

❧ Race for The Dutchman ❧

A Quick-Play GURPS Adventure for a GM and up to 5 Players

Arizona, 1886.

Alice McCready, a successful saloon owner in the tiny town of Gray Flats, is enjoying some late-night revelry with friends: **Jane Calhoun**, a local scout and trapper, and **Tulsa Bob Blake**, a cowboy from a nearby ranch. The only others left in the bar are a couple of regulars: **William Carson**, card sharp extraordinaire, and his long-time bodyguard **Carlos Rey**, a gunfighter.

Their carousing is interrupted when Scabby Jim Dunham, an old-as-dirt miner, bursts through the doors. He has been shot, and his clothes are drenched in blood.

"I found it!" he shouts, collapsing to the floor. "A river of gold, and nuggets the size of your fist! After all... these years... "

He dies there quietly. A hastily scribbled map, drawn on the back of a torn Spanish hymn, is in his Army-issued pack... as is a grape-sized nugget of gold. Everyone has heard the legend...

Who killed Scabby Jim?

Did he really find the Lost Dutchman mine?

What dangers lurk on the trail when this rag-tag group tries to find out?

The format of *Race for The Dutchman* is inspired by the deliciously brilliant [Lady Blackbird](#), which I can't recommend enough. Unlike that fine product, though, *Race for The Dutchman* is **not** a stand-alone game. It assumes the GM is using the GURPS 4th Edition rules -- either the [Basic Set](#) or [GURPS Lite](#) (available for free!) -- to run things.

If this is not yet the case, here are some helpful resources:

- [How to Be a GURPS GM](#) (published PDF)
- ["New to GURPS"](#) blog series (online)
- ["Quick-Start Character Creation"](#) blog series (online)
- [Combat Examples](#) (online)

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Gray Flats & Environs



Gray Flats

A small stop-over town for those heading south from Tombstone and Fort Grant.

Tombstone

A silver boomtown in its heyday, with a sheriff and deputies, train station, mining assayer, church, school, telegraph office, bank, newspaper, and numerous saloons and hotels.

Bar K Ranch

The largest cattle ranch south of Tombstone, owned by the respected Lawrence Greene and his three sons. Employs dozens of locals.

Fort Grant

A U.S. Army Fort, garrisoned by about 100 soldiers led by the tyrannical Captain Stoltz.

He is obsessed with weeding out every last Apache from the eastern canyons.

St. Francis Mission

A crumbling Catholic mission, somehow surviving and continuing to provide spiritual and temporal aid to those who seek it. Run by Brother Luke and a few other monks.

The Needle

A massive desert spire and landmark visible for miles.

Lost Dutchman Mine

Since Jacob Waltz's death a few years ago, dozens have tried and failed to find the location of his secret mine in the maze-like canyons east of the Needle.

∞ Running the Game ∞

Quick-Play adventures like "Race for The Dutchman" provide a loose collection of people, places, and events good for one or a few games, either as a temporary break from a group's usual fare, or as an introduction to the wonderful world of GURPS.

The GM is expected to add his own bits of flesh and blood to the skeleton as needed, always keeping an eye out for opportunities to bring Encounters & Obstacles (below) into play, or move the story forward to more interesting scenes. Replayability should be high, since many of the details and the narrative itself will be different every time based on the choices the group makes.

Let the players build their own tale of Old West adventure, filling in story points and ideas as they go. Ask them lots of questions to spur their creativity. For example, Alice is "...badly in debt, and in danger of losing the saloon." Why? Who is she in debt to? How did she get so far in debt? What does she need to do to free herself? William is owed a favor by Corporal Hayes. Who is Hayes? What is he like? Why does he owe William a favor?

A Quick-Play adventure is more about the journey than the destination. Let the players handle the characters and create the story themselves. Your job is to keep things fun, play off the players' decisions, and interpret the GURPS rules as they come up.

Is Captain Stoltz a courageous defender, or a xenophobic madman? Is Brother Luke truly a pious man, or is he using the mission as a front to move rustled cattle? Is Lawrence Greene a tough-but-fair rancher doing his best for the community, or an iron-fisted despot using his position to virtually enslave the locals?

Perhaps Scabby Jim was being provisioned by Captain Stoltz to find the Lost Dutchman mine. Scabby Jim did find it, but was wounded by Apache braves on his way to the Fort and only just managed to make it to the Mission, where Brother Luke learned of the mine's existence while tending Scabby Jim's wounds. Or, maybe Scabby Jim was working with Brother Luke to find the mine, but Captain Stoltz caught him stealing Army supplies for his expeditions and tried to throw him in the brig. Or, maybe Greene and Stoltz were both using Scabby Jim to find the mine, but double-crossed one another once he did.

