 (+18), Gather Information 20 (+24), Intimidate 20 (+24), Knowledge (Streetwise) 13 (+15), Notice 22 (+22), Ride 17 (+19), Search 17 (+19), Sense Motive 22 (+22), Sleight of Hand 19 (+21), Stealth 19 (+21)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 3, Dodge Focus 2, Elusive Target, Evasion, Fascinate (Bluff), Firearms Training, Gambler's Luck, Improved Initiative, Inspire (Complacency), Inspire (Fear), Lucky, Quick Draw, Sneak Attack 2, Suggestion, Taunt, Uncanny Dodge

Combat: Attack +16 (+14 Base, +2 Dex) +17 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +18 (+14 Base, +2 Dex, +2 Dodge Focus), Initiative +6 (+2 Dex, +4 Improved Initiative)

Saves: Toughness +4 (+1 Con, +3 Defensive Roll), Fortitude +11 (+6 Base, +1 Con, +4 Lucky), Reflex +17 (+11 Base, +2 Dex, +4 Lucky), Will +10 (+6 Base, +0 Wis, +4 Lucky)

Reputation: +5

Conviction: 12

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

20ᵀᴴ-LEVEL GAMBLER

Role: Expert 20th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +2, **Wis:** +0, **Cha:** +4

Skills: Bluff 23 (+27), Diplomacy 18 (+22), Disguise 14 (+18), Gather Information 22 (+26), Intimidate 20 (+24), Knowledge (Streetwise) 13 (+15), Notice 22 (+22), Ride 17 (+19), Search 17 (+19), Sense Motive 22 (+22), Sleight of Hand 23 (+25), Stealth 19 (+21)

Feats: Attack Focus (Colt M-1860), Banter, Defensive Roll 4, Dodge Focus 2, Elusive Target, Evasion, Fascinate (Bluff), Firearms Training, Gambler's Luck, Improved Initiative, Inspire (Complacency), Inspire (Fear), Lucky, Quick Draw, Sneak Attack 2, Suggestion, Taunt, Uncanny Dodge

Combat: Attack +17 (+15 Base, +2 Dex) +18 (Colt M-1860), Damage +0 (unarmed), Damage +3 (Colt M-1860), Damage +1 (Knife), Defense +19 (+15 Base, +2 Dex, +2 Dodge Focus), Initiative +6 (+2 Dex, +4 Improved Initiative)

Saves: Toughness +5 (+1 Con, +4 Defensive Roll), Fortitude +11 (+6 Base, +1 Con, +4 Lucky), Reflex +18 (+12 Base, +2 Dex, +4 Lucky), Will +10 (+6 Base, +0 Wis, +4 Lucky)

Reputation: +6

Conviction: 12

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife, Deck of playing cards

HUNTER PROGRESSION

1ST-LEVEL HUNTER

Role: Warrior 1st

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Handle Animal 4 (+4), Notice 4 (+4), Ride 4 (+6), Survival 4 (+4)

Feats: Far Shot, Firearms Training, Point Blank Shot, Track

Combat: Attack +3 (+1 Base, +2 Dex), Damage +1 (unarmed), Damage +4 (Colt M-1873), Damage +2 (Knife), Defense +3 (+1 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+3 Con), Fortitude +5 (+2 Base, +3 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +0

Conviction: 3

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

2ND-LEVEL HUNTER

Role: Warrior 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Handle Animal 5 (+5), Notice 5 (+5), Ride 5 (+7), Survival 5 (+5)

Feats: Far Shot, Firearms Training, Point Blank Shot, Track, Trailblazer

Combat: Attack +4 (+2 Base, +2 Dex), Damage +1 (unarmed), Damage +4 (Colt M-1873), Damage +2 (Knife), Defense +4 (+2 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+3 Con), Fortitude +6 (+3 Base, +3 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +0

Conviction: 3

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

3RD-LEVEL HUNTER

Role: Warrior 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Handle Animal 6 (+6), Notice 6 (+6), Ride 6 (+8), Survival 6 (+6)

Feats: Attack Focus (Colt M-1873), Far Shot, Firearms Training, Point Blank Shot, Track, Trailblazer

Combat: Attack +5 (+3 Base, +2 Dex) +6 (Colt M-1873), Damage +1 (unarmed), Damage +4 (Colt M-1873), Damage +2 (Knife), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+3 Con), Fortitude +6 (+3 Base, +3 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

4TH-LEVEL HUNTER

Role: Warrior 4th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 4 (+5), Handle Animal 6 (+6), Notice 6 (+6), Ride 6 (+8), Survival 6 (+6)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Firearms Training, Point Blank Shot, Track, Trailblazer

Combat: Attack +6 (+4 Base, +2 Dex) +7 (Colt M-1873), Damage +1 (unarmed), Damage +5 (Colt M-1873

Revolver), Damage +2 (Knife), Defense +6 (+4 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+3 Con), Fortitude +7 (+4 Base, +3 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

5ᵀᴴ-Level Hunter

Role: Warrior 5ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 5 (+6), Handle Animal 6 (+6), Notice 7 (+7), Ride 8 (+10), Survival 6 (+6)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Firearms Training, Point Blank Shot, Tough, Track, Trailblazer

Combat: Attack +7 (+5 Base, +2 Dex) + 8 (Colt M-1873), Damage +1 (unarmed), Damage +5 (Colt M-1873), Damage +2 (Knife), Defense +7 (+5 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+3 Con, +1 Tough), Fortitude +7 (+4 Base, +3 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 5

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

6ᵀᴴ-Level Hunter

Role: Warrior 6ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 6 (+7), Handle Animal 6 (+6), Notice 7 (+7), Ride 8 (+10), Survival 9 (+9)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals), Firearms Training, Point Blank Shot, Tough, Track, Trailblazer

Combat: Attack +8 (+6 Base, +2 Dex) +9 (Colt M-1873), Damage +1 (unarmed), Damage +5 (Colt M-1873), Damage +2 (Knife), Defense +8 (+6 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +5 (+4 Con, +1 Tough), Fortitude +9 (+5 Base, +4 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +1

Conviction: 5

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

7ᵀᴴ-Level Hunter

Role: Warrior 7ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 7 (+8), Handle Animal 7 (+7), Notice 8 (+8), Ride 9 (+11), Survival 9 (+9)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals), Firearms Training, Greater Attack Focus (Colt M-1873), Point Blank Shot, Tough, Track, Trailblazer

Combat: Attack +9 (+7 Base, +2 Dex) +11 (Colt M-1873), Damage +1 (unarmed), Damage +5 (Colt M-1873), Damage +2 (Knife), Defense +9 (+7 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +5 (+4 Con, +1 Tough), Fortitude +9 (+5 Base, +4 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

8th-Level Hunter

Role: Warrior 8th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 7 (+8), Handle Animal 7 (+7), Notice 8 (+8), Ride 11 (+13), Survival 11 (+11)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Point Blank Shot, Tough, Track, Trailblazer

Combat: Attack +10 (+8 Base, +2 Dex) +12 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +10 (+8 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +5 (+4 Con, +1 Tough), Fortitude +10 (+6 Base, +4 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

9th-Level Hunter

Role: Warrior 9th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 8 (+9), Handle Animal 8 (+8), Notice 10 (+10), Ride 11 (+13), Survival 11 (+11)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Point Blank Shot, Tough, Track, Trackless, Trailblazer

Combat: Attack +11 (+9 Base, +2 Dex) +13 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +11 (+9 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +5 (+4 Con, +1 Tough), Fortitude +10 (+6 Base, +4 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +2

Conviction: 7

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

10th-Level Hunter

Role: Warrior 10th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 10 (+11), Handle Animal 8 (+8), Notice 10 (+10), Ride 11 (+13), Survival 13 (+13)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Point Blank Shot, Tough 2, Track, Trackless, Trailblazer

Combat: Attack +12 (+10 Base, +2 Dex) +14 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +12 (+10 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +6 (+4 Con, +2 Tough), Fortitude +11 (+7 Base, +4 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +2

Conviction: 7

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

11th-Level Hunter

Role: Warrior 11th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 10 (+11), Handle Animal 10 (+10), Notice 10 (+10), Ride 13 (+15), Survival 13 (+13)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals 2), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Point Blank Shot, Tough 2, Track, Trackless, Trailblazer

Combat: Attack +13 (+11 Base, +2 Dex) +15 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +13 (+11 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +6 (+4 Con, +2 Tough), Fortitude +11 (+7 Base, +4 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

12th-Level Hunter

Role: Warrior 12th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +3, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 12 (+13), Handle Animal 10 (+10), Notice 10 (+10), Ride 13 (+16), Survival 15 (+15)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals 2), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Point Blank Shot, Precise Shot, Tough 2, Track, Trackless, Trailblazer

Combat: Attack +15 (+12 Base, +3 Dex) +17 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +15 (+12 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +6 (+4 Con, +2 Tough), Fortitude +12 (+8 Base, +4 Con), Reflex +7 (+4 Base, +3 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

13th-Level Hunter

Role: Warrior 13th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +3, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 12 (+13), Handle Animal 10 (+10), Notice 14 (+14), Ride 13 (+16), Survival 15 (+15)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals 2), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Improved Precise Shot, Point Blank Shot, Precise Shot, Tough 2, Track, Trackless, Trailblazer

Combat: Attack +16 (+13 Base, +3 Dex) +18 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +16 (+13 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +6 (+4 Con, +2 Tough), Fortitude +12 (+8 Base, +4 Con), Reflex +7 (+4 Base, +3 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 9

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

14TH-LEVEL HUNTER

Role: Warrior 14th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +3, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 12 (+13), Handle Animal 10 (+10), Notice 14 (+14), Ride 13 (+16), Search 4 (+4), Survival 15 (+15)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals 2), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Improved Precise Shot, Point Blank Shot, Precise Shot, Tough 3, Track, Trackless, Trailblazer

Combat: Attack +17 (+14 Base, +3 Dex) +19 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +17 (+14 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +7 (+4 Con, +3 Tough), Fortitude +13 (+9 Base, +4 Con), Reflex +7 (+4 Base, +3 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 9

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

15TH-LEVEL HUNTER

Role: Warrior 15th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +3, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 12 (+13), Handle Animal 11 (+11), Notice 14 (+14), Ride 13 (+16), Search 4 (+4), Survival 18 (+18)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals 2), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Improved Precise Shot, Night Vision, Point Blank Shot, Precise Shot, Tough 3, Track, Trackless, Trailblazer

Combat: Attack +18 (+15 Base, +3 Dex) +20 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +18 (+15 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +7 (+4 Con, +3 Tough), Fortitude +13 (+9 Base, +4 Con), Reflex +8 (+5 Base, +3 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 10

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

16TH-LEVEL HUNTER

Role: Warrior 16th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +3, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 12 (+13), Handle Animal 15 (+15), Notice 14 (+14), Ride 13 (+16), Search 4 (+4), Survival 18 (+18)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals 2), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Improved Precise Shot, Night Vision, Point Blank Shot, Precise Shot, Smite Opponent, Tough 3, Track, Trackless, Trailblazer

Combat: Attack +19 (+16 Base, +3 Dex) +21 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +19 (+16 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +7 (+4 Con, +3 Tough), Fortitude +14 (+10 Base, +4 Con), Reflex +8 (+5 Base, +3 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 10

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

17ᵀᴴ-LEVEL HUNTER

Role: Warrior 17th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1**, Dex:** +3, **Con:** +4, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 12 (+13), Handle Animal 15 (+15), Notice 14 (+14), Ride 17 (+20), Search 4 (+4), Survival 18 (+18)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals 3), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Improved Precise Shot, Night Vision, Point Blank Shot, Precise Shot, Smite Opponent, Tough 3, Track, Trackless, Trailblazer

Combat: Attack +20 (+17 Base, +3 Dex) +22 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +20 (+17 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +7 (+4 Con, +3 Tough), Fortitude +14 (+10 Base, +4 Con), Reflex +8 (+5 Base, +3 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 11

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

18ᵀᴴ-LEVEL HUNTER

Role: Warrior 18th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1**, Dex:** +3, **Con:** +4, **Int:** +0, **Wis:** +1, **Cha:** +0

Skills: Climb 14 (+15), Handle Animal 15 (+15), Notice 16 (+17), Ride 17 (+20), Search 4 (+4), Survival 18 (+19)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals 3), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Improved Precise Shot, Night Vision, Point Blank

Shot, Precise Shot, Smite Opponent, Tough 3, Track, Trackless, Trailblazer, Uncanny Dodge

Combat: Attack +21 (+18 Base, +3 Dex) +23 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +21 (+18 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +7 (+4 Con, +3 Tough), Fortitude +15 (+11 Base, +4 Con), Reflex +9 (+6 Base, +3 Dex), Will +7 (+6 Base, +1 Wis)

Reputation: +4

Conviction: 11

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

19ᵀᴴ-LEVEL HUNTER

Role: Warrior 19th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +3, **Con:** +4, **Int:** +0, **Wis:** +1, **Cha:** +0

Skills: Climb 14 (+15), Handle Animal 15 (+15), Notice 20 (+21), Ride 17 (+20), Search 4 (+4), Survival 18 (+19)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Far Shot, Favored Opponent (Animals 3), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Improved Precise Shot, Night Vision, Point Blank Shot, Precise Shot, Smite Opponent, Tough 4, Track, Trackless, Trailblazer, Uncanny Dodge

Combat: Attack +22 (+19 Base, +3 Dex) +24 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +22 (+19 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +8 (+4 Con, +4 Tough), Fortitude +15 (+11 Base, +4 Con), Reflex +9 (+6 Base, +3 Dex), Will +7 (+6 Base, +1 Wis)

Reputation: +5

Conviction: 12

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife

20ᵗʰ-Level Hunter

Role: Warrior 20ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +3, **Con:** +4, **Int:** +0, **Wis:** +1, **Cha:** +0

Skills: Climb 14 (+15), Handle Animal 15 (+15), Notice 20 (+21), Ride 17 (+20), Search 4 (+4), Survival 22 (+23)

Feats: Attack Focus (Colt M-1873), Attack Specialization (Colt M-1873), Diehard, Far Shot, Favored Opponent (Animals 3), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873), Improved Precise Shot, Night Vision, Point Blank Shot, Precise Shot, Smite Opponent, Tough 4, Track, Trackless, Trailblazer, Uncanny Dodge

Combat: Attack +23 (+20 Base, +3 Dex) +25 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +2 (Knife), Defense +23 (+20 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +8 (+4 Con, +4 Tough), Fortitude +16 (+12 Base, +4 Con), Reflex +9 (+6 Base, +3 Dex), Will +7 (+6 Base, +1 Wis)

