

**Male Human – Age 18 – Chaotic Good – 6/2” tall, 210 lbs**

<b>STR</b>	15	<b>+2</b>	<b>FORT</b>	<b>+4 (+2 Con)</b>									
<b>DEX</b>	21	<b>+5</b>	<b>REF</b>	<b>+7 (+5 Dex)</b>									
<b>CON</b>	15	<b>+2</b>	<b>WILL</b>	<b>+3 (+3 Wis)</b>									
<b>INT</b>	15	<b>+2</b>	<b>MELEE</b>	<b>+3 Dagger (1d4+2)</b>									
<b>WIS</b>	16	<b>+3</b>	<b>RANGED</b>	<b>+9 Revolver +2 (1d8+2)</b>									
<b>CHR</b>	17	<b>+3</b>	<b>AC</b>	<b>16 (Dex and Dodge Feat)</b>									
<table border="1"> <tr> <td><b>Hit Points</b></td> <td><b>12</b></td> <td rowspan="4"> <b>Physical Description:</b> Handsome young man with mustache. Always wears a hat if he can.         </td> </tr> <tr> <td><b>Speed</b></td> <td><b>30 feet</b></td> </tr> <tr> <td><b>Initiative</b></td> <td><b>+5</b></td> </tr> <tr> <td><b>Languages</b></td> <td><b>Common</b></td> </tr> </table>						<b>Hit Points</b>	<b>12</b>	<b>Physical Description:</b> Handsome young man with mustache. Always wears a hat if he can.	<b>Speed</b>	<b>30 feet</b>	<b>Initiative</b>	<b>+5</b>	<b>Languages</b>
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<b>Languages</b>	<b>Common</b>												
<b>Feats</b>	<b>Exotic Weapon Proficiency</b> (firearms), <b>Weapon Focus</b> (Revolver), <b>Quick Draw</b> (draw is a free action), <b>*No Name</b> (conceal your identity in a non-physical manner – requires 10 minutes), <b>Deft Shootist</b> (Does not provoke attacks of opportunity when shooting or reloading), <b>Mobility</b> (+4 dodge bonus Vs. attacks of opportunity)												
<b>Gunslinger Abilities</b>	<b>Card Playing:</b> (See enhanced skills below - you've been playing since childhood) Bluff/Diplomacy/Intimidate/Perception/Sense Motive/ Sleight of Hand <b>Grit &amp; Deeds:</b> Doc starts with a grit pool of 3 points each day <b>Earn</b> 1 point for a critical hit or a killing blow with a gun, or a daring act (judge's discretion) <b>Spend</b> 1 point to perform a deed. Dodge a ranged attack, reroll a save, etc. Be creative.												
<b>Skills:</b>	Bluff: 9, Diplomacy: 9, Handle Animal: 7, Intimidate: 9, Perception: 9, Ride: 9, Sense Motive: 9, Sleight of Hand: 11. Other skills – ask your judge												

**Firearms:** Firearms are very rare and should be considered essentially magic items.

Doc obtained his guns from his father, who was a Gunslinger Knight of Old. They hold 6 cartridges each. Even though Doc has two guns, he can only fire once per round at first level.

**Penetration:** Use touch AC due to the penetration force of firearms.

**Loading:** Requires two free hands and a move action to load to capacity (6 bullets).

**Possessions Taken From You:** 2 Revolvers +2, Gunbelt Holster, Dagger, Hat, tobacco pouch, rolling papers.

*2 Revolvers +2:* Your father's two pearl handled revolvers. Damage: 1d8, Crit x4, Range 20 ft. Misfire: Nil, Capacity: 6, Weight 4 lbs. Capacity: Each gun holds 6 metal cartridges (bullets) at a time.

*Gunslinger Belt Holster:* Holds both guns and magically reproduces bullets infinitely as you need them.

A western lone gunman cowboy inspired character with confidence, swagger, and a pair of guns. Has a debilitating cough from smoking too much and likes gambling.

**Autobiography:** Howdy folks! If you ain't got sand, you ain't nothing. I come from out west back where I used to herd wild bulletes with my pa. Me and Daddy used to play cards a lot, an' we was fair good at it. Unfortunately, he got kilt by one of them land-sharks. Luckily, I got his guns, the most important things in my life.

I had to come home to my ma, an' I remember goin' out huntin with her. When it got dark, I crossed a field of ice and fell through and nearly drown, but my ma saved me. The next thing I know, I woke up on a boat coming over here to the hospital and my eyes were glowing pink.

### **Goals/Motivations**

- Play cards
- Get my pa's pistols back
- Figure out why my eyes are pink
- Get out of the hospital

### **INTERACTIONS:**

**In the time since you were incarcerated, you have formed the following brief impressions of the 5 other teenagers locked up with you:**

- **Shorty** – The little kid's a hoot. He seems to have taken to me. I've noticed he's got some seriously sticky fingers. I've got no problem with that. He makes me laugh, and I don't laugh much.
- **Gothika** – The weird chick with the black mood fascinates me. There is something dark and primal about her. In fact, She's a little intimidating. Her darkness seems authentic. Plus her cynical outlook makes me laugh sometimes, it's so outrageous.
- **Thombold** – The big boy is all bluff and swagger. People like him are what get people like me killed. I'm one for charming the ladies, sure, but his over the top, loud brash behavior makes me cringe. Then again, he might be good to have in a fight.
- **Taylor** – What is he? Or is he a she? Poor... thing. Sheese I just don't know. Seems like a him. Can't talk right, and blurts nonsense. He's another person that will get you kilt just like that if you don't watch him.
- **Kitty** – She is one strange woman... definitely wants to be seen and puts on a spectacle. Seems like she's got a lot of different folks in her head. Cute though, and hard to ignore her sexy accent.