The people and places provided are just the dots... you can connect them however you like.

You won't need to change your GURPS GMing style -- simplified modifiers for Range and Hit Location are provided on the character sheets, but the adventure will run the same whether you are using only the basics from GURPS Lite or a half-dozen full books with all the options turned to 11.

The five pre-generated characters are all well above average in terms of their attributes and skill levels. They should be able to survive a lot of situations that would be disastrous for non-heroes.

∞ Encounters & Obstacles ∞

Ambush

Any number of people could plausibly show up suddenly to attack the PCs -- bounty hunters after Carlos, Pinkertons after William, Apaches defending their lands from intruders, or the henchmen of whoever killed Scabby Jim trying to keep the PCs from learning more.

Nosy Reporter

A nosy reporter from the Tombstone Epitaph is also seeking the Lost Dutchman, and is constantly underfoot pursuing many of the same leads as the PCs.

Environmental Hazards

The desert is a dangerous place, especially in the Old West. Possible hazards include dehydration, heat stroke, scorpion and snake bites, falling in an abandoned mine shaft, cattle stampede, mirages, falling rocks, etc.

Raid on Settlers

A small band of Apache braves has attacked a three-wagon convoy traveling westward. The settlers are temporarily holding back the onslaught, but will eventually perish without assistance. Fighting off the Apache will earn a Favor from Captain Stoltz.

Train Robbery

The PCs come upon a group of bandits attempting to board and rob a moving train, which they will do unless the group intervenes. Defeating the bandits will earn a Favor from Sheriff Earp in Tombstone.

Crazy Miner

Samuel Cutler is one of the many prospectors crawling the canyons for gold. He claims to know where the Lost Dutchman is, but is actually just delusional.

Apache Village

Hidden deep in the canyons around the Needle is a small Apache village, home to a score of braves -- as well as their squaws and children. Captain Stoltz would owe a Favor for learning this village's location... but he would also most likely burn it to the ground.

The Needle

In addition to just being a local landmark, a climb to the top of the Needle spire may be required to find the Lost Dutchman mine. Maybe Waltz chiseled a hole there, which one must look through to see the mine's entrance, drew clues on the rock face there, or buried his journal at the summit shortly before his death.

Lost Dutchman Mine

Finding the mine may not be enough. It could be defended now by whoever killed Scabby Jim, or they could be hot on the heels of the PCs and trap them in the mine. Or, perhaps the Apache have finally discovered why so many settlers keep intruding in their canyons, and seek to cave it in. It may even be filled with mechanical traps left behind by Waltz before his death. Discovering the location of the mine can be either the final encounter, or the start of more games as the PCs try to secure it and its wealth.

GM Notes

AIM (1): Aim a Ranged weapon/attack to get its Acc bonus (plus +1 for two turns, +2 for three or more turns).

ALL-OUT ATTACK (3): +4 to hit (+1 for Ranged), or two Melee attacks on same target, or +2 Melee damage – but NO DEFENSE!

ALL-OUT DEFENSE (1): +2 to one active defense, or two different defenses against a single attack.

ATTACK (1): Attack unarmed or with a ready weapon.

CHANGE POSTURE (0): Switch between standing, sitting, kneeling, crawling, prone, lying face up.

CONCENTRATE (1): Focus on a mental task.

DO NOTHING (0): Take no action.

EVALUATE (1): Study a foe prior to a Melee Attack/Feint for a +1 bonus per turn (max. +3).

FEINT (1): Fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX.

MOVE AND ATTACK (6): Move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a maximum skill of 9).

MOVE (6): Do nothing but move.

READY (1): Prepare/reload a weapon or other item.

WAIT (var): Hold your maneuver action until something specific happens to trigger it.

Deceptive Attack: Target is at -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (minimum of 10).

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses.

Rapid Strike: Make two attacks, both at -6, to replace one normal Melee attack. Can target separate foes.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace one normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP/attack), OR...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus (+2) to a Melee Attack and keep defenses.

Feverish Defense*: Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking).

Retreat: Once during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block.

Dodge and Drop: Once during your turn, drop prone for a +3 to Dodge against Ranged attacks.