Reputation: +5

Conviction: 12

Weapons: Colt M-1873 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1873 Revolver, 30 rounds, Knife
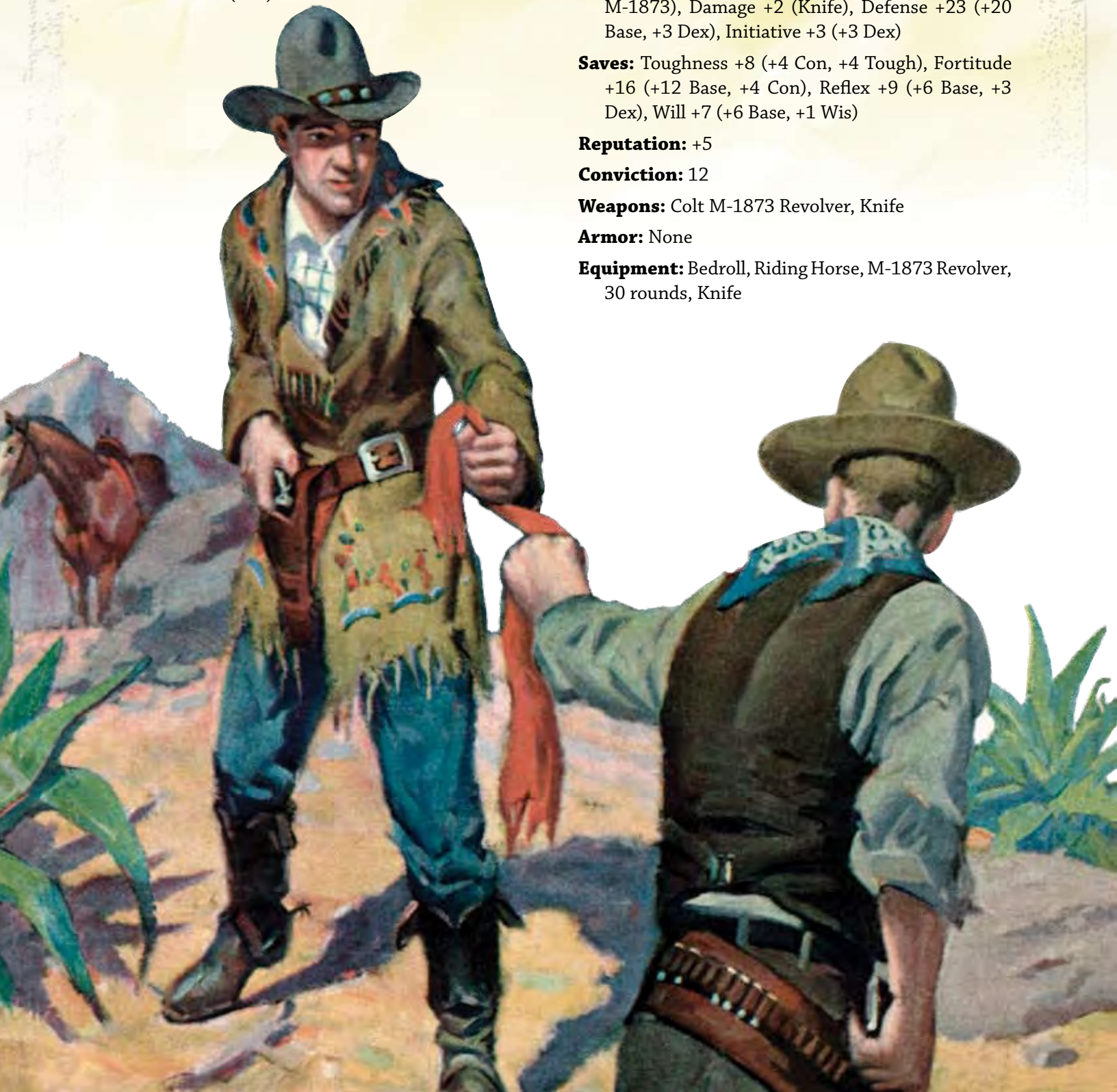
INDIAN AGENT PROGRESSION

1ST-LEVEL INDIAN AGENT

Role: Expert 1st

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 4 (+7), Diplomacy 4 (+7), Disguise 4 (+7), Gather Information 4 (+7), Intimidate 4 (+7), Ride 4 (+6), Sense Motive 4 (+5), Stealth 4 (+6)

Feats: Connected, Contacts, Fascinate (Bluff), Firearms Training

Combat: Attack +2 (+0 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +1 (Knife), Defense +2 (+0 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +0 (+0 Base, +0 Con), Reflex +4 (+2 Base, +2 Dex), Will +1 (+0 Base, +1 Wis)

Reputation: +1

Conviction: 3

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife

2ND-LEVEL INDIAN AGENT

Role: Expert 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 5 (+8), Diplomacy 5 (+8), Disguise 5 (+8), Gather Information 5 (+8), Intimidate 5 (+8), Ride 5 (+7), Sense Motive 5 (+6), Stealth 5 (+7)

Feats: Connected, Contacts, Fascinate (Bluff), Firearms Training, Suggestion

Combat: Attack +3 (+1 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +1 (Knife), Defense +3 (+1 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +0 (+0 Base, +0 Con), Reflex +5 (+3 Base, +2 Dex), Will +1 (+0 Base, +1 Wis)

Reputation: +1

Conviction: 3

Weapons: Colt M-1860 Revolver, Knife

Armor: None

Equipment: Bedroll, Riding Horse, M-1860 Revolver, 30 rounds, Knife

3RD-LEVEL INDIAN AGENT

Role: Expert 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +0, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 6 (+9), Diplomacy 6 (+9), Disguise 6 (+9), Gather Information 6 (+9), Intimidate 6 (+9), Ride 6 (+8), Sense Motive 6 (+7), Stealth 6 (+8)

Feats: Connected, Contacts, Fascinate (Bluff), Firearms Training, Suggestion, Well-Informed

Combat: Attack +4 (+2 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +4 (+2 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +1 (+1 Base, +0 Con), Reflex +5 (+3 Base, +2 Dex), Will +2 (+1 Base, +1 Wis)

Reputation: +1

Conviction: 4

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

4TH-LEVEL INDIAN AGENT

Role: Expert 4th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +2, **Con:** +0, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 7 (+10), Diplomacy 7 (+10), Disguise 7 (+10), Gather Information 7 (+10), Intimidate 7 (+10), Ride 7 (+9), Sense Motive 7 (+8), Stealth 7 (+9)

Feats: Connected, Contacts, Fascinate (Bluff), Firearms Training, Mass Suggestion, Suggestion, Well-Informed

Combat: Attack +5 (+3 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +1 (+1 Base, +0 Con), Reflex +6 (+4 Base, +2 Dex), Will +2 (+1 Base, +1 Wis)

Reputation: +2

Conviction: 4

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

5TH-LEVEL INDIAN AGENT

Role: Expert 5th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +2, **Con:** +0, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 8 (+11), Diplomacy 8 (+11), Disguise 8 (+11), Gather Information 8 (+11), Intimidate 8 (+11), Ride 8 (+10), Sense Motive 8 (+9), Stealth 8 (+10)

Feats: Connected, Contacts, Fascinate (Bluff), Firearms Training, Mass Suggestion, Suggestion, Uncanny Dodge, Well-Informed

Combat: Attack +5 (+3 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +1 (+1 Base, +0 Con), Reflex +6 (+4 Base, +2 Dex), Will +2 (+1 Base, +1 Wis)

Reputation: +2

Conviction: 5

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

6TH-LEVEL INDIAN AGENT

Role: Expert 6th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +0, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 9 (+12), Diplomacy 9 (+12), Disguise 9 (+12), Gather Information 9 (+12), Intimidate 9 (+12), Ride 9 (+12), Sense Motive 9 (+10), Stealth 9 (+12)

Feats: Connected, Contacts, Fascinate (Bluff), Firearms Training, Mass Suggestion, Suggestion, Taunt, Uncanny Dodge, Well-Informed

Combat: Attack +7 (+4 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +7 (+4 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +0 (+0 Con), Fortitude +2 (+2 Base, +0 Con), Reflex +8 (+5 Base, +3 Dex), Will +3 (+2 Base, +1 Wis)

Reputation: +2

Conviction: 5

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

7TH-LEVEL INDIAN AGENT

Role: Expert 7th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +0, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 10 (+13), Diplomacy 10 (+13), Disguise 10 (+13), Gather Information 10 (+13), Intimidate 10 (+13), Ride 10 (+13), Sense Motive 10 (+11), Stealth 10 (+13)

Feats: Connected, Contacts, Defensive Roll, Fascinate (Bluff), Firearms Training, Mass Suggestion, Suggestion, Taunt, Uncanny Dodge, Well-Informed

Combat: Attack +8 (+5 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +8 (+5 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +2 (+2 Base, +0 Con), Reflex +8 (+5 Base, +3 Dex), Will +3 (+2 Base, +1 Wis)

Reputation: +2

Conviction: 6

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

8TH-LEVEL INDIAN AGENT

Role: Expert 8th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +0, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 11 (+14), Diplomacy 11 (+14), Disguise 11 (+14), Gather Information 11 (+14), Intimidate 11 (+14), Ride 11 (+14), Sense Motive 11 (+12), Stealth 11 (+14)

Feats: Connected, Contacts, Defensive Roll, Fascinate (Bluff), Firearms Training, Inspire (Complacency), Mass Suggestion, Suggestion, Taunt, Uncanny Dodge, Well-Informed

Combat: Attack +9 (+6 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +9 (+6 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +2 (+2 Base, +0 Con), Reflex +9 (+6 Base, +3 Dex), Will +3 (+2 Base, +1 Wis)

Reputation: +3

Conviction: 6

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

9TH-LEVEL INDIAN AGENT

Role: Expert 9th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +0, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 12 (+15), Diplomacy 12 (+15), Disguise 12 (+15), Gather Information 12 (+15), Intimidate 12 (+15), Ride 12 (+15), Sense Motive 12 (+13), Stealth 12 (+15)

Feats: Connected, Contacts, Defensive Roll, Fascinate (Bluff), Firearms Training, Inspire (Complacency), Mass Suggestion, Quick Draw, Suggestion, Taunt, Uncanny Dodge, Well-Informed

Combat: Attack +9 (+6 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +9 (+6 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +3 (+3 Base, +0 Con), Reflex +9 (+6 Base, +3 Dex), Will +4 (+3 Base, +1 Wis)

Reputation: +3

Conviction: 7

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

10TH-LEVEL INDIAN AGENT

Role: Expert 10th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3**, Con:** +0**, Int:** +0**, Wis:** +1**, Cha:** +3

Skills: Bluff 12 (+15), Diplomacy 12 (+15), Disguise 12 (+15), Gather Information 12 (+15), Intimidate 12 (+15), Notice 8 (+9), Ride 12 (+15), Sense Motive 12 (+13), Stealth 12 (+15)

Feats: Banter, Connected, Contacts, Defensive Roll, Fascinate (Bluff), Firearms Training, Inspire (Complacency), Mass Suggestion, Quick Draw, Suggestion, Taunt, Uncanny Dodge, Well-Informed

Combat: Attack +10 (+7 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +13 (+7 Base, +3 Dex, +3 Banter), Initiative +3 (+3 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +3 (+3 Base, +0 Con), Reflex +10 (+7 Base, +3 Dex), Will +4 (+3 Base, +1 Wis)

Reputation: +3

Conviction: 7

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

11TH-LEVEL INDIAN AGENT

Role: Expert 11th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3**, Con:** +0**, Int:** +0**, Wis:** +1**, Cha:** +3

Skills: Bluff 13 (+16), Diplomacy 12 (+15), Disguise 12 (+15), Gather Information 13 (+16), Intimidate 13 (+16), Notice 13 (+14), Ride 12 (+15), Sense Motive 12 (+13), Stealth 12 (+15)

Feats: Banter, Connected, Contacts, Defensive Roll, Elusive Target, Fascinate (Bluff), Firearms Training, Inspire (Complacency), Mass Suggestion, Quick Draw, Suggestion, Taunt, Uncanny Dodge, Well-Informed

Combat: Attack +11 (+8 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +14 (+8 Base, +3 Dex, +3 Banter), Initiative +3 (+3 Dex)

Saves: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +3 (+3 Base, +0 Con), Reflex +10 (+7 Base, +3 Dex), Will +4 (+3 Base, +1 Wis)

Reputation: +3

Conviction: 8

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

12TH-LEVEL INDIAN AGENT

Role: Expert 12th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3**, Con:** +1**, Int:** +0**, Wis:** +1**, Cha:** +3

Skills: Bluff 13 (+16), Diplomacy 15 (+18), Disguise 12 (+15), Gather Information 15 (+18), Intimidate 13 (+16), Notice 13 (+14), Ride 15 (+18), Sense Motive 12 (+13), Stealth 12 (+15)

Feats: Banter, Connected, Contacts, Defensive Roll 2, Elusive Target, Fascinate (Bluff), Firearms Training, Inspire (Complacency), Mass Suggestion, Quick Draw, Suggestion, Taunt, Uncanny Dodge, Well-Informed

Combat: Attack +12 (+9 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +15 (+9 Base, +3 Dex, +3 Banter), Initiative +3 (+3 Dex)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +5 (+4 Base, +1 Con), Reflex +11 (+8 Base, +3 Dex), Will +5 (+4 Base, +1 Wis)

Reputation: +4

Conviction: 8

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

13ᵀᴴ-LEVEL INDIAN AGENT

Role: Expert 13ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +1**, Cha:** +3

Skills: Bluff 14 (+17), Diplomacy 15 (+18), Disguise 15 (+18), Gather Information 15 (+18), Intimidate 15 (+18), Notice 13 (+14), Ride 15 (+18), Sense Motive 14 (+15), Stealth 12 (+15)

Feats: Banter, Connected, Contacts, Defensive Roll 2, Elusive Target, Fascinate (Bluff), Firearms Training, Inspire (Complacency), Mass Suggestion, Quick Draw, Sneak Attack, Suggestion, Taunt, Uncanny Dodge, Well-Informed

Combat: Attack +12 (+9 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +15 (+9 Base, +3 Dex, +3 Banter), Initiative +3 (+3 Dex)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +5 (+4 Base, +1 Con), Reflex +11 (+8 Base, +3 Dex), Will +5 (+4 Base, +1 Wis)

Reputation: +4

Conviction: 9

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

14ᵀᴴ-LEVEL INDIAN AGENT

Role: Expert 14ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 17 (+20), Diplomacy 15 (+18), Disguise 15 (+18), Gather Information 15 (+18), Intimidate 15 (+18), Notice 13 (+14), Ride 15 (+18), Sense Motive 14 (+15), Stealth 17 (+20)

Feats: Banter, Connected, Contacts, Defensive Roll 2, Dodge Focus, Elusive Target, Fascinate (Bluff), Firearms Training, Inspire (Complacency), Mass Suggestion, Quick Draw, Sneak Attack, Suggestion, Taunt, Uncanny Dodge, Well-Informed

Combat: Attack +13 (+10 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +17 (+10 Base, +3 Dex, +3 Banter, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +5 (+4 Base, +1 Con), Reflex +12 (+9 Base, +3 Dex), Will +5 (+4 Base, +1 Wis)

Reputation: +4

Conviction: 9

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

15ᵀᴴ-LEVEL INDIAN AGENT

Role: Expert 15ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 18 (+21), Diplomacy 18 (+21), Disguise 15 (+18), Gather Information 15 (+18), Intimidate 15 (+18), Notice 13 (+14), Ride 15 (+18), Sense Motive 18 (+19), Stealth 17 (+20)

Feats: Banter, Connected, Contacts, Defensive Roll 2, Dodge Focus, Elusive Target, Fascinate (Bluff), Firearms Training, Inspire (Complacency), Mass Suggestion, Quick Draw, Sneak Attack, Suggestion, Taunt, Uncanny Dodge, Wealthy, Well-Informed

Combat: Attack +14 (+11 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +18 (+11 Base, +3 Dex, +3 Banter, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +6 (+5 Base, +1 Con), Reflex +12 (+9 Base, +3 Dex), Will +6 (+5 Base, +1 Wis)

Reputation: +4

Conviction: 10

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

16TH-LEVEL INDIAN AGENT

Role: Expert 16th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 18 (+21), Diplomacy 18 (+21), Disguise 15 (+18), Gather Information 15 (+18), Intimidate 15 (+18), Knowledge (Streetwise) 8 (+8), Notice 13 (+14), Ride 15 (+18), Sense Motive 18 (+19), Stealth 17 (+20)

