

SNAREBITES

➤ HANGIN ROY NELSON ◀

Birthplace: Austin, Texas **Birthdate:** 08/15/1841
Sex: Male **Hair:** Brown **Eyes:** Green

Appearance: Roy is a well-built and agile young man, with long sandy blonde hair and a tanned complexion.

Personality: Roy was not always built as he is now. Often picked-on by his schoolmates, Roy used the experience to harden him, though it did also make him very temperamental.

History: As a young lad, Roy enjoyed cattle-roping and hog-tying calves on his pa's ranch. On his 15th birthday, his pa gave him a beautiful horse as a gift. Roy called her Grace, because she galloped with poise and style. When Roy turned eighteen, he faced the biggest challenge in his young life. A rival named Kenneth Sweet accused him of rustlin' his cattle and selling them on the black market. Sweet had falsified some evidence and made it look like young Roy had committed the crime. The punishment for cattle rustlin' was hanging. Even worse, Roy's father believed the story, and he was so disappointed in his son that he disowned him. To add insult to injury, Roy's father shot Grace, the boy's beloved horse, to rid his home of all that reminded him of his son.

On September 7th, 1862, Roy Nelson was sent to the gallows in Austin, Texas. The rope securely around his neck, and the crowd looking on, the trapdoor was opened and Roy fell through. But the rope around Roy's neck broke, dropping him safely to the ground. After the initial shock of what had happened wore off, Roy bolted. He is now wanted by the sheriff of Travis County and his wanted poster reads, "Hangin' Roy Nelson—WANTED Dead or Alive—\$500 bounty."

Roy Nelson, Male Human Fast 3: CR 3; Medium-size human; HD 3d8+6; grit 24; Mas 14; Init +2 (+2 Dex); Spd 35 ft. (increased speed); Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 class); BAB +2; Atk +2 bare fisted (1d3 nonlethal, unarmed strike), +4 Colt Dragoon (2d6, range 30 ft., crit 20/x2), +4 Henry Repeater (2d10, range 80 ft., crit 20/x2); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +3, Ref +4, Will +3; AP 1; Rep +0; Str 10, Dex 14, Con 14, Int 12, Wis 14, Cha 11.

Starting Occupation: Ranch Hand (bonus class skills:



Handle Animal, Ride; bonus feat: Personal Firearms Proficiency).

Skills: Balance +4, Escape Artist +5, Handle Animal +4, Hide +8, Knowledge (streetwise) +4, Move Silently +8, Profession +4, Ride +7, Sleight of Hand +6, Tumble +4.

Feats: Blazing Saddle, Defensive Riding, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency.

Talents (Fast Hero): Evasion, Increased Speed.

Possessions: Colt Dragoon (.44 single action percussion revolver), Henry Repeater (.44 rim-fire lever action rifle), dusty cowboy outfit, cowboy hat, pocket knife, plain

SIDEWINDER: RECOILED

holster, 20 .44 percussion rounds, 20 .44 rim-fire rounds, a box of matches, 8 cheroot cigars, 6 doses laudanum (for his chronic neck pain), a fair horse with saddle and gear, straight razor, bed roll, two sticks of dynamite, and 50 feet of rope, \$35 in Confederate script.

⇒ 1863 ⇐

During the year after his narrow escape in Austin, Roy roamed around the Confederate southwest doing his best to avoid bounty hunters and Civil War skirmishes. Some say that Roy joined a Confederate unit under a fake name and fought for three months before disappearing again after his unit was routed. During this time, Roy might be holed up anywhere from western Texas to the dusty towns scattered throughout the Arizona and New Mexico territories. He might be spotted trying to pick up odd jobs while passing from town to town—or even in uniform if the rumors are true.

Roy Nelson, Male Human Fast 3; Ruslter 3: CR 6; Medium-size human; HD 6d8+12; grit 46; Mas 14; Init +2 (+2 Dex); Spd 35 ft. (increased speed); Defense 18, touch 18, flat-footed 16 (+2 Dex, +6 class); BAB +3; Atk +3 bare fisted (1d3 nonlethal, unarmed strike), +5 Colt Dragoon (2d6, range 30 ft., crit 20/x2), +5 Henry Repeater (2d10, range 80 ft., crit 20/x2), +5 Sharps Pepperbox (2d4, range 10 ft., crit 20/x2); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +7, Will +4; AP 3; Rep +1; Str 10, Dex 15, Con 14, Int 12, Wis 14, Cha 11.

Starting Occupation: Ranch Hand (bonus class skills: Handle Animal, Ride; bonus feat: Personal Firearms Proficiency).

Skills: Balance +4, Bluff +2, Disguise +2, Escape Artist +5, Gamble +5, Handle Animal +4, Hide +8, Intimidate +4, Knowledge (streetwise) +4, Listen +4, Move Silently +8, Profession +4, Ride +9, Search +4, Sleight of Hand +8, Spot +5, Tumble +4.

Feats: Blazing Saddle, Defensive Riding, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Sidestep, Simple Weapon Proficiency, Slip Hammer.

Talents (Fast Hero): Evasion, Increased Speed.

Talents (Rustler): High Tail It, Sweep.

Possessions: Colt Dragoon (.44 single action percussion revolver), Henry Repeater (.44 rim-fire lever action rifle), Sharps Pepperbox (.32 rim-fire hold out pistol; DC22 holdout in right boot), dusty cowboy outfit, cowboy hat, pocket knife, plain holster, 30 .44 percussion rounds, 40 .44 rim-fire rounds, 10 .32 rim-fire rounds), a box of matches, 8 cheroot cigars, 6 doses laudanum (for his chronic neck pain), a fair horse with saddle and gear, straight razor, bed roll, two sticks of