Hit Locations

0 Torso
 -2 Arm/Leg
 -4 Hand/Foot, Vitals
 -6 Head
 -8 Eye

Range

0 Point-Blank
 -2 Close
 -4 Far
 -6 Very Far
 -8 Extreme

EASY Enemy

ST: 10 **DX:** 10 **IQ:** 10 **HT:** 10 **HP:** 10 **Will:** 10 **Per:** 10 **FP:** 10

Move: 5 **Speed:** 5 **Sw/Thr:** 1d/1d-2

Dodge: 8 **Parry:** 9 **Block:** 6

DR: 2 (Skull, Feet)

Bow (Short Bow)-12 Dmg 1d-1 imp, Acc 1, Range 100/150, RoF 1, Shots 1(2), Bulk -6, or...

Guns (Pistol)-12 Dmg 2d pi, Acc 2, Range 100/1000, RoF 1, Shots 6, Bulk -2, Rcl 4

Knife-10 Dmg 1d-3 cut/1d-3 imp, Reach C,1/C, Parry -1

Punch-12/Kick-10 Dmg 1d-3 cr, Reach C, Parry 0 / Dmg 1d-1 cr, Reach C,1, Parry No

AVERAGE Enemy

ST: 12 **DX:** 12 **IQ:** 10 **HT:** 10 **HP:** 12 **Will:** 10 **Per:** 10 **FP:** 10

Move: 5 **Speed:** 5.5 **Sw/Thr:** 1d+2/1d-1

Dodge: 8 **Parry:** 10 **Block:** 8

DR: 2 (Skull, Feet), 1 (Torso)

Bow (Short Bow)-14 Dmg 1d imp, Acc 1, Range 120/180, RoF 1, Shots 1(2), Bulk -6, or...

Guns (Pistol)-14 Dmg 2d+3 pi, Acc 2, Range 100/1000, RoF 1, Shots 6, Bulk -2, Rcl 4

Knife-12 Dmg 1d cut/1d-1 imp, Reach C,1/C, Parry -1

Punch-14/Kick-12 Dmg 1d-1 cr, Reach C, Parry 0 / Dmg 1d+1 cr, Reach C,1, Parry No

DIFFICULT Enemy

ST: 13 **DX:** 13 **IQ:** 11 **HT:** 11 **HP:** 13 **Will:** 11 **Per:** 11 **FP:** 11

Move: 6 **Speed:** 6 **Sw/Thr:** 2d-1/1d

Dodge: 10 **Parry:** 12 **Block:** 10 **Combat Reflexes**

DR: 2 (Skull, Feet), 1 (Torso, Arms, Legs)

Bow (Reg. Bow)-16 Dmg 1d+1 imp, Acc 2, Range 195/260, RoF 1, Shots 1(2), Bulk -7, or...

Guns (Pistol)-16 Dmg 3d pi, Acc 2, Range 120/1300, RoF 1, Shots 6, Bulk -2, Rcl 4

Guns (Rifle)-14 Dmg 2d+3 pi+, Acc 3, Range 300/2000, RoF 1, Shots 15+1, Bulk -5, Rcl 2

Knife-14 Dmg 2d-3 cut/1d imp, Reach C,1/C, Parry -1

Punch-16/Kick-14 Dmg 1d cr, Reach C, Parry 0 / Dmg 1d+2 cr, Reach C,1, Parry No

EPIC Enemy

ST: 14 **DX:** 14 **IQ:** 12 **HT:** 12 **HP:** 14 **Will:** 12 **Per:** 12 **FP:** 12

Move: 6 **Speed:** 6.5 **Sw/Thr:** 2d/1d

Dodge: 10 **Parry:** 12 **Block:** 10 **Combat Reflexes, High Pain Threshold**

DR: 2 (Skull, Feet), 1 (Torso, Arms, Hands, Legs, Groin)

Bow (Longbow)-18 Dmg 1d+2 imp, Acc 3, Range 210/280, RoF 1, Shots 1(2), Bulk -8, or...