Feats: Banter, Connected, Contacts, Defensive Roll 3, Dodge Focus, Elusive Target, Fascinate (Bluff), Firearms Training, Inspire (Complacency), Mass Suggestion, Quick Draw, Sneak Attack, Suggestion, Taunt, Uncanny Dodge, Wealthy, Well-Informed

Combat: Attack +15 (+12 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +19 (+12 Base, +3 Dex, +3 Banter, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+1 Con, +3 Defensive Roll), Fortitude +6 (+5 Base, +1 Con), Reflex +13 (+10 Base, +3 Dex), Will +6 (+5 Base, +1 Wis)

Reputation: +5

Conviction: 10

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

17TH-LEVEL INDIAN AGENT

Role: Expert 17th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +1, **Cha:** +3

Skills: Bluff 20 (+23), Diplomacy 18 (+21), Disguise 15 (+18), Gather Information 16 (+19), Intimidate 15 (+18), Knowledge (Streetwise) 13 (+13), Notice 13 (+14), Ride 15 (+18), Sense Motive 18 (+19), Stealth 17 (+20)

Feats: Banter, Connected, Contacts, Defensive Roll 3, Dodge Focus, Elusive Target, Evasion, Fascinate (Bluff), Firearms Training, Inspire (Complacency), Mass Suggestion, Quick Draw, Sneak Attack, Suggestion, Taunt, Uncanny Dodge, Wealthy, Well-Informed

Combat: Attack +15 (+12 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +19 (+12 Base, +3 Dex, +3 Banter, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+1 Con, +3 Defensive Roll), Fortitude +6 (+5 Base, +1 Con), Reflex +13 (+10 Base, +3 Dex), Will +6 (+5 Base, +1 Wis)

Reputation: +5

Conviction: 11

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

18TH-LEVEL INDIAN AGENT

Role: Expert 18th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +1, **Cha:** +4

Skills: Bluff 20 (+24), Diplomacy 18 (+22), Disguise 15 (+19), Gather Information 16 (+20), Intimidate 19 (+23), Knowledge (Streetwise) 13 (+13), Notice 13 (+14), Ride 19 (+22), Sense Motive 18 (+19), Stealth 17 (+20)

Feats: Banter, Connected, Contacts, Defensive Roll 3, Dodge Focus, Elusive Target, Evasion, Fascinate (Bluff), Firearms Training, Improved Evasion, Inspire (Complacency), Mass Suggestion, Quick Draw, Sneak Attack, Suggestion, Taunt, Uncanny Dodge, Wealthy, Well-Informed

Combat: Attack +16 (+13 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +21 (+13 Base, +3 Dex, +4 Banter, +1 Dodge Focus), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+1 Con, +3 Defensive Roll), Fortitude +7 (+6 Base, +1 Con), Reflex +14 (+11 Base, +3 Dex), Will +7 (+6 Base, +1 Wis)

Reputation: +5

Conviction: 11

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

19TH-LEVEL INDIAN AGENT

Role: Expert 19th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +1, **Cha:** +4

Skills: Bluff 21 (+25), Diplomacy 20 (+24), Disguise 15 (+19), Gather Information 21 (+25), Intimidate 19 (+23), Knowledge (Streetwise) 13 (+13), Notice 13 (+14), Ride 19 (+22), Sense Motive 18 (+19), Stealth 17 (+20)

Feats: Banter, Connected, Contacts, Defensive Roll 3, Dodge Focus 2, Elusive Target, Evasion, Fascinate (Bluff), Firearms Training, Improved Evasion, Inspire (Complacency), Mass Suggestion, Quick Draw, Sneak Attack, Suggestion, Taunt, Uncanny Dodge, Wealthy, Well-Informed

Combat: Attack +17 (+14 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +23 (+14 Base, +3 Dex, +4 Banter, +2 Dodge Focus), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+1 Con, +3 Defensive Roll), Fortitude +7 (+6 Base, +1 Con), Reflex +14 (+11 Base, +3 Dex), Will +7 (+6 Base, +1 Wis)

Reputation: +5

Conviction: 12

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

20TH-LEVEL INDIAN AGENT

Role: Expert 20th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +1, **Cha:** +4

Skills: Bluff 23 (+27), Diplomacy 23 (+27), Disguise 17 (+21), Gather Information 22 (+26), Intimidate 19 (+23), Knowledge (Streetwise) 13 (+13), Notice 13 (+14), Ride 19 (+22), Sense Motive 18 (+19), Stealth 17 (+20)

Feats: Banter, Connected, Contacts, Defensive Roll 4, Dodge Focus 2, Elusive Target, Evasion, Fascinate (Bluff), Firearms Training, Improved Evasion, Inspire (Complacency), Mass Suggestion, Quick Draw, Sneak Attack, Suggestion, Taunt, Uncanny Dodge, Wealthy, Well-Informed

Combat: Attack +18 (+15 Base, +3 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +2 (Bowie Knife), Defense +24 (+15 Base, +3 Dex, +4 Banter, +2 Dodge Focus), Initiative +3 (+3 Dex)

Saves: Toughness +5 (+1 Con, +4 Defensive Roll), Fortitude +7 (+6 Base, +1 Con), Reflex +15 (+12 Base, +3 Dex), Will +7 (+6 Base, +1 Wis)

Reputation: +6

Conviction: 12

Weapons: Colt M-1860 Revolver, Bowie Knife

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, M-1860 Revolver, 30 rounds, Bowie Knife

LAWMAN PROGRESSION

1ST-LEVEL LAWMAN

Role: Warrior 1st

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 4 (+6), Intimidate 4 (+6), Ride 4 (+6), Sense Motive 4 (+4)

Feats: Benefit (Lawman), Firearms Training, Quick Draw, Tough

Combat: Attack +3 (+1 Base, +2 Dex), Damage +1 (unarmed), Damage +4 (Colt M-1873 Peacemaker), Damage +3 (Bowie Knife), Defense +3 (+1 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Tough), Fortitude +3 (+2 Base, +1 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +0

Conviction: 3

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873, 30 rounds, Bowie Knife

2ND-LEVEL LAWMAN

Role: Warrior 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 5 (+7), Intimidate 5 (+7), Ride 5 (+7), Sense Motive 5 (+5)

Feats: Assessment, Benefit (Lawman), Firearms Training, Quick Draw, Tough

Combat: Attack +4 (+2 Base, +2 Dex), Damage +1 (unarmed), Damage +4 (Colt M-1873 Peacemaker), Damage +3 (Bowie Knife), Defense +4 (+2 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Tough), Fortitude +4 (+3 Base, +1 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +0

Conviction: 3

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873, 30 rounds, Bowie Knife

3RD-LEVEL LAWMAN

Role: Warrior 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 6 (+8), Intimidate 6 (+8), Ride 6 (+8), Sense Motive 6 (+6)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Quick Draw, Tough

Combat: Attack +5 (+3 Base, +2 Dex) +6 (Colt M-1873), Damage +1 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Bowie Knife), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Tough), Fortitude +4 (+3 Base, +1 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873, 36 rounds, Bowie Knife

4TH-LEVEL LAWMAN

Role: Warrior 4th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 7 (+9), Intimidate 7 (+9), Ride 7 (+9), Sense Motive 7 (+7)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Quick Draw, Stunning Attack, Tough

Combat: Attack +6 (+4 Base, +2 Dex) +7 (Colt M-1873), Damage +1 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Bowie Knife), Defense +6 (+4 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Tough), Fortitude +5 (+4 Base, +1 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873, 36 rounds, Bowie Knife

5ᵀᴴ-LEVEL LAWMAN

Role: Warrior 5ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 8 (+10), Intimidate 8 (+10), Ride 8 (+10), Sense Motive 8 (+8)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Quick Draw, Stunning Attack, Tough

Combat: Attack +7 (+5 Base, +2 Dex) +8 (Colt M-1873), Damage +1 (unarmed), Damage +5 (Colt M-1873), Damage +3 (Bowie Knife), Defense +7 (+5 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Tough), Fortitude +5 (+4 Base, +1 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 5

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Masterwork Colt M-1873, 36 rounds, Bowie Knife

6ᵀᴴ-LEVEL LAWMAN

Role: Warrior 6ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 9 (+11), Intimidate 9 (+11), Ride 9 (+11), Sense Motive 9 (+9)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Quick Draw, Seize Initiative, Stunning Attack, Tough

Combat: Attack +8 (+6 Base, +2 Dex) +9 (Colt M-1873), Damage +1 (unarmed), Damage +5 (Colt M-1873), Damage +3 (Bowie Knife), Defense +8 (+6 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+2 Con, +1 Tough), Fortitude +7 (+5 Base, +2 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +1

Conviction: 5

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Masterwork Colt M-1873, 36 rounds, Bowie Knife

7ᵀᴴ-LEVEL LAWMAN

Role: Warrior 7ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 10 (+12), Intimidate 10 (+12), Ride 10 (+12), Sense Motive 10 (+10)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Quick Draw, Seize Initiative, Stunning Attack, Tough 2

Combat: Attack +9 (+7 Base, +2 Dex) +10 (Colt M-1873), Damage +1 (unarmed), Damage +5 (Colt M-1873), Damage +3 (Bowie Knife), Defense +9 (+7 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +7 (+5 Base, +2 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Masterwork Colt M-1873, 42 rounds, Bowie Knife

8TH-LEVEL LAWMAN

Role: Warrior 8th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 11 (+13), Intimidate 11 (+13), Ride 11 (+13), Sense Motive 11 (+11)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Point Blank Shot, Quick Draw, Seize Initiative, Stunning Attack, Tough 2

Combat: Attack +10 (+8 Base, +2 Dex) +11 (Colt M-1873), Damage +1 (unarmed), Damage +5 (Colt M-1873), Damage +3 (Bowie Knife), Defense +10 (+8 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +8 (+6 Base, +2 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 42 rounds, Bowie Knife

9TH-LEVEL LAWMAN

Role: Warrior 9th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 12 (+14), Intimidate 12 (+14), Ride 12 (+14), Sense Motive 12 (+12)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873 Peacemaker), Point Blank Shot, Quick Draw, Seize Initiative, Stunning Attack, Tough 2

Combat: Attack +11 (+9 Base, +2 Dex) +13 (Colt M-1873), Damage +1 (unarmed), Damage +5 (Colt M-1873), Damage +3 (Bowie Knife), Defense +11 (+9 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +8 (+6 Base, +2 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +2

Conviction: 7

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 42 rounds, Bowie Knife

10TH-LEVEL LAWMAN

Role: Warrior 10th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 13 (+15), Intimidate 13 (+15), Ride 13 (+15), Sense Motive 13 (+13)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873), Point Blank Shot, Quick Draw, Seize Initiative, Stunning Attack, Tough 3

Combat: Attack +12 (+10 Base, +2 Dex) +14 (Colt M-1873), Damage +1 (unarmed), Damage +5 (Colt M-1873), Damage +3 (Bowie Knife), Defense +12 (+10 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +5 (+2 Con, +3 Tough), Fortitude +9 (+7 Base, +2 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +2

Conviction: 7

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

11TH-LEVEL LAWMAN

Role: Warrior 11th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 14 (+16), Intimidate 14 (+16), Ride 14 (+16), Sense Motive 14 (+14)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873 Peacemaker), Point Blank Shot, Quick Draw, Seize Initiative, Stunning Attack, Tough 3

Combat: Attack +13 (+11 Base, +2 Dex) +15 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +3 (Bowie Knife), Defense +13 (+11 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +5 (+2 Con, +3 Tough), Fortitude +9 (+7 Base, +2 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

12TH-LEVEL LAWMAN

Role: Warrior 12th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 15 (+17), Intimidate 15 (+17), Ride 15 (+17), Sense Motive 15 (+15)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack

Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873 Peacemaker), Point Blank Shot, Precise Shot, Quick Draw, Seize Initiative, Stunning Attack, Tough 3

Combat: Attack +14 (+12 Base, +2 Dex) +16 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +3 (Bowie Knife), Defense +14 (+12 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +6 (+3 Con, +3 Tough), Fortitude +11 (+8 Base, +3 Con), Reflex +6 (+4 Base, +2 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

13TH-LEVEL LAWMAN

Role: Warrior 13th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 16 (+18), Intimidate 16 (+18), Ride 16 (+18), Sense Motive 16 (+16)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873 Peacemaker), Point Blank Shot, Precise Shot, Quick Draw, Seize Initiative, Stunning Attack, Tough 4

Combat: Attack +15 (+13 Base, +2 Dex) +17 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +3 (Bowie Knife), Defense +15 (+13 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +7 (+3 Con, +4 Tough), Fortitude +11 (+8 Base, +3 Con), Reflex +6 (+4 Base, +2 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 9

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

14TH-LEVEL LAWMAN

Role: Warrior 14th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 17 (+19), Intimidate 17 (+19), Ride 17 (+19), Sense Motive 17 (+17)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873 Peacemaker), Point Blank Shot, Precise Shot, Quick Draw, Seize Initiative, Startle, Stunning Attack, Tough 4

Combat: Attack +16 (+14 Base, +2 Dex) +18 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +3 (Bowie Knife), Defense +16 (+14 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +7 (+3 Con, +4 Tough), Fortitude +12 (+9 Base, +3 Con), Reflex +6 (+4 Base, +2 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 9

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

15TH-LEVEL LAWMAN

Role: Warrior 15th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 18 (+22), Intimidate 18 (+22), Ride 18 (+20), Sense Motive 18 (+18)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873 Peacemaker), Point Blank Shot, Precise Shot, Quick Draw, Seize Initiative, Startle, Stunning

Attack, Talented (Diplomacy and Intimidate), Tough 4

Combat: Attack +17 (+15 Base, +2 Dex) +19 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +3 (Bowie Knife), Defense +17 (+15 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +7 (+3 Con, +4 Tough), Fortitude +12 (+9 Base, +3 Con), Reflex +7 (+5 Base, +2 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 10

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

16TH-LEVEL LAWMAN

Role: Warrior 16th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 19 (+23), Intimidate 19 (+23), Ride 19 (+21), Sense Motive 19 (+19)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873 Peacemaker), Point Blank Shot, Precise Shot, Quick Draw, Seize Initiative, Startle, Stunning Attack, Talented (Diplomacy and Intimidate), Tough 4, Vehicular Combat (Ride)

Combat: Attack +18 (+16 Base, +2 Dex) +20, Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +3 (Bowie Knife), Defense +18 (+16 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +7 (+3 Con, +4 Tough), Fortitude +13 (+10 Base, +3 Con), Reflex +7 (+5 Base, +2 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 10

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

17ᵀᴴ-LEVEL LAWMAN

Role: Warrior 17th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +2, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 20 (+24), Intimidate 20 (+24), Ride 20 (+22), Sense Motive 20 (+20)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873 Peacemaker), Point Blank Shot, Precise Shot, Quick Draw, Seize Initiative, Startle, Stunning Attack, Talented (Diplomacy and Intimidate), Tough 4, Track, Vehicular Combat (Ride)

Combat: Attack +19 (+17 Base, +2 Dex) +21 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +3 (Bowie Knife), Defense +19 (+17 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +7 (+3 Con, +4 Tough), Fortitude +13 (+10 Base, +3 Con), Reflex +7 (+5 Base, +2 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 11

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

18ᵀᴴ-LEVEL LAWMAN

Role: Warrior 18th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +3, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 21 (+25), Intimidate 21 (+25), Ride 21 (+24), Sense Motive 21 (+21)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873 Peacemaker), Point Blank Shot, Precise Shot, Quick Draw, Seize Initiative, Startle, Stunning Attack, Talented (Diplomacy and Intimidate), Tough 5, Track, Vehicular Combat (Ride)

Combat: Attack +21 (+18 Base, +3 Dex) +23 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +3 (Bowie Knife), Defense +21 (+18 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +8 (+3 Con, +5 Tough), Fortitude +14 (+11 Base, +3 Con), Reflex +9 (+6 Base, +3 Dex), Will +6 (+6 Base, +0 Wis)

Reputation: +4

Conviction: 11

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

19ᵀᴴ LEVEL LAWMAN

Role: Warrior 19th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +3, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 22 (+26), Intimidate 22 (+26), Ride 22 (+25), Sense Motive 22 (+22)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873 Peacemaker), Improved Ranged Disarm, Point Blank Shot, Precise Shot, Quick Draw, Seize Initiative, Startle, Stunning Attack, Talented (Diplomacy and Intimidate), Tough 5, Track, Vehicular Combat (Ride)

Combat: Attack +22 (+19 Base, +3 Dex) +24 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +3 (Bowie Knife), Defense +22 (+19 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +8 (+3 Con, +5 Tough), Fortitude +14 (+11 Base, +3 Con), Reflex +9 (+6 Base, +3 Dex), Will +6 (+6 Base, +0 Wis)

Reputation: +5

Conviction: 12

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

20th-Level Lawman

Role: Warrior 20th

Size: Medium

Speed: 30 ft.

Abilities: Str: +1, **Dex:** +3, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Diplomacy 23 (+27), Intimidate 23 (+27), Ride 23 (+26), Sense Motive 23 (+23)

Feats: Assessment, Attack Focus (Colt M-1873 Peacemaker), Attack Specialization (Colt M-1873 Peacemaker), Benefit (Lawman), Firearms Training, Greater Attack Focus (Colt M-1873), Greater Attack Specialization (Colt M-1873 Peacemaker), Improved Initiative, Improved Ranged Disarm, Point Blank Shot, Precise Shot, Quick Draw, Seize Initiative, Startle, Stunning Attack, Talented (Diplomacy and Intimidate), Tough 5, Track, Vehicular Combat (Ride)

Combat: Attack +23 (+20 Base, +3 Dex) +25 (Colt M-1873), Damage +1 (unarmed), Damage +6 (Colt M-1873), Damage +3 (Bowie Knife), Defense +23 (+20 Base, +3 Dex), Initiative +7 (+3 Dex, +4 Improved Initiative)

Saves: Toughness +8 (+3 Con, +5 Tough), Fortitude +15 (+12 Base, +3 Con), Reflex +9 (+6 Base, +3 Dex), Will +6 (+6 Base, +0 Wis)

Reputation: +5

Conviction: 12

Weapons: Colt M-1873 Peacemaker, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, 2 Masterwork Colt M-1873s, 49 rounds, Bowie Knife

Military Officer Progression

1st-Level Military Officer

Role: Expert 1st

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +3

Skills: Bluff 4 (+7), Diplomacy 4 (+7), Handle Animal 4 (+7), Intimidate 4 (+7), Knowledge (tactics) 4 (+4), Ride 4 (+6), Sense Motive 4 (+4), Survival 4 (+4)

Feats: Benefit (Military Rank), Firearms Training, Vehicular Combat (Ride), Weapon Training

Combat: Attack +2 (+0 Base, +2 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873 Peacemaker), Damage +3 (Cavalry Sword), Defense +2 (+0 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +3 (+2 Base, +1 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +1

Conviction: 3

Weapons: Colt M-1873 Peacemaker, Cavalry Sword

Armor: None

Equipment: Bedroll, Warhorse, Military Saddle, Colt M-1873 Peacemaker, 30 rounds, Cavalry Sword

2nd-Level Military Officer

Role: Expert 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +3

Skills: Bluff 5 (+8), Diplomacy 5 (+8), Handle Animal 5 (+8), Intimidate 5 (+8), Knowledge (tactics) 5 (+5), Ride 5 (+7), Sense Motive 5 (+5), Survival 5 (+5)

Feats: Benefit (Military Rank), Inspire (Courage), Firearms Training, Vehicular Combat (Ride), Weapon Training

Combat: Attack +3 (+1 Base, +2 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873 Peacemaker), Damage +3 (Cavalry Sword), Defense +3 (+1 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +4 (+3 Base, +1 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +1

Conviction: 3

Weapons: Colt M-1873 Peacemaker, Cavalry Sword

Armor: None

Equipment: Bedroll, Warhorse, Military Saddle, Colt M-1873 Peacemaker, 30 rounds, Cavalry Sword

3rd-Level Military Officer

Role: Expert 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +3

Skills: Bluff 6 (+9), Diplomacy 6 (+9), Handle Animal 6 (+9), Intimidate 6 (+9), Knowledge (tactics) 6 (+6), Ride 6 (+8), Sense Motive 6 (+6), Survival 6 (+6)

Feats: Benefit (Military Rank), Firearms Training, Inspire (Courage), Master Plan, Vehicular Combat (Ride), Weapon Training

Combat: Attack +4 (+2 Base, +2 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873 Peacemaker), Damage +3 (Cavalry Sword), Defense +4 (+2 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +4 (+3 Base, +1 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Colt M-1873 Peacemaker, Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Colt M-1873 Peacemaker, 30 rounds, Cavalry Sword

4ᵀᴴ-LEVEL MILITARY OFFICER

Role: Expert 4ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +2**, Con:** +1**, Int:** +0**, Wis:** +0**, Cha:** +3

Skills: Bluff 7 (+10), Diplomacy 7 (+10), Handle Animal 7 (+10), Intimidate 7 (+10), Knowledge (tactics) 7 (+7), Ride 7 (+9), Sense Motive 7 (+7), Survival 7 (+7)

Feats: Assessment, Benefit (Military Rank), Firearms Training, Inspire (Courage), Master Plan, Vehicular Combat (Ride), Weapon Training

Combat: Attack +5 (+3 Base, +2 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873 Peacemaker), Damage +3 (Cavalry Sword), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +5 (+4 Base, +1 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +2

Conviction: 4

Weapons: Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

5ᵀᴴ-LEVEL MILITARY OFFICER

Role: Expert 5ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +2**, Con:** +1**, Int:** +0**, Wis:** +0**, Cha:** +3

Skills: Bluff 8 (+11), Diplomacy 8 (+11), Handle Animal 8 (+11), Intimidate 8 (+11), Knowledge (tactics) 8 (+8), Ride 8 (+10), Sense Motive 8 (+8), Survival 8 (+8)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Firearms Training, Inspire (Courage), Master Plan, Vehicular Combat (Ride), Weapon Training

Combat: Attack +5 (+3 Base, +2 Dex) +6 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +5 (+4 Base, +1 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +2

Conviction: 5

Weapons: Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

6ᵀᴴ-LEVEL MILITARY OFFICER

Role: Expert 6ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +2**, Con:** +1**, Int:** +0**, Wis:** +0**, Cha:** +4

Skills: Bluff 9 (+13), Diplomacy 9 (+13), Handle Animal 9 (+13), Intimidate 9 (+13), Knowledge (tactics) 9 (+9), Ride 9 (+11), Sense Motive 9 (+9), Survival 9 (+9)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll, Firearms Training, Inspire (Courage), Master Plan, Vehicular Combat (Ride), Weapon Training

Combat: Attack +6 (+4 Base, +2 Dex) +7 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +6 (+4 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +6 (+5 Base, +1 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+1 Base, +0 Wis)

Reputation: +2

Conviction: 5

Weapons: Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

7TH-LEVEL MILITARY OFFICER

Role: Expert 7th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 10 (+14), Diplomacy 10 (+14), Handle Animal 10 (+14), Intimidate 10 (+14), Knowledge (tactics) 10 (+10), Ride 10 (+12), Sense Motive 10 (+10), Survival 10 (+10)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll, Firearms Training, Inspire (Courage), Master Plan, Move-by Action, Vehicular Combat (Ride), Weapon Training

Combat: Attack +7 (+5 Base, +2 Dex) +8 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +7 (+5 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +6 (+5 Base, +1 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+1 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

8TH-LEVEL MILITARY OFFICER

Role: Expert 8th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 11 (+15), Diplomacy 11 (+15), Handle Animal 11 (+15), Intimidate 11 (+15), Knowledge (tactics) 11 (+11), Ride 11 (+13), Sense Motive 11 (+11), Survival 11 (+11)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll, Firearms Training, Inspire (Courage), Master Plan, Move-by Action, Startle, Vehicular Combat (Ride), Weapon Training

Combat: Attack +8 (+6 Base, +2 Dex) +9 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +8 (+6 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +7 (+6 Base, +1 Con), Reflex +4 (+2 Base, +2 Dex), Will +2 (+1 Base, +0 Wis)

Reputation: +3

Conviction: 6

Weapons: Masterwork Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Masterwork Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

9TH-LEVEL MILITARY OFFICER

Role: Expert 9th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 12 (+16), Diplomacy 12 (+16), Handle Animal 12 (+16), Intimidate 12 (+16), Knowledge (tactics) 12 (+12), Ride 12 (+14), Sense Motive 12 (+12), Survival 12 (+12)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 2, Firearms Training, Inspire (Courage), Master Plan, Move-by Action, Startle, Vehicular Combat (Ride), Weapon Training

Combat: Attack +8 (+6 Base, +2 Dex) +9 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +8 (+6 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +7 (+6 Base, +1 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 7

Weapons: Masterwork Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Masterwork Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

10ᵀᴴ-Level Military Officer

Role: Expert 10ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 13 (+17), Diplomacy 13 (+17), Handle Animal 13 (+17), Intimidate 13 (+17), Knowledge (tactics) 13 (+13), Ride 13 (+15), Sense Motive 13 (+13), Survival 13 (+13)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 2, Fascinate (Diplomacy), Firearms Training, Inspire (Courage), Master Plan, Move-by Action, Startle, Vehicular Combat (Ride), Weapon Training

Combat: Attack +9 (+7 Base, +2 Dex) +10 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +9 (+7 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +8 (+7 Base, +1 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 7

Weapons: Masterwork Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Masterwork Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

11ᵀᴴ-Level Military Officer

Role: Expert 11ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 14 (+18), Diplomacy 14 (+18), Handle Animal 14 (+18), Intimidate 14 (+18), Knowledge (tactics) 14 (+14), Ride 14 (+16), Sense Motive 14 (+14), Survival 14 (+14)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 2, Fascinate (Diplomacy), Firearms Training, Inspire (Courage), Master Plan, Move-by Action, Reputation: Excellence (Knowledge [tactics]), Startle, Vehicular Combat (Ride), Weapon Training

Combat: Attack +10 (+8 Base, +2 Dex) +11 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +10 (+8 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +8 (+7 Base, +1 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Masterwork Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Masterwork Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

12ᵀᴴ-Level Military Officer

Role: Expert 12ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 15 (+19), Diplomacy 15 (+19), Handle Animal 15 (+19), Intimidate 15 (+19), Knowledge (tactics) 15 (+15), Ride 15 (+17), Sense Motive 15 (+15), Survival 15 (+15)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 2, Fascinate (Diplomacy), Firearms Training, Inspire (Courage), Inspire (Fear), Master Plan, Move-by Action, Reputation: Excellence (Knowledge [tactics]), Startle, Vehicular Combat (Ride), Weapon Training

Combat: Attack +11 (+9 Base, +2 Dex) +12 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +11 (+9 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +10 (+8 Base, +2 Con), Reflex +6 (+4 Base, +2 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +4

Conviction: 8

Weapons: Masterwork Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Masterwork Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

13TH LEVEL MILITARY OFFICER

Role: Expert 13th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 16 (+20), Diplomacy 16 (+20), Handle Animal 16 (+20), Intimidate 16 (+20), Knowledge (tactics) 16 (+16), Ride 16 (+18), Sense Motive 16 (+16), Survival 16 (+16)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 2, Fascinate (Diplomacy), Firearms Training, Inspire (Courage), Inspire (Fear), Inspire (Fury), Master Plan, Move-by Action, Reputation: Excellence (Knowledge [tactics]), Startle, Vehicular Combat (Ride), Weapon Training

Combat: Attack +11 (+9 Base, +2 Dex) +12 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +11 (+9 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +10 (+8 Base, +2 Con), Reflex +6 (+4 Base, +2 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +4

Conviction: 9

Weapons: Masterwork Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Masterwork Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

14TH-LEVEL MILITARY OFFICER

Role: Expert 14th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 17 (+21), Diplomacy 17 (+21), Handle Animal 17 (+21), Intimidate 17 (+21), Knowledge (tactics) 17 (+17), Ride 17 (+19), Sense Motive 17 (+17), Survival 17 (+17)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 2, Fascinate (Diplomacy), Firearms Training, Inspire (Courage), Inspire (Fear), Inspire (Fury), Master Plan, Move-by Action, Point Blank Shot, Reputation: Excellence (Knowledge [tactics]), Startle, Vehicular Combat (Ride), Weapon Training

Combat: Attack +12 (+10 Base, +2 Dex) +13 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +12 (+10 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +11 (+9 Base, +2 Con), Reflex +6 (+4 Base, +2 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +4

Conviction: 9

Weapons: Masterwork Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Masterwork Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

15TH-LEVEL MILITARY OFFICER

Role: Expert 15th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 18 (+22), Diplomacy 18 (+22), Handle Animal 18 (+22), Intimidate 18 (+22), Knowledge (tactics) 18 (+18), Ride 18 (+20), Sense Motive 18 (+18), Survival 18 (+18)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 2, Fascinate (Diplomacy), Firearms Training, Inspire (Courage), Inspire (Fear), Inspire (Fury), Master Plan, Move-by Action, Point Blank Shot, Renown, Reputation: Excellence (Knowledge [tactics]), Startle, Vehicular Combat (Ride), Weapon Training

Combat: Attack +13 (+11 Base, +2 Dex) +14 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +13 (+11 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +11 (+9 Base, +2 Con), Reflex +7 (+5 Base, +2 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +7

Conviction: 10

Weapons: Masterwork Colt M-1873 Peacemaker, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Masterwork Colt M-1873 Peacemaker, 30 rounds, Masterwork Cavalry Sword

16ᵀᴴ-LEVEL MILITARY OFFICER

Role: Expert 16ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 19 (+23), Diplomacy 19 (+23), Handle Animal 19 (+23), Intimidate 19 (+23), Knowledge (tactics) 19 (+19), Ride 19 (+21), Sense Motive 19 (+19), Survival 19 (+19)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 2, Fascinate (Diplomacy), Firearms Training, Inspire (Courage), Inspire (Fear), Inspire (Fury), Master Plan, Move-by Action, Point Blank Shot, Renown, Reputation: Excellence (Knowledge [tactics]), Startle, Suggestion, Vehicular Combat (Ride), Weapon Training

Combat: Attack +14 (+12 Base, +2 Dex) +15 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +14 (+12 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +12 (+10 Base, +2 Con), Reflex +7 (+5 Base, +2 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +8

Conviction: 10

Weapons: 2 Masterwork Colt M-1873 Peacemakers, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, 2 Masterwork Colt M-1873 Peacemakers, 30 rounds, Masterwork Cavalry Sword

17ᵀᴴ-LEVEL MILITARY OFFICER

Role: Expert 17ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 20 (+24), Diplomacy 20 (+24), Handle Animal 20 (+24), Intimidate 20 (+24), Knowledge (tactics) 20 (+20), Ride 20 (+22), Sense Motive 20 (+20), Survival 20 (+20)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 2, Fascinate (Diplomacy), Firearms Training, Inspire (Courage), Inspire (Fear), Inspire (Fury), Mass Suggestion, Master Plan, Move-by Action, Point Blank Shot, Renown, Reputation: Excellence (Knowledge [tactics]), Startle, Suggestion, Vehicular Combat (Ride), Weapon Training