Guns (Pistol)-18 Dmg 3d pi, Acc 2, Range 120/1300, RoF 1, Shots 6, Bulk -2, Rcl 4

Guns (Rifle)-16 Dmg 3d pi+, Acc 3, Range 300/2000, RoF 1, Shots 15+1, Bulk -5, Rcl 2

Knife-16 Dmg 2d-2 cut/1d imp, Reach C,1/C, Parry -1

Punch-18/Kick-16 Dmg 1d cr, Reach C, Parry 0 / Dmg 1d+2 cr, Reach C,1, Parry No

Alice McCready

Saloon owner and frontierswoman

ST	12	HP	12	Damage Resistance	
DX	13	Will	13	Eyes	Arms 1
IQ	13	Per	13	Neck	Hands 1
HT	12	FP	12	Skull 2	Legs 1
				Face	Feet 2
				Torso 1	Groin 1

Advantages	Disadvantages
Arm ST (+2 ST for damage only)*	Secret (Despite appearances, is badly in debt and in danger of losing the saloon)
Extra Luck (re-roll once per half hour)	
Gifted Healer (+2 First Aid)	
Reputation (Well-known and respected, +2 Diplomacy)	

Move: 6 Speed: 6.25 Sw/Thr: 2d/1d*
 Dodge: 9 Parry: 10 Block: 9

Skills			
<i>Name</i>	<i>Level</i>	<i>Name</i>	<i>Level</i>
Diplomacy	17	Brawling	14
Guns (Pistol)	15	Detect Lies	14
Hatchet	15	First Aid	16
		Merchant	14
Frontierswoman!	12		

Hand Weapons/Attacks				
<i>Weapon</i>	<i>Skill</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>
Punch	14	1d-1 cr	C	0
Kick	12	1d+1 cr	C,1	No
Hatchet	15	2d cut	1	0

Ranged Weapons/Attacks								
<i>Weapon</i>	<i>Skill</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>Bulk</i>	<i>Rcl</i>
Revolver	15	2d+3 pi	2	100/1000	1	6	-2	4
Hatchet	15	2d cut	1	18/30	1	T(1)	-2	-

Possessions	
Remington .44-40 revolver	Heavy coat, pants, gloves, boots
Hatchets (2)	Misc. gear
First Aid Pouch	

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!

A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.

A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

Maneuvers**Options**

- AIM** (1): Aim a Ranged weapon/attack to get its Acc bonus (plus +1 for two turns, +2 for three or more turns).
- ALL-OUT ATTACK** (3): +4 to hit (+1 for Ranged), or two Melee attacks on same target, or +2 Melee damage – but NO DEFENSE!
- ALL-OUT DEFENSE** (1): +2 to one active defense, or two different defenses against a single attack.
- ATTACK** (1): Attack unarmed or with a ready weapon.
- CHANGE POSTURE** (0): Switch between standing, sitting, kneeling, crawling, prone, or lying face up.
- CONCENTRATE** (1): Focus on a mental task.
- DO NOTHING** (0): Take no action.
- EVALUATE** (1): Study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3).
- FEINT** (1): Fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest).
- MOVE AND ATTACK** (6): Move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a maximum skill of 9).
- MOVE** (6): Do nothing but move.
- READY** (1): Prepare/reload a weapon or other item.
- WAIT** (var): Hold your maneuver action until something specific happens to trigger it.

- Deceptive Attack:** Target is at -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (minimum of 10).
- Telegraphic Attack:** +4 to hit (Melee only), but also +2 to target's active defenses.
- Rapid Strike:** Make two attacks, both at -6, to replace one normal Melee attack. Can target separate foes.
- Dual-Weapon Attack:** Use both hands to make two attacks (including pistols), each at -4, to replace one normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.
- Flurry of Blows*:** Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP per attack), OR...
- Mighty Blow*:** Spend 1 FP to get the All-Out Attack dmg bonus (+2) to a Melee Attack and keep defenses.
- Feverish Defense*:** Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking).
- Retreat:** Once during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block.
- Dodge and Drop:** Once during your turn, drop prone for a +3 to Dodge against Ranged attacks.

Hit Locations		Range	
0	Torso	0	Point-Blank
-2	Arm/Leg	-2	Close
-4	Hand/Foot, Vitals	-4	Far
-6	Head	-6	Very Far
-8	Eye	-8	Extreme

Carlos Rey

Professional gunfighter and bodyguard to William Carson

ST	13	HP	13
DX	14	Will	10
IQ	10	Per	12
HT	13	FP	13

Damage Resistance		
Eyes	Arms	1
Neck	Hands	1
Skull	2 Legs	1
Face	Feet	2
Torso	1 Groin	1

Advantages	Disadvantages
Alert (+2 Per)	Secret (Wanted for murder, \$1,000 reward alive, \$500 reward dead)
Combat Reflexes (defense bonuses)	
Quick on the Draw (+2 Fast-Draw)	
Luck (re-roll once per hour)	