Combat: Attack +14 (+12 Base, +2 Dex) +15 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +14 (+12 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +12 (+10 Base, +2 Con), Reflex +7 (+5 Base, +2 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +8

Conviction: 11

Weapons: 2 Masterwork Colt M-1873 Peacemakers, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, 2 Masterwork Colt M-1873 Peacemakers, 30 rounds, Masterwork Cavalry Sword

18TH-LEVEL MILITARY OFFICER

Role: Expert 18th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 21 (+25), Diplomacy 21 (+25), Handle Animal 21 (+25), Intimidate 21 (+25), Knowledge (tactics) 21 (+21), Ride 21 (+24), Sense Motive 21 (+21), Survival 21 (+21)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 3, Fascinate (Diplomacy), Firearms Training, Inspire (Courage), Inspire (Fear), Inspire (Fury), Mass Suggestion, Master Plan, Move-by Action, Point Blank Shot, Renown, Reputation: Excellence (Knowledge [tactics]), Startle, Suggestion, Vehicular Combat (Ride), Weapon Training

Combat: Attack +16 (+13 Base, +3 Dex) +17 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +16 (+13 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +5 (+2 Con, +3 Defensive Roll), Fortitude +13 (+11 Base, +2 Con), Reflex +9 (+6 Base, +3 Dex), Will +6 (+6 Base, +0 Wis)

Reputation: +8

Conviction: 11

Weapons: 2 Masterwork Colt M-1873 Peacemakers, Masterwork Cavalry Sword

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, 2 Masterwork Colt M-1873 Peacemakers, 60 rounds, Masterwork Cavalry Sword

19TH-LEVEL MILITARY OFFICER

Role: Expert 19th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 22 (+26), Diplomacy 22 (+26), Handle Animal 22 (+26), Intimidate 22 (+26), Knowledge (tactics) 22 (+22), Ride 22 (+25), Sense Motive 22 (+22), Survival 22 (+22)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 3, Fascinate (Diplomacy), Firearms Training, Inspire (Competence), Inspire (Courage), Inspire (Fear), Inspire (Fury), Mass Suggestion, Master Plan, Move-by Action, Point Blank Shot, Renown, Reputation: Excellence (Knowledge [tactics]), Startle, Suggestion, Vehicular Combat (Ride), Weapon Training

Combat: Attack +17 (+14 Base, +3 Dex) +18 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +17 (+14 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +5 (+2 Con, +3 Defensive Roll), Fortitude +13 (+11 Base, +2 Con), Reflex +9 (+6 Base, +3 Dex), Will +6 (+6 Base, +0 Wis)

Reputation: +8

Conviction: 12

Weapons: 2 Masterwork Colt M-1873 Peacemakers, Masterwork Cavalry Sword, Spencer Carbine

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, 2 Masterwork Colt M-1873 Peacemakers, 60 rounds, Masterwork Cavalry Sword, Spencer Carbine, 21 rounds (3 clips)

20ᵀᴴ-Level Military Officer

Role: Expert 20th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +4

Skills: Bluff 23 (+27), Diplomacy 23 (+27), Handle Animal 23 (+27), Intimidate 23 (+27), Knowledge (tactics) 23 (+23), Ride 23 (+26), Sense Motive 23 (+23), Survival 23 (+23)

Feats: Assessment, Attack Focus (Colt M-1873), Benefit (Military Rank), Defensive Roll 4, Fascinate (Diplomacy), Firearms Training, Inspire (Competence), Inspire (Courage), Inspire (Fear), Inspire (Fury), Mass Suggestion, Master Plan, Move-by Action, Point Blank Shot, Renown,

Reputation: Excellence (Knowledge [tactics]), Startle, Suggestion, Vehicular Combat (Ride), Weapon Training

Combat: Attack +18 (+15 Base, +3 Dex) +19 (Colt M-1873), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +3 (Cavalry Sword), Defense +18 (+15 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +6 (+2 Con, +4 Defensive Roll), Fortitude +14 (+12 Base, +2 Con), Reflex +9 (+6 Base, +3 Dex), Will +6 (+6 Base, +0 Wis)

Reputation: +9

Conviction: 12

Weapons: 2 Masterwork Colt M-1873 Peacemakers, Masterwork Cavalry Sword, Spencer Carbine

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, 2 Masterwork Colt M-1873 Peacemakers, 60 rounds, Masterwork Cavalry Sword, Spencer Carbine, 21 rounds (3 clips)

OUTLAW PROGRESSION

1ST-LEVEL OUTLAW

Role: Expert 1st

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 4 (+6), Gather Information 4 (+6), Intimidate 4 (+6), Knowledge (streetwise) 4 (+4), Ride 4 (+7), Sleight of Hand 4 (+7), Stealth 4 (+7), Survival 4 (+4)

Feats: Improved Initiative, Firearms Training, Quick Draw, Sneak Attack

Combat: Attack +3 (+0 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +1 (Knife), Defense +3 (+0 Base, +3 Dex), Initiative +7 (+3 Dex, +4 Improved Initiative)

Saves: Toughness +1 (+1 Con), Fortitude +1 (+0 Base, +1 Con), Reflex +5 (+2 Base, +3 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +1

Conviction: 3

Weapons: Colt M-1873, Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873, 30 rounds, Knife

2ND-LEVEL OUTLAW

Role: Expert 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 5 (+7), Gather Information 5 (+7), Intimidate 5 (+7), Knowledge (streetwise) 5 (+5), Ride 5 (+8), Sleight of Hand 5 (+8), Stealth 5 (+8), Survival 5 (+5)

Feats: Improved Initiative, Firearms Training, Quick Draw, Sneak Attack, Spur (+10')

Combat: Attack +4 (+1 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +1 (Knife), Defense +4 (+1 Base, +3 Dex), Initiative +7 (+3 Dex, +4 Improved Initiative)

Saves: Toughness +1 (+1 Con), Fortitude +1 (+0 Base, +1 Con), Reflex +6 (+3 Base, +3 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +1

Conviction: 3

Weapons: Colt M-1873, Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873, 30 rounds, Knife

3RD-LEVEL OUTLAW

Role: Expert 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 6 (+8), Gather Information 6 (+8), Intimidate 6 (+8), Knowledge (streetwise) 6 (+6), Ride 6 (+9), Sleight of Hand 6 (+9), Stealth 6 (+9), Survival 6 (+6)

Feats: Defensive Roll, Improved Initiative, Firearms Training, Quick Draw, Sneak Attack, Spur (+10')

Combat: Attack +5 (+2 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +2 (Bowie Knife), Defense +5 (+2 Base, +3 Dex), Initiative +7 (+3 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +2 (+1 Base, +1 Con), Reflex +6 (+3 Base, +3 Dex), Will +1 (+0 Base, +1 Wis)

Reputation: +1

Conviction: 4

Weapons: Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873, 30 rounds, Bowie Knife

4TH-LEVEL OUTLAW

Role: Expert 4th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 7 (+9), Gather Information 7 (+9), Intimidate 7 (+9), Knowledge (streetwise) 7 (+7), Ride 7 (+10), Sleight of Hand 7 (+10), Stealth 7 (+10), Survival 7 (+7)

Feats: All-out Attack, Defensive Roll, Improved Initiative, Firearms Training, Quick Draw, Sneak Attack, Spur (+10')

Combat: Attack +6 (+3 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +2 (Bowie Knife), Defense +6 (+3 Base, +3 Dex), Initiative +7 (+3 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +2 (+1 Base, +1 Con), Reflex +7 (+4 Base, +3 Dex), Will +1 (+0 Base, +1 Wis)

Reputation: +2

Conviction: 4

Weapons: Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873, 36 rounds, Bowie Knife

5TH-LEVEL OUTLAW

Role: Expert 5th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 8 (+10), Gather Information 8 (+10), Intimidate 8 (+10), Knowledge (streetwise) 8 (+8), Ride 8 (+11), Sleight of Hand 8 (+11), Stealth 8 (+11), Survival 8 (+8)

Feats: All-out Attack, Defensive Roll, Improved Initiative, Inspire (Fear), Firearms Training, Quick Draw, Sneak Attack, Spur (+10')

Combat: Attack +6 (+3 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873), Damage +2 (Bowie Knife), Defense +6 (+3 Base, +3 Dex), Initiative +7 (+3 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +2 (+1 Base, +1 Con), Reflex +7 (+4 Base, +3 Dex), Will +1 (+0 Base, +1 Wis)

Reputation: +2

Conviction: 5

Weapons: Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1873, 36 rounds, Bowie Knife

6TH-LEVEL OUTLAW

Role: Expert 6th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +4, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 9 (+11), Gather Information 9 (+11), Intimidate 9 (+11), Knowledge (streetwise) 9 (+9), Ride 9 (+13), Sleight of Hand 9 (+13), Stealth 9 (+13), Survival 9 (+9)

Feats: All-out Attack, Defensive Roll, Improved Initiative, Inspire (Fear), Firearms Training, Quick Draw, Sneak Attack 2, Spur (+10')

Combat: Attack +8 (+4 Base, +4 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +8 (+4 Base, +4 Dex), Initiative +8 (+4 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +3 (+2 Base, +1 Con), Reflex +9 (+5 Base, +4 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 5

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Masterwork Colt M-1873, 36 rounds, Bowie Knife

7TH-LEVEL OUTLAW

Role: Expert 7th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +4, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 10 (+12), Gather Information 10 (+12), Intimidate 10 (+12), Knowledge (streetwise) 10 (+10), Ride 10 (+14), Sleight of Hand 10 (+14), Stealth 10 (+14), Survival 10 (+10)

Feats: All-out Attack, Defensive Roll, Improved Initiative, Inspire (Fear), Firearms Training, Quick Draw, Sneak Attack 2, Spur (+10'), Vehicular Combat (Ride)

Combat: Attack +9 (+5 Base, +4 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +9 (+5 Base, +4 Dex), Initiative +8 (+4 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +3 (+2 Base, +1 Con), Reflex +9 (+5 Base, +4 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Masterwork Colt M-1873, 36 rounds, Bowie Knife

8TH-LEVEL OUTLAW

Role: Expert 8th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +4, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 11 (+13), Gather Information 11 (+13), Intimidate 11 (+13), Knowledge (streetwise) 11 (+11), Ride 11 (+15), Sleight of Hand 11 (+15), Stealth 11 (+15), Survival 11 (+11)

Feats: All-out Attack, Defensive Roll, Improved Initiative, Inspire (Fear), Firearms Training, Quick Draw, Sneak Attack 2, Spur (+20'), Vehicular Combat (Ride)

Combat: Attack +10 (+6 Base, +4 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +10 (+6 Base, +4 Dex), Initiative +8 (+4 Dex, +4 Improved Initiative)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +3 (+2 Base, +1 Con), Reflex +10 (+6 Base, +4 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +3

Conviction: 6

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Masterwork Colt M-1873, 42 rounds, Bowie Knife

9TH-LEVEL OUTLAW

Role: Expert 9th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +4, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 12 (+14), Gather Information 12 (+14), Intimidate 12 (+14), Knowledge (streetwise) 12 (+12), Ride 12 (+16), Sleight of Hand 12 (+16), Stealth 12 (+16), Survival 12 (+12)

Feats: All-out Attack, Defensive Roll 2, Improved Initiative, Inspire (Fear), Firearms Training, Quick Draw, Sneak Attack 2, Spur (+20'), Vehicular Combat (Ride)

Combat: Attack +10 (+6 Base, +4 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +10 (+6 Base, +4 Dex), Initiative +8 (+4 Dex, +4 Improved Initiative)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +4 (+3 Base, +1 Con), Reflex +10 (+6 Base, +4 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 7

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Riding Horse, Masterwork Colt M-1873, 42 rounds, Bowie Knife

10ᵀᴴ-LEVEL OUTLAW

Role: Expert 10th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +4, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 13 (+15), Gather Information 13 (+15), Intimidate 13 (+15), Knowledge (streetwise) 13 (+13), Ride 13 (+17), Sleight of Hand 13 (+17), Stealth 13 (+17), Survival 13 (+13)

Feats: All-out Attack, Defensive Roll 2, Improved Initiative, Inspire (Fear), Firearms Training, Quick Draw, Sneak Attack 2, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +11 (+7 Base, +4 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +11 (+7 Base, +4 Dex), Initiative +8 (+4 Dex, +4 Improved Initiative)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +4 (+3 Base, +1 Con), Reflex +11 (+7 Base, +4 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 7

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, Masterwork Colt M-1873, 42 rounds, Bowie Knife

11ᵀᴴ-LEVEL OUTLAW

Role: Expert 11th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +4, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 14 (+16), Gather Information 14 (+16), Intimidate 14 (+16), Knowledge (streetwise) 14 (+14), Ride 14 (+18), Sleight of Hand 14 (+18), Stealth 14 (+18), Survival 14 (+14)

Feats: All-out Attack, Defensive Roll 2, Improved Initiative, Inspire (Fear), Firearms Training, Move-by Action, Quick Draw, Sneak Attack 2, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +12 (+8 Base, +4 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +12 (+8 Base, +4 Dex), Initiative +8 (+4 Dex, +4 Improved Initiative)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +4 (+3 Base, +1 Con), Reflex +11 (+7 Base, +4 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, Masterwork Colt M-1873, 42 rounds, Bowie Knife

12ᵀᴴ-LEVEL OUTLAW

Role: Expert 12th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +5, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 15 (+17), Gather Information 15 (+17), Intimidate 15 (+17), Knowledge (streetwise) 15 (+15), Ride 15 (+20), Sleight of Hand 15 (+20), Stealth 15 (+20), Survival 15 (+15)

Feats: All-out Attack, Defensive Roll 2, Improved Initiative, Inspire (Fear), Firearms Training, Move-by Action, Quick Draw, Reputation: Menacing, Sneak Attack 2, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +14 (+9 Base, +5 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +14 (+9 Base, +5 Dex), Initiative +9 (+5 Dex, +4 Improved Initiative)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +5 (+4 Base, +1 Con), Reflex +13 (+8 Base, +5 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +4

Conviction: 8

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, Masterwork Colt M-1873, 42 rounds, Bowie Knife

13th-Level Outlaw

Role: Expert 13th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +5, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 16 (+18), Gather Information 16 (+18), Intimidate 16 (+18), Knowledge (streetwise) 16 (+16), Ride 16 (+21), Sleight of Hand 16 (+21), Stealth 16 (+21), Survival 16 (+16)

Feats: All-out Attack, Defensive Roll 2, Improved Initiative, Inspire (Fear), Firearms Training, Move-by Action, Quick Draw, Reputation: Menacing, Sneak Attack 3, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +14 (+9 Base, +5 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +14 (+9 Base, +5 Dex), Initiative +9 (+5 Dex, +4 Improved Initiative)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +5 (+4 Base, +1 Con), Reflex +13 (+8 Base, +5 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +4

Conviction: 9

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, Masterwork Colt M-1873, 42 rounds, Bowie Knife

14th-Level Outlaw

Role: Expert 14th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +5, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 17 (+19), Gather Information 17 (+19), Intimidate 17 (+19), Knowledge (streetwise) 17 (+17), Ride 17 (+22), Sleight of Hand 17 (+22), Stealth 17 (+22), Survival 17 (+17)

Feats: All-out Attack, Defensive Roll 2, Improved Initiative, Inspire (Fear), Firearms Training, Master Plan, Move-by Action, Quick Draw, Reputation: Menacing, Sneak Attack 3, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +15 (+10 Base, +5 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +15 (+10 Base, +5 Dex), Initiative +9 (+5 Dex, +4 Improved Initiative)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +5 (+4 Base, +1 Con), Reflex +14 (+9 Base, +5 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +4

Conviction: 9

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, Masterwork Colt M-1873, 42 rounds, Bowie Knife

15th-Level Outlaw

Role: Expert 15th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +5, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 18 (+20), Gather Information 18 (+20), Intimidate 18 (+20), Knowledge (streetwise) 18 (+18), Ride 18 (+23), Sleight of Hand 18 (+23), Stealth 18 (+23), Survival 18 (+18)

Feats: All-out Attack, Defensive Roll 2, Improved Initiative, Inspire (Fear), Firearms Training, Master Plan, Move-by Action, Quick Draw, Renown, Reputation: Menacing, Sneak Attack 3, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +16 (+11 Base, +5 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +16 (+11 Base, +5 Dex), Initiative +9 (+5 Dex, +4 Improved Initiative)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +6 (+5 Base, +1 Con), Reflex +14 (+9 Base, +5 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +7

Conviction: 10

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, Masterwork Colt M-1873, 42 rounds, Bowie Knife

16ᵀᴴ-LEVEL OUTLAW

Role: Expert 16th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +5, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 19 (+21), Gather Information 19 (+21), Intimidate 19 (+21), Knowledge (streetwise) 19 (+19), Ride 19 (+24), Sleight of Hand 19 (+24), Stealth 19 (+24), Survival 19 (+19)

Feats: All-out Attack, Defensive Roll 3, Improved Initiative, Inspire (Fear), Firearms Training, Master Plan, Move-by Action, Quick Draw, Renown, Reputation: Menacing, Sneak Attack 3, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +17 (+12 Base, +5 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +17 (+12 Base, +5 Dex), Initiative +9 (+5 Dex, +4 Improved Initiative)

Saves: Toughness +4 (+1 Con, +3 Defensive Roll), Fortitude +6 (+5 Base, +1 Con), Reflex +15 (+10 Base, +5 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +8

Conviction: 10

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, 2 Masterwork Colt M-1873s, 48 rounds, Bowie Knife

17ᵀᴴ-LEVEL OUTLAW

Role: Expert 17th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +5, **Con:** +1, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 20 (+22), Gather Information 20 (+22), Intimidate 20 (+22), Knowledge (streetwise) 20 (+20), Ride 20 (+25), Sleight of Hand 20 (+25), Stealth 20 (+25), Survival 20 (+20)

Feats: All-out Attack, Defensive Roll 3, Elusive Target, Improved Initiative, Inspire (Fear), Firearms Training, Master Plan, Move-by Action, Quick Draw, Renown, Reputation: Menacing, Sneak Attack 3, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +17 (+12 Base, +5 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +17 (+12 Base, +5 Dex), Initiative +9 (+5 Dex, +4 Improved Initiative)

Saves: Toughness +4 (+1 Con, +3 Defensive Roll), Fortitude +6 (+5 Base, +1 Con), Reflex +15 (+10 Base, +5 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +8

Conviction: 11

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, 2 Masterwork Colt M-1873s, 48 rounds, Bowie Knife

18ᵀᴴ-LEVEL OUTLAW

Role: Expert 18th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +5, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 21 (+23), Gather Information 21 (+23), Intimidate 21 (+23), Knowledge (streetwise) 21 (+21), Ride 21 (+26), Sleight of Hand 21 (+26), Stealth 21 (+26), Survival 21 (+21)

Feats: All-out Attack, Defensive Roll 3, Dodge Focus, Elusive Target, Improved Initiative, Inspire (Fear), Firearms Training, Master Plan, Move-by Action, Quick Draw, Renown, Reputation: Menacing, Sneak Attack 3, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +18 (+13 Base, +5 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +19 (+13 Base, +5 Dex, +1 Dodge Focus), Initiative +9 (+5 Dex, +4 Improved Initiative)

Saves: Toughness +5 (+2 Con, +3 Defensive Roll), Fortitude +8 (+6 Base, +2 Con), Reflex +16 (+11 Base, +5 Dex), Will +6 (+6 Base, +0 Wis)

Reputation: +8

Conviction: 11

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, 2 Masterwork Colt M-1873s, 48 rounds, Bowie Knife

19ᵗʰ-LEVEL OUTLAW

Role: Expert 19ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +5, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 22 (+24), Gather Information 22 (+24), Intimidate 22 (+24), Knowledge (streetwise) 22 (+22), Ride 22 (+27), Sleight of Hand 22 (+27), Stealth 22 (+27), Survival 22 (+22)

Feats: All-out Attack, Defensive Roll 3, Dodge Focus, Elusive Target, Improved Initiative, Inspire (Fear), Firearms Training, Master Plan, Move-by Action, Quick Draw, Renown, Reputation: Menacing, Sneak Attack 4, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +19 (+14 Base, +5 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +20 (+14 Base, +5 Dex, +1 Dodge Focus), Initiative +9 (+5 Dex, +4 Improved Initiative)

Saves: Toughness +5 (+2 Con, +3 Defensive Roll), Fortitude +8 (+6 Base, +2 Con), Reflex +16 (+11 Base, +5 Dex), Will +6 (+6 Base, +0 Wis)

Reputation: +8

Conviction: 12

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, 2 Masterwork Colt M-1873s, 48 rounds, Bowie Knife

20ᵗʰ-LEVEL OUTLAW

Role: Expert 20ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +5, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +2

Skills: Bluff 23 (+25), Gather Information 23 (+25), Intimidate 23 (+25), Knowledge (streetwise) 23 (+23), Ride 23 (+28), Sleight of Hand 23 (+28), Stealth 23 (+28), Survival 23 (+23)

Feats: All-out Attack, Defensive Roll 4, Dodge Focus, Elusive Target, Improved Initiative, Inspire (Fear), Firearms Training, Master Plan, Move-by Action, Quick Draw, Renown, Reputation: Menacing, Sneak Attack 4, Spur (+20'), Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +20 (+15 Base, +5 Dex), Damage +0 (unarmed), Damage +4 (Masterwork Colt M-1873), Damage +2 (Bowie Knife), Defense +21 (+15 Base, +5 Dex, +1 Dodge Focus), Initiative +9 (+5 Dex, +4 Improved Initiative)

Saves: Toughness +6 (+2 Con, +4 Defensive Roll), Fortitude +8 (+6 Base, +2 Con), Reflex +17 (+12 Base, +5 Dex), Will +6 (+6 Base, +0 Wis)

Reputation: +9

Conviction: 12

Weapons: Masterwork Colt M-1873, Bowie Knife

Armor: None

Equipment: Bedroll, Warhorse, 2 Masterwork Colt M-1873s, 48 rounds, Bowie Knife

SCOUT PROGRESSION

1ST-LEVEL SCOUT

Role: Expert 1st

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 4 (+4), Handle Animal 4 (+4), Notice 4 (+7), Ride 4 (+6), Sense Motive 4 (+7), Stealth 4 (+6), Survival 4 (+7), Swim 4 (+4)

Feats: Firearms Training, Spur (+10'), Trailblazer, Vehicular Combat (Ride)

Combat: Attack +2 (+0 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +1/19-20 (Arkansas Toothpick), Defense +2 (+0 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +1 (+0 Base, +1 Con), Reflex +4 (+2 Base, +2 Dex), Will +3 (+0 Base, +3 Wis)

Reputation: +1

Conviction: 3

Weapons: Colt M-1860 Revolver, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860 Revolver, 30 rounds, Arkansas Toothpick

2ND-LEVEL SCOUT

Role: Expert 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 5 (+5), Handle Animal 5 (+5), Notice 5 (+8), Ride 5 (+7), Sense Motive 5 (+8), Stealth 5 (+7), Survival 5 (+8), Swim 5 (+5)

Feats: Firearms Training, Spur (+10'), Track, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +3 (+1 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +1/19-20 (Arkansas Toothpick), Defense +3 (+1 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +1 (+1 Con), Fortitude +1 (+0 Base, +1 Con), Reflex +5 (+3 Base, +2 Dex), Will +3 (+0 Base, +3 Wis)

Reputation: +1

Conviction: 3

Weapons: Colt M-1860 Revolver, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860 Revolver, 30 rounds, Arkansas Toothpick

3RD-LEVEL SCOUT

Role: Expert 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 6 (+6), Handle Animal 6 (+6), Notice 6 (+9), Ride 6 (+8), Sense Motive 6 (+9), Stealth 6 (+8), Survival 6 (+9), Swim 6 (+6)

Feats: Defensive Roll, Firearms Training, Spur (+10'), Track, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +4 (+2 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +1/19-20 (Arkansas Toothpick), Defense +4 (+2 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +2 (+1 Base, +1 Con), Reflex +5 (+3 Base, +2 Dex), Will +4 (+1 Base, +3 Wis)

Reputation: +1

Conviction: 4

Weapons: Colt M-1860 Revolver, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, Military Saddle, Colt M-1860 Revolver, 36 rounds, Arkansas Toothpick

4ᵀᴴ-LEVEL SCOUT

Role: Expert 4ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 7 (+7), Handle Animal 7 (+7), Notice 7 (+10), Ride 7 (+9), Sense Motive 7 (+10), Stealth 7 (+9), Survival 7 (+10), Swim 7 (+7)

Feats: Defensive Roll, Firearms Training, Spur (+10'), Track, Trackless, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +5 (+3 Base, +2 Dex), Damage +0 (unarmed), Damage +3 (Colt M-1860 Revolver), Damage +1/19-20 (Arkansas Toothpick), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +2 (+1 Base, +1 Con), Reflex +6 (+4 Base, +2 Dex), Will +4 (+1 Base, +3 Wis)

Reputation: +2

Conviction: 4

Weapons: Colt M-1860 Revolver, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, Military Saddle, Colt M-1860 Revolver, 36 rounds, Arkansas Toothpick

5ᵀᴴ-LEVEL SCOUT

Role: Expert 5ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +2, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 8 (+8), Handle Animal 8 (+8), Notice 8 (+11), Ride 8 (+10), Sense Motive 8 (+11), Stealth 8 (+10), Survival 8 (+11), Swim 8 (+8)

Feats: Defensive Roll, Firearms Training, Spur (+20'), Track, Trackless, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +5 (+3 Base, +2 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873 Revolver), Damage +1/19-20 (Arkansas Toothpick), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +2 (+1 Base, +1 Con), Reflex +6 (+4 Base, +2 Dex), Will +4 (+1 Base, +3 Wis)

Reputation: +2

Conviction: 5

Weapons: Colt M-1873 Revolver, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, Military Saddle, Colt M-1873 Revolver, 42 rounds, Arkansas Toothpick

6ᵀᴴ-LEVEL SCOUT

Role: Expert 6ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 9 (+9), Handle Animal 9 (+9), Notice 9 (+12), Ride 9 (+12), Sense Motive 9 (+12), Stealth 9 (+12), Survival 9 (+12), Swim 9 (+9)

Feats: Defensive Roll, Endurance, Firearms Training, Spur (+20'), Track, Trackless, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +7 (+4 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873 Revolver), Damage +1/19-20 (Arkansas Toothpick), Defense +7 (+4 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +3 (+2 Base, +1 Con), Reflex +8 (+5 Base, +3 Dex), Will +5 (+2 Base, +3 Wis)

Reputation: +2

Conviction: 5

Weapons: Colt M-1873 Revolver, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Riding Horse, Military Saddle, Colt M-1873 Revolver, 42 rounds, Arkansas Toothpick

7th-Level Scout

Role: Expert 7th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 10 (+10), Handle Animal 10 (+10), Notice 10 (+13), Ride 10 (+13), Sense Motive 10 (+13), Stealth 10 (+13), Survival 10 (+13), Swim 10 (+10)

Feats: Defensive Roll , Endurance, Firearms Training, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20'), Track, Trackless, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +8 (+5 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873 Revolver), Damage +1/19-20 (Arkansas Toothpick), Defense +8 (+5 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +3 (+2 Base, +1 Con), Reflex +8 (+5 Base, +3 Dex), Will +5 (+2 Base, +3 Wis)

Reputation: +2

Conviction: 6

Weapons: Colt M-1873 Revolver, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Colt M-1873 Revolver, 48 rounds, Arkansas Toothpick

8th-Level Scout

Role: Expert 8th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 11 (+11), Handle Animal 11 (+11), Notice 11 (+14), Ride 11 (+14), Sense Motive 11 (+14), Stealth 11 (+14), Survival 11 (+14), Swim 11 (+11)

Feats: Defensive Roll, Endurance, Firearms Training, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20'), Tireless, Track, Trackless, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +9 (+6 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Colt M-1873 Revolver), Damage +1/19-20 (Arkansas Toothpick), Defense +9 (+6 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +3 (+2 Base, +1 Con), Reflex +9 (+6 Base, +3 Dex), Will +5 (+2 Base, +3 Wis)

Reputation: +3

Conviction: 6

Weapons: Colt M-1873 Revolver, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Colt M-1873 Revolver, 48 rounds, Arkansas Toothpick

9th-Level Scout

Role: Expert 9th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 12 (+12), Handle Animal 12 (+12), Notice 12 (+15), Ride 12 (+15), Sense Motive 12 (+15), Stealth 12 (+15), Survival 12 (+15), Swim 12 (+12)

Feats: Defensive Roll, Endurance, Firearms Training, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 15 rounds), Tireless, Track, Trackless, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +9 (+6 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Spencer Carbine), Damage +1/19-20 (Arkansas Toothpick), Defense +9 (+6 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +4 (+3 Base, +1 Con), Reflex +9 (+6 Base, +3 Dex), Will +6 (+3 Base, +3 Wis)

Reputation: +3

Conviction: 7

Weapons: Spencer Carbine, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Spencer Carbine, 49 rounds (7 clips), Arkansas Toothpick

10TH-LEVEL SCOUT

Role: Expert 10th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 13 (+13), Handle Animal 13 (+13), Notice 13 (+16), Ride 13 (+16), Sense Motive 13 (+16), Stealth 13 (+16), Survival 13 (+16), Swim 13 (+13)

Feats: Defensive Roll , Endurance, Firearms Training, Hide in Plain Sight, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 15 rounds), Tireless, Track, Trackless, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +10 (+7 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Spencer Carbine), Damage +1/19-20 (Arkansas Toothpick), Defense +10 (+7 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +4 (+3 Base, +1 Con), Reflex +10 (+7 Base, +3 Dex), Will +6 (+3 Base, +3 Wis)

Reputation: +3

Conviction: 7

Weapons: Spencer Carbine, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Spencer Carbine, 49 rounds (7 clips), Arkansas Toothpick

11TH LEVEL SCOUT

Role: Expert 11th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +1, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 14 (+14), Handle Animal 14 (+14), Notice 14 (+17), Ride 14 (+17), Sense Motive 14 (+17), Stealth 14 (+17), Survival 14 (+17), Swim 14 (+14)

Feats: Defensive Roll 2, Endurance, Firearms Training, Hide in Plain Sight, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 15 rounds), Tireless, Track, Trackless, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +11 (+8 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Spencer Carbine), Damage +1/19-20 (Arkansas Toothpick), Defense +11 (+8 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +4 (+3 Base, +1 Con), Reflex +10 (+7 Base, +3 Dex), Will +6 (+3 Base, +3 Wis)

Reputation: +3

Conviction: 8

Weapons: Masterwork Spencer Carbine, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Masterwork Spencer Carbine, 56 rounds (8 clips), Arkansas Toothpick

12TH-LEVEL SCOUT

Role: Expert 12th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 15 (+15), Handle Animal 15 (+15), Notice 15 (+18), Ride 15 (+18), Sense Motive 15 (+18), Stealth 15 (+18), Survival 15 (+18), Swim 15 (+15)