Move: 6	Speed: 6.75	Sw/Thr: 2d-1/1d
Dodge: 10	Parry: 12	Block: 11

Skills			
Name	Level	Name	Level
Guns (Pistol)	16	Fast-Draw (Pistol)	17
Brawling (+1 damage)	16	Guns (Rifle)	15
Intimidate	12	First-Aid	11
		Search	11
Gunfighter!	13		

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Punch	16	1d cr	C	0
Kick	14	1d+2 cr	C,1	No
Knife (slash)	13	2d-3 cut	C,1	-1
Knife (stab)	13	1d imp	C	-1

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Revolver	16	3d pi	2	120/1300	1	6	-2	4
Rifle	15	3d pi+	3	300/2000	1	15+1	-5	2
Knife (thrown)	10	1d imp	0	10/20	1	T(1)	-2	-

Possessions	
Colt Peacemaker revolver	Heavy coat, pants, gloves, boots
Winchester rifle	Misc. gear
Bowie knife	

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!

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Maneuvers

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- ATTACK** (1): Attack unarmed or with a ready weapon.
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- CONCENTRATE** (1): Focus on a mental task.
- DO NOTHING** (0): Take no action.
- EVALUATE** (1): Study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3).
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- MOVE** (6): Do nothing but move.
- READY** (1): Prepare/reload a weapon or other item.
- WAIT** (var): Hold your maneuver action until something specific happens to trigger it.

Options

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- Dual-Weapon Attack**: Use both hands to make two attacks (including pistols), each at -4, to replace one normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.
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Hit Locations		Range	
0	Torso	0	Point-Blank
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-4	Hand/Foot, Vitals	-4	Far
-6	Head	-6	Very Far
-8	Eye	-8	Extreme

Jane Calhoun

Wilderness scout and tracker

ST	13	HP	13	Damage Resistance			
DX	13	Will	12	Eyes	Arms	1	
IQ	12	Per	12	Neck	Hands	1	
HT	12	FP	12	Skull	2 Legs	1	
				Face	Feet	2	
				Torso	1 Groin	1	

Advantages	Disadvantages
Combat Reflexes Favor (Dahkeya, Apache Brave) Luck (re-roll once per hour) Outdoorsman (+2 Survival, Tracking)	Secret (Is the stagecoach and train bandit known as "Lady James")

Move: 6 Speed: 6.25 Sw/Thr: 2d-1/1d
 Dodge: 10 Parry: 11 Block: 10

Skills			
Name	Level	Name	Level
Survival	16	Guns (Pistol)	14
Tracking	16	Guns (Rifle)	14
Scrounging	14	Brawling	14
		Stealth	14
Scout!	12		

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Punch	14	1d-1 cr	C	0
Kick	12	1d+1 cr	C,1	No
Knife (slash)	12	2d-3 cut	C,1	-1
Knife (stab)	12	1d imp	C	-1

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Revolver	14	2d+3 pi	2	100/1000	1	6	-2	4
Rifle	14	3d pi+	3	300/2000	1	15+1	-5	2
Knife (thrown)	9	1d imp	0	10/20	1	T(1)	-2	-

Possessions	
Remington .44-40 revolver	Heavy coat, pants, gloves, boots
Winchester rifle	Misc. gear
Bowie knife	

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Options

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- Telegraphic Attack**: +4 to hit (Melee only), but also +2 to target's active defenses.
- Rapid Strike**: Make two attacks, both at -6, to replace one normal Melee attack. Can target separate foes.
- Dual-Weapon Attack**: Use both hands to make two attacks (including pistols), each at -4, to replace one normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.
- Flurry of Blows***: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP per attack), OR...
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- Feverish Defense***: Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking).
- Retreat**: Once during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry or Block.
- Dodge and Drop**: Once during your turn, drop prone for a +3 to Dodge against Ranged attacks.