Feats: Canny Dodge (Wis), Defensive Roll 2, Endurance, Firearms Training, Hide in Plain Sight, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 15 rounds), Tireless, Track, Trackless, Trailblazer, Vehicular Combat (Ride)

Combat: Attack +12 (+9 Base, +3 Dex), Damage +0 (unarmed), Damage +4 (Spencer Carbine), Damage +1/19-20 (Arkansas Toothpick), Defense +15 (+9 Base, +3 Dex, +3 Canny Dodge), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +6 (+4 Base, +2 Con), Reflex +11 (+8 Base, +3 Dex), Will +7 (+4 Base, +3 Wis)

Reputation: +4

Conviction: 8

Weapons: Masterwork Spencer Carbine, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Masterwork Spencer Carbine, 56 rounds (8 clips), Arkansas Toothpick

13th-Level Scout

Role: Expert 13th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 16 (+16), Handle Animal 16 (+16), Notice 16 (+19), Ride 16 (+19), Sense Motive 16 (+19), Stealth 16 (+19), Survival 16 (+19), Swim 16 (+16)

Feats: Canny Dodge (Wis), Defensive Roll 2, Endurance, Firearms Training, Hide in Plain Sight, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 15 rounds), Tireless, Track, Trackless, Trailblazer, Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +12 (+9 Base, +3 Dex), Damage +0 (unarmed), Damage +5/19-20 (Henry Rifle), Damage +1/19-20 (Arkansas Toothpick), Defense +15 (+9 Base, +3 Dex, +3 Canny Dodge), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +6 (+4 Base, +2 Con), Reflex +11 (+8 Base, +3 Dex), Will +7 (+4 Base, +3 Wis)

Reputation: +4

Conviction: 10

Weapons: Henry Rifle, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Henry Rifle, 80 rounds, Arkansas Toothpick

14th-Level Scout

Role: Expert 14th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 17 (+17), Handle Animal 17 (+17), Notice 17 (+20), Ride 17 (+20), Sense Motive 17 (+20), Stealth 17 (+20), Survival 17 (+20), Swim 17 (+17)

Feats: Canny Dodge (Wis), Defensive Roll 2, Endurance, Firearms Training, Hide in Plain Sight, Light Sleeper, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 15 rounds), Tireless, Track, Trackless, Trailblazer, Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +13 (+10 Base, +3 Dex), Damage +0 (unarmed), Damage +5/19-20 (Henry Rifle), Damage +1/19-20 (Arkansas Toothpick), Defense +16 (+10 Base, +3 Dex, +3 Canny Dodge), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +6 (+4 Base, +2 Con), Reflex +12 (+9 Base, +3 Dex), Will +7 (+4 Base, +3 Wis)

Reputation: +4

Conviction: 9

Weapons: Henry Rifle, Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Henry Rifle, 80 rounds, Arkansas Toothpick

15th-Level Scout

Role: Expert 15th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 18 (+18), Handle Animal 18 (+18), Notice 18 (+21), Ride 18 (+21), Sense Motive 18 (+21), Stealth 18 (+21), Survival 18 (+21), Swim 18 (+18)

Feats: Canny Dodge (Wis), Defensive Roll 2, Endurance, Firearms Training, Hide in Plain Sight, Light Sleeper, Night Vision, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 15 rounds), Tireless, Track, Trackless, Trailblazer, Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +14 (+11 Base, +3 Dex), Damage +0 (unarmed), Damage +5/19-20 (Henry Rifle), Damage +1/19-20 (Arkansas Toothpick), Defense +17 (+11 Base, +3 Dex, +3 Canny Dodge), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +7 (+5 Base, +2 Con), Reflex +12 (+9 Base, +3 Dex), Will +8 (+5 Base, +3 Wis)

Reputation: +4

Conviction: 10

Weapons: Henry Rifle, Masterwork Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Henry Rifle, 80 rounds, Masterwork Arkansas Toothpick

16TH-LEVEL SCOUT

Role: Expert 16th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 19 (+19), Handle Animal 19 (+19), Notice 19 (+22), Ride 19 (+22), Sense Motive 19 (+22), Stealth 19 (+22), Survival 19 (+22), Swim 19 (+19)

Feats: Canny Dodge (Wis), Defensive Roll 2, Endurance, Firearms Training, Hide in Plain Sight, Light Sleeper, Night Vision, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 20 rounds), Tireless, Track, Trackless, Trailblazer, Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +15 (+12 Base, +3 Dex), Damage +0 (unarmed), Damage +5/19-20 (Henry Rifle), Damage +1/19-20 (Arkansas Toothpick), Defense +18 (+12 Base, +3 Dex, +3 Canny Dodge), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Defensive Roll), Fortitude +7 (+5 Base, +2 Con), Reflex +13 (+10 Base, +3 Dex), Will +8 (+5 Base, +3 Wis)

Reputation: +5

Conviction: 10

Weapons: Henry Rifle, Masterwork Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Henry Rifle, 80 rounds, Masterwork Arkansas Toothpick

17TH-LEVEL SCOUT

Role: Expert 17th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 20 (+20), Handle Animal 20 (+20), Notice 20 (+23), Ride 20 (+23), Sense Motive 20 (+23), Stealth 20 (+23), Survival 20 (+23), Swim 20 (+20)

Feats: Canny Dodge (Wis), Defensive Roll 3, Endurance, Firearms Training, Hide in Plain Sight, Light Sleeper, Night Vision, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 20 rounds), Tireless, Track, Trackless, Trailblazer, Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +15 (+12 Base, +3 Dex), Damage +0 (unarmed), Damage +5/19-20 (Henry Rifle), Damage +1/19-20 (Arkansas Toothpick), Defense +18 (+12 Base, +3 Dex, +3 Canny Dodge), Initiative +3 (+3 Dex)

Saves: Toughness +5 (+2 Con, +3 Defensive Roll), Fortitude +7 (+5 Base, +2 Con), Reflex +13 (+10 Base, +3 Dex), Will +8 (+5 Base, +3 Wis)

Reputation: +5

Conviction: 11

Weapons: Henry Rifle, Masterwork Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Henry Rifle, 80 rounds, Masterwork Arkansas Toothpick

18TH-LEVEL SCOUT

Role: Expert 18th

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +4, **Con:** +2, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 21 (+21), Handle Animal 21 (+21), Notice 21 (+24), Ride 21 (+25), Sense Motive 21 (+24), Stealth 21 (+25), Survival 21 (+24), Swim 21 (+21)

Feats: Canny Dodge (Wis), Defensive Roll 3, Endurance, Far Shot, Firearms Training, Hide in Plain Sight, Light Sleeper, Night Vision, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 20 rounds), Tireless, Track, Trackless, Trailblazer, Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +17 (+13 Base, +4 Dex), Damage +0 (unarmed), Damage +5/19-20 (Henry Rifle), Damage +1/19-20 (Arkansas Toothpick), Defense +20 (+13 Base, +4 Dex, +3 Canny Dodge), Initiative +4 (+4 Dex)

Saves: Toughness +5 (+2 Con, +3 Defensive Roll), Fortitude +8 (+6 Base, +2 Con), Reflex +15 (+11 Base, +4 Dex), Will +9 (+6 Base, +3 Wis)

Reputation: +5

Conviction: 11

Weapons: Henry Rifle, Masterwork Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Henry Rifle, 80 rounds, Masterwork Arkansas Toothpick

19ᵀᴴ-LEVEL SCOUT

Role: Expert 19ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0**, Dex:** +4**, Con:** +2**, Int:** +0**, Wis:** +3**, Cha:** +0

Skills: Climb 22 (+22), Handle Animal 22 (+22), Notice 22 (+25), Ride 22 (+26), Sense Motive 22 (+25), Stealth 22 (+26), Survival 22 (+25), Swim 22 (+22)

Feats: Canny Dodge (Wis), Defensive Roll 3, Endurance, Firearms Training, Hide in Plain Sight, Improved Initiative, Light Sleeper, Night Vision, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 20 rounds), Tireless, Track, Trackless, Trailblazer, Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +18 (+14 Base, +4 Dex), Damage +0 (unarmed), Damage +5/19-20 (Henry Rifle), Damage +1/19-20 (Arkansas Toothpick), Defense +21 (+14 Base, +4 Dex, +3 Canny Dodge), Initiative +8 (+4 Dex, +4 Improved Initiative)

Saves: Toughness +5 (+2 Con, +3 Defensive Roll), Fortitude +8 (+6 Base, +2 Con), Reflex +15 (+11 Base, +4 Dex), Will +9 (+6 Base, +3 Wis)

Reputation: +5

Conviction: 12

Weapons: Henry Rifle, Masterwork Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Henry Rifle, 80 rounds, Masterwork Arkansas Toothpick

20ᵀᴴ-LEVEL SCOUT

Role: Expert 20ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +0, **Dex:** +4, **Con:** +2, **Int:** +0, **Wis:** +3, **Cha:** +0

Skills: Climb 23 (+23), Handle Animal 23 (+23), Notice 23 (+26), Ride 23 (+27), Sense Motive 23 (+26), Stealth 23 (+27), Survival 23 (+26), Swim 23 (+23)

Feats: Canny Dodge (Wis), Defensive Roll 4, Endurance, Firearms Training, Hide in Plain Sight, Improved Initiative, Light Sleeper, Night Vision, Skill Mastery (Notice, Ride, Stealth, Survival), Spur (+20' for 20 rounds), Tireless, Track, Trackless, Trailblazer, Uncanny Dodge, Vehicular Combat (Ride)

Combat: Attack +19 (+15 Base, +4 Dex), Damage +0 (unarmed), Damage +5/19-20 (Henry Rifle), Damage +1/19-20 (Arkansas Toothpick), Defense +22 (+15 Base, +4 Dex, +3 Canny Dodge), Initiative +8 (+4 Dex, +4 Improved Initiative)

Saves: Toughness +6 (+2 Con, +4 Defensive Roll), Fortitude +8 (+6 Base, +2 Con), Reflex +16 (+12 Base, +4 Dex), Will +9 (+6 Base, +3 Wis)

Reputation: +6

Conviction: 12

Weapons: Henry Rifle, Masterwork Arkansas Toothpick

Armor: None

Equipment: Bedroll, Winter Blanket, Warhorse, Military Saddle, Henry Rifle, 80 rounds, Masterwork Arkansas Toothpick

SOLDIER PROGRESSION

1ST-LEVEL SOLDIER

Role: Warrior 1st

Size: Medium

Speed: 30 ft.

Abilities: Str: +2**, Dex:** +2**, Con:** +2**, Int:** +0**, Wis:** +0**, Cha:** +0

Skills: Climb 4 (+6), Intimidate 4 (+4), Ride 4 (+6), Survival 4 (+4)

Feats: Benefit (Military Rank), Firearms Training, Tough, Weapon Training

Combat: Attack +3 (+1 Base, +2 Dex), Damage +2 (unarmed), Damage +4 (Model 1868), Damage +5 (Bayonet), Defense +3 (+1 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+2 Con, +1 Tough), Fortitude +4 (+2 Base, +2 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +0

Conviction: 3

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

2ND-LEVEL SOLDIER

Role: Warrior 2nd

Size: Medium

Speed: 30 ft.

Abilities: Str: +2**, Dex:** +2**, Con:** +2**, Int:** +0**, Wis:** +0**, Cha:** +0

Skills: Climb 5 (+7), Intimidate 5 (+5), Ride 5 (+7), Survival 5 (+5)

Feats: Attack Focus (Model 1868), Benefit (Military Rank), Firearms Training, Tough, Weapon Training

Combat: Attack +4 (+2 Base, +2 Dex) +5 (Model 1868), Damage +2 (unarmed), Damage +4 (Model 1868), Damage +5 (Bayonet), Defense +4 (+2 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+2 Con, +1 Tough), Fortitude +5 (+3 Base, +2 Con), Reflex +2 (+0 Base, +2 Dex), Will +0 (+0 Base, +0 Wis)

Reputation: +0

Conviction: 3

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

3RD-LEVEL SOLDIER

Role: Warrior 3rd

Size: Medium

Speed: 30 ft.

Abilities: Str: +2**, Dex:** +2**, Con:** +2**, Int:** +0**, Wis:** +0**, Cha:** +0

Skills: Climb 6 (+8), Intimidate 6 (+6), Ride 6 (+8), Survival 6 (+6)

Feats: Attack Focus (Model 1868), Benefit (Military Rank), Firearms Training, Tough, Vehicular Combat (Ride), Weapon Training

Combat: Attack +5 (+3 Base, +2 Dex) +6 (Model 1868), Damage +2 (unarmed), Damage +4 (Model 1868), Damage +5 (Bayonet), Defense +5 (+3 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+2 Con, +1 Tough), Fortitude +5 (+3 Base, +2 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

4TH-LEVEL SOLDIER

Role: Warrior 4th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2**, Dex:** +2**, Con:** +2**, Int:** +0**, Wis:** +0**, Cha:** +0

Skills: Climb 7 (+9), Intimidate 7 (+7), Ride 7 (+9), Survival 7 (+7)

Feats: Attack Focus (Model 1868), Attack Specialization (Model 1868), Benefit (Military Rank), Firearms Training, Tough, Vehicular Combat (Ride), Weapon Training

Combat: Attack +6 (+4 Base, +2 Dex) +7 (Model 1868), Damage +2 (unarmed), Damage +5 (Model 1868), Damage +5 (Bayonet), Defense +6 (+4 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +3 (+2 Con, +1 Tough), Fortitude +6 (+4 Base, +2 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 4

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

5ᵀᴴ-LEVEL SOLDIER

Role: Warrior 5th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, **Dex:** +2, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 7 (+9), Intimidate 7 (+7), Knowledge (current events) 4 (+4), Ride 7 (+9), Survival 7 (+7)

Feats: Attack Focus (Model 1868), Attack Specialization (Model 1868), Benefit (Military Rank), Firearms Training, Tough 2, Vehicular Combat (Ride), Weapon Training

Combat: Attack +7 (+5 Base, +2 Dex) +8 (Model 1868), Damage +2 (unarmed), Damage +5 (Model 1868), Damage +5 (Bayonet), Defense +7 (+5 Base, +2 Dex), Initiative +2 (+2 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +6 (+4 Base, +2 Con), Reflex +3 (+1 Base, +2 Dex), Will +1 (+1 Base, +0 Wis)

Reputation: +1

Conviction: 5

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

6ᵀᴴ-LEVEL SOLDIER

Role: Warrior 6th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 8 (+10), Intimidate 9 (+9), Knowledge (current events) 5 (+5), Ride 7 (+10), Survival 7 (+7)

Feats: Attack Focus (Model 1868), Attack Specialization (Model 1868), Benefit (Military Rank), Firearms Training, Greater Attack Focus (Model 1868), Tough 2, Vehicular Combat (Ride), Weapon Training

Combat: Attack +9 (+6 Base, +3 Dex) +11 (Model 1868), Damage +2 (unarmed), Damage +5 (Model 1868), Damage +5 (Bayonet), Defense +9 (+6 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +7 (+5 Base, +2 Con), Reflex +5 (+2 Base, +3 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +1

Conviction: 5

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

7ᵀᴴ-LEVEL SOLDIER

Role: Warrior 7th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 8 (+10), Intimidate 9 (+9), Knowledge (current events) 5 (+5), Ride 10 (+13), Survival 8 (+8)

Feats: Attack Focus (Model 1868), Attack Specialization (Model 1868), Benefit (Military Rank), Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Tough 2, Vehicular Combat (Ride), Weapon Training

Combat: Attack +10 (+7 Base, +12 Dex) +11 (Model 1868), Damage +2 (unarmed), Damage +5 (Model 1868), Damage +5 (Bayonet), Defense +10 (+7 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +7 (+5 Base, +2 Con), Reflex +5 (+2 Base, +3 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

8ᵀᴴ-Level Soldier

Role: Warrior 8th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 9 (+11), Intimidate 9 (+9), Knowledge (current events) 8 (+8), Ride 10 (+13), Survival 8 (+8)

Feats: Attack Focus (Model 1868), Attack Specialization (Model 1868), Benefit (Military Rank), Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Tough 2, Vehicular Combat (Ride), Weapon Training

Combat: Attack +11 (+8 Base, +3 Dex) +13 (Model 1868), Damage +2 (unarmed), Damage +6 (Model 1868), Damage +5 (Bayonet), Defense +11 (+8 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +8 (+6 Base, +2 Con), Reflex +5 (+2 Base, +3 Dex), Will +2 (+2 Base, +0 Wis)

Reputation: +2

Conviction: 6

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

9ᵀᴴ-Level Soldier

Role: Warrior 9th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 9 (+11), Intimidate 9 (+9), Knowledge (current events) 8 (+8), Ride 10 (+13), Survival 12 (+12)

Feats: Attack Focus (Model 1868), Attack Specialization (Model 1868), Benefit (Military Rank), Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Sieze Initiative, Tough 2, Vehicular Combat (Ride), Weapon Training

Combat: Attack +12 (+9 Base, +3 Dex) +14 (Model 1868), Damage +2 (unarmed), Damage +6 (Model 1868), Damage +5 (Bayonet), Defense +12 (+9 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +8 (+6 Base, +2 Con), Reflex +6 (+3 Base, +3 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +2

Conviction: 7

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

10ᵀᴴ-Level Soldier

Role: Warrior 10th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, **Dex:** +3, **Con:** +2, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 9 (+11), Intimidate 13 (+13), Knowledge (current events) 8 (+8), Ride 10 (+13), Survival 12 (+12)

Feats: Attack Focus (Model 1868), Attack Specialization (Model 1868), Benefit (Military Rank), Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Point Blank Shot, Sieze Initiative, Tough 2, Vehicular Combat (Ride), Weapon Training

Combat: Attack +13 (+10 Base, +3 Dex) +15 (Model 1868), Damage +2 (unarmed), Damage +6 (Model 1868), Damage +5 (Bayonet), Defense +13 (+10 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +9 (+7 Base, +2 Con), Reflex +6 (+3 Base, +3 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +2

Conviction: 7

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

11ᵀʰ-Level Soldier

Role: Warrior 11ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, Dex: +3, Con: +2, Int: +0, Wis: +0, Cha: +0

Skills: Climb 9 (+11), Intimidate 13 (+13), Knowledge (current events) 8 (+8), Ride 14 (+17), Survival 12 (+12)

Feats: Attack Focus (Model 1868), Attack Specialization (Model 1868), Benefit (Military Rank), Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Point Blank Shot, Precise Shot, Sieze Initiative, Tough 2, Vehicular Combat (Ride), Weapon Training

Combat: Attack +14 (+11 Base, +3 Dex) +16 (Model 1868), Damage +2 (unarmed), Damage +6 (Model 1868), Damage +5 (Bayonet), Defense +14 (+11 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +4 (+2 Con, +2 Tough), Fortitude +9 (+7 Base, +2 Con), Reflex +6 (+3 Base, +3 Dex), Will +3 (+3 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

12ᵀʰ-Level Soldier

Role: Warrior 12ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, Dex: +3, Con: +3, Int: +0, Wis: +0, Cha: +0

Skills: Climb 13 (+15), Intimidate 13 (+13), Knowledge (current events) 8 (+8), Ride 14 (+17), Survival 12 (+12)

Feats: Attack Focus (Model 1868), Attack Specialization (Model 1868), Benefit (Military Rank), Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Point Blank Shot, Precise Shot, Sieze Initiative, Tough 3, Vehicular Combat (Ride), Weapon Training

Combat: Attack +15 (+12 Base, +3 Dex) +17 (Model 1868), Damage +2 (unarmed), Damage +6 (Model 1868), Damage +5 (Bayonet), Defense +15 (+12 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +6 (+3 Con, +3 Tough), Fortitude +11 (+8 Base, +3 Con), Reflex +7 (+4 Base, +3 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 8

Weapons: Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Springfield Model 1868, 30 rounds, Bayonet

13ᵀʰ-Level Soldier

Role: Warrior 13ᵗʰ

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, Dex: +3, Con: +3, Int: +0, Wis: +0, Cha: +0

Skills: Climb 13 (+15), Intimidate 13 (+13), Knowledge (current events) 12 (+12), Ride 14 (+17), Survival 12 (+12)

Feats: Attack Focus (Colt M-1860), Attack Focus (Model 1868), Attack Specialization (Model 1868), Benefit (Military Rank), Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Point Blank Shot, Precise Shot, Sieze

Initiative, Tough 3, Vehicular Combat (Ride), Weapon Training

Combat: Attack +16 (+13 Base, +3 Dex) +17 (Colt M-1860) +18 (Model 1868), Damage +2 (unarmed), Damage +3 (Colt M-1860), Damage +6 (Model 1868), Damage +5 (Bayonet), Defense +16 (+13 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +6 (+3 Con, +3 Tough), Fortitude +11 (+8 Base, +3 Con), Reflex +7 (+4 Base, +3 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 9

Weapons: Colt M-1860, Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860, 30 rounds, Springfield Model 1868, 30 rounds, Bayonet

14ᵀᴴ-Level Soldier

Role: Warrior 14th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, **Dex:** +3, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 13 (+15), Intimidate 17 (+17), Knowledge (current events) 12 (+12), Ride 14 (+17), Survival 12 (+12)

Feats: Attack Focus (Colt M-1860), Attack Focus (Model 1868), Attack Specialization (Model 1868), All-Out Attack, Benefit (Military Rank), Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Point Blank Shot, Precise Shot, Sieze Initiative, Tough 3, Vehicular Combat (Ride), Weapon Training

Combat: Attack +17 (+14 Base, +3 Dex) +18 (Colt M-1860) +19 (Model 1868), Damage +2 (unarmed), Damage +3 (Colt M-1860), Damage +6 (Model 1868), Damage +5 (Bayonet), Defense +17 (+14 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +6 (+3 Con, +3 Tough), Fortitude +12 (+9 Base, +3 Con), Reflex +7 (+4 Base, +3 Dex), Will +4 (+4 Base, +0 Wis)

Reputation: +3

Conviction: 9

Weapons: Colt M-1860, Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860, 30 rounds, Springfield Model 1868, 30 rounds, Bayonet

15ᵀᴴ-Level Soldier

Role: Warrior 15th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2, **Dex:** +3, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 13 (+15), Intimidate 17 (+17), Knowledge (current events) 16 (+16), Ride 14 (+17), Survival 12 (+12)

Feats: Attack Focus (Colt M-1860), Attack Focus (Model 1868), Attack Specialization (Model 1868), All-Out Attack, Benefit (Military Rank), Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Improved Critical (Model 1868), Point Blank Shot, Precise Shot, Sieze Initiative, Tough 3, Vehicular Combat (Ride), Weapon Training

Combat: Attack +18 (+15 Base, +3 Dex) +19 (Colt M-1860) +20 (Model 1868), Damage +2 (unarmed), Damage +3 (Colt M-1860), Damage +6/19-20 (Model 1868), Damage +5 (Bayonet), Defense +18 (+15 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +6 (+3 Con, +3 Tough), Fortitude +12 (+9 Base, +3 Con), Reflex +8 (+5 Base, +3 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 10

Weapons: Colt M-1860, Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860, 30 rounds, Springfield Model 1868, 30 rounds, Bayonet

16TH-LEVEL SOLDIER

Role: Warrior 16th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2**, Dex:** +3, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 13 (+15), Intimidate 17 (+17), Knowledge (current events) 16 (+16), Ride 18 (+21), Survival 12 (+12)

Feats: Attack Focus (Colt M-1860), Attack Focus (Model 1868), Attack Specialization (Model 1868), All-Out Attack, Benefit (Military Rank), Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Improved Critical (Model 1868), Point Blank Shot, Precise Shot, Sieze Initiative, Tough 4, Vehicular Combat (Ride), Weapon Training

Combat: Attack +19 (+16 Base, +3 Dex) +20 (Colt M-1860) +21 (Model 1868), Damage +2 (unarmed), Damage +3 (Colt M-1860), Damage +6/19-20 (Model 1868), Damage +5 (Bayonet), Defense +19 (+16 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +7 (+3 Con, +4 Tough), Fortitude +13 (+10 Base, +3 Con), Reflex +8 (+5 Base, +3 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 10

Weapons: Colt M-1860, Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860, 30 rounds, Springfield Model 1868, 30 rounds, Bayonet

17TH-LEVEL SOLDIER

Role: Warrior 17th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2**, Dex:** +3, **Con:** +3, **Int:** +0, **Wis:** +0, **Cha:** +0

Skills: Climb 17 (+20), Intimidate 17 (+17), Knowledge (current events) 16 (+16), Ride 18 (+21), Survival 12 (+12)

Feats: Attack Focus (Colt M-1860), Attack Focus (Model 1868), Attack Specialization (Model

1868), All-Out Attack, Benefit (Military Rank), Defensive Attack, Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Improved Critical (Model 1868), Point Blank Shot, Precise Shot, Sieze Initiative, Tough 4, Vehicular Combat (Ride), Weapon Training

Combat: Attack +20 (+17 Base, +3 Dex) +21 (Colt M-1860) +22 (Model 1868), Damage +2 (unarmed), Damage +3 (Colt M-1860), Damage +6/19-20 (Model 1868), Damage +5 (Bayonet), Defense +20 (+17 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +7 (+3 Con, +4 Tough), Fortitude +13 (+10 Base, +3 Con), Reflex +8 (+5 Base, +3 Dex), Will +5 (+5 Base, +0 Wis)

Reputation: +4

Conviction: 11

Weapons: Colt M-1860, Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860, 30 rounds, Springfield Model 1868, 30 rounds, Bayonet

18TH-LEVEL SOLDIER

Role: Warrior 18th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2**, Dex:** +3, **Con:** +3, **Int:** +0, **Wis:** +1, **Cha:** +0

Skills: Climb 17 (+20), Intimidate 17 (+17), Knowledge (current events) 16 (+16), Ride 18 (+21), Survival 16 (+17)

Feats: Attack Focus (Colt M-1860), Attack Focus (Model 1868), Attack Specialization (Colt M-1860), Attack Specialization (Model 1868), All-Out Attack, Benefit (Military Rank), Defensive Attack, Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Improved Critical (Model 1868), Point Blank Shot, Precise Shot, Sieze Initiative, Tough 4, Vehicular Combat (Ride), Weapon Training

Combat: Attack +21 (+18 Base, +3 Dex) +22 (Colt M-1860) +23 (Model 1868), Damage +2 (unarmed), Damage +4 (Colt M-1860), Damage +6/19-20

(Model 1868), Damage +5 (Bayonet), Defense +21 (+18 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +7 (+3 Con, +4 Tough), Fortitude +14 (+11 Base, +3 Con), Reflex +9 (+6 Base, +3 Dex), Will +7 (+6 Base, +1 Wis)

Reputation: +4

Conviction: 11

Weapons: Colt M-1860, Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860, 30 rounds, Springfield Model 1868, 30 rounds, Bayonet

19ᵀᴴ-LEVEL SOLDIER

Role: Warrior 19th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2**, Dex:** +3**, Con:** +3**, Int:** +0**, Wis:** +1**, Cha:** +0

Skills: Climb 17 (+20), Intimidate 21 (+21), Knowledge (current events) 16 (+16), Ride 18 (+21), Survival 16 (+17)

Feats: Attack Focus (Colt M-1860), Attack Focus (Model 1868), Attack Specialization (Colt M-1860), Attack Specialization (Model 1868), All-Out Attack, Benefit (Military Rank), Defensive Attack, Diehard, Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Improved Critical (Model 1868), Point Blank Shot, Precise Shot, Sieze Initiative, Tough 4, Vehicular Combat (Ride), Weapon Training

Combat: Attack +22 (+19 Base, +3 Dex) +23 (Colt M-1860) +24 (Model 1868), Damage +2 (unarmed), Damage +4 (Colt M-1860), Damage +6/19-20 (Model 1868), Damage +5 (Bayonet), Defense +22 (+19 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +7 (+3 Con, +4 Tough), Fortitude +14 (+11 Base, +3 Con), Reflex +9 (+6 Base, +3 Dex), Will +7 (+6 Base, +1 Wis)

Reputation: +5

Conviction: 12

Weapons: Colt M-1860, Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860, 30 rounds, Springfield Model 1868, 30 rounds, Bayonet

20ᵀᴴ-LEVEL SOLDIER

Role: Warrior 20th

Size: Medium

Speed: 30 ft.

Abilities: Str: +2**, Dex:** +3**, Con:** +3**, Int:** +0**, Wis:** +1**, Cha:** +0

Skills: Climb 17 (+20), Intimidate 21 (+21), Knowledge (current events) 16 (+16), Ride 18 (+21), Survival 20 (+21)

Feats: Attack Focus (Colt M-1860), Attack Focus (Model 1868), Attack Specialization (Colt M-1860), Attack Specialization (Model 1868), All-Out Attack, Benefit (Military Rank), Defensive Attack, Diehard, Far Shot, Firearms Training, Greater Attack Focus (Model 1868), Greater Attack Specialization (Model 1868), Improved Critical (Model 1868), Point Blank Shot, Precise Shot, Sieze Initiative, Tough 5, Vehicular Combat (Ride), Weapon Training

Combat: Attack +23 (+20 Base, +3 Dex) +24 (Colt M-1860) +25 (Model 1868), Damage +2 (unarmed), Damage +4 (Colt M-1860), Damage +6/19-20 (Model 1868), Damage +5 (Bayonet), Defense +23 (+20 Base, +3 Dex), Initiative +3 (+3 Dex)

Saves: Toughness +8 (+3 Con, +5 Tough), Fortitude +15 (+12 Base, +3 Con), Reflex +9 (+6 Base, +3 Dex), Will +7 (+6 Base, +1 Wis)

Reputation: +5

Conviction: 12

Weapons: Colt M-1860, Springfield Model 1868, Bayonet

Armor: None

Equipment: Bedroll, Riding Horse, Colt M-1860, 30 rounds, Springfield Model 1868, 30 rounds, Bayonet

BIBLIOGRAPHY

If you're looking to expand your knowledge of the Wild West – or just need adventure ideas – we recommend the following:

FILM

A Fistful of Dollars: Perhaps the greatest Western ever made, this movie (like many Westerns) is based on the plot of a samurai film, in this case an equally legendary movie, *Yojimbo*. The "man with no name" is the quintessential mercenary gunfighter, playing both sides against the middle, interested only in lining his pockets.

Tombstone: An excellent modern Western and a fairly accurate telling of the events leading up the O.K. Corral, the fight itself, and the vendetta ride.

TELEVISION

Deadwood: An excellent look at life in the Deadwood boomtown, featuring many historical personages. Although the show takes some dramatic license with the historical Deadwood, it is more accurate than most Western shows (such as *Gunsmoke*).

Gunsmoke: A highly fictionalized view of Dodge City along with its most famous saloon (again highly fictionalized); the Long Branch Saloon was featured in almost every episode.

FICTION

The End of the Trail, by Robert E. Howard: Many people are amazed when they learn that the creator of Conan also wrote western fiction. Howard's western stories are gritty and violent – not surprisingly – and an excellent source of inspiration for players and Narrators looking for a different sort of western.

The Complete Western Stories of Elmore Leonard, by Elmore Leonard: Recently published (2004), this collection of thirty western stories is another source of westerns that aren't influenced by the films of yesteryear.

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