Hit Locations	Range
0 Torso	0 Point-Blank
-2 Arm/Leg	-2 Close
-4 Hand/Foot, Vitals	-4 Far
-6 Head	-6 Very Far
-8 Eye	-8 Extreme

Tulsa Bob Blake

Cowboy and troubleshooter for the Bar K ranch

ST	14	HP	14	Damage Resistance			
DX	14	Will	11	Eyes	Arms	1	
IQ	11	Per	11	Neck	Hands	1	
HT	11	FP	11	Skull	2 Legs	1	
				Face	Feet	2	
				Torso	1 Groin	1	

Move: 6	Speed: 6.25	Sw/Thr: 2d/1d
Dodge: 10	Parry: 12	Block: 11

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Punch	16	1d cr	C	0
Kick	14	1d+2 cr	C,1	No
Knife (slash)	13	2d-2 cut	C,1	-1
Knife (stab)	13	1d imp	C	-1

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Revolver	17	3d pi	2	120/1300	1	6	-2	4
Shotgun	15	1d+1 pi	3	40/800	2x9	2(3i)	-6	1
Knife (thrown)	10	1d imp	0	11/21	1	T(1)	-2	-

Possessions	
Colt Peacemaker revolver (dad's)	Heavy coat, pants, gloves, boots
Colt Model 1883 shotgun	Misc. gear
Bowie Knife	

Advantages	Disadvantages
Combat Reflexes (defense bonuses)	Secret (In love with Alice, but feels he has little to offer)
Favor (Simon Greene, Bar K)	
Luck (re-roll once per hour)	
Weapon Bond (+1 Guns when using father's pistol)*	

Skills			
Name	Level	Name	Level
Guns (Pistol)*	17	Fast-Draw (Pistol)	15
Brawling (+1 damage)	16	First Aid	12
Survival	15	Navigation	14
		Tracking	14
Cowboy!	13		

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!

A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.

A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

Maneuvers

- AIM** (1): Aim a Ranged weapon/attack to get its Acc bonus (plus +1 for two turns, +2 for three or more turns).
- ALL-OUT ATTACK** (3): +4 to hit (+1 for Ranged), or two Melee attacks on same target, or +2 Melee damage – but NO DEFENSE!
- ALL-OUT DEFENSE** (1): +2 to one active defense, or two different defenses against a single attack.
- ATTACK** (1): Attack unarmed or with a ready weapon.
- CHANGE POSTURE** (0): Switch between standing, sitting, kneeling, crawling, prone, or lying face up.
- CONCENTRATE** (1): Focus on a mental task.
- DO NOTHING** (0): Take no action.
- EVALUATE** (1): Study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3).
- FEINT** (1): Fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest).
- MOVE AND ATTACK** (6): Move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a maximum skill of 9).
- MOVE** (6): Do nothing but move.
- READY** (1): Prepare/reload a weapon or other item.
- WAIT** (var): Hold your maneuver action until something specific happens to trigger it.

Options

- Deceptive Attack:** Target is at -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (minimum of 10).
- Telegraphic Attack:** +4 to hit (Melee only), but also +2 to target's active defenses.
- Rapid Strike:** Make two attacks, both at -6, to replace one normal Melee attack. Can target separate foes.
- Dual-Weapon Attack:** Use both hands to make two attacks (including pistols), each at -4, to replace one normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.
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Hit Locations

0	Torso
-2	Arm/Leg
-4	Hand/Foot, Vitals
-6	Head
-8	Eye

Range

0	Point-Blank
-2	Close
-4	Far
-6	Very Far
-8	Extreme

William Carson

Professional gambler and con man

ST	12	HP	12
DX	13	Will	14
IQ	14	Per	14
HT	11	FP	11

Damage Resistance

Eyes	Arms	1
Neck	Hands	1
Skull	2 Legs	1
Face	Feet	2
Torso	1 Groin	1

Advantages

Ambidexterity
Charisma (+2 Fast Talk)
Favor (Corporal Hayes, Fort Grant)
Luck (re-roll once per hour)

Disadvantages

Enemy (Hounded by Pinkerton detectives)

Move: 6 Speed: 6.0 Sw/Thr: 1d+2/1d-1
Dodge: 9 Parry: 10 Block: 9

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Punch	14	1d-2	C	0
Kick	12	1d cr	C,1	No
Knife (slash)	13	1d cut	C,1	-1
Knife (stab)	13	1d-1 imp	C	-1

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Revolver	15	2d+3 pi	2	100/1000	1	6	-2	4
Derringer	15	2d pi	1	50/300	1	2	-1	3
Knife (thrown)	9	1d-1 imp	0	10/18	1	T(1)	-2	-

Possessions

Remington .44-40 revolver Heavy coat, pants, gloves, boots
Derringer pistol Misc. gear
Knife

Skills

Name	Level	Name	Level
Gambling	16	Fast Talk	17
Guns (Pistol)	15	Brawling	14
Pickpocket	15	Search	15
		Stealth	14
Scoundrel!	13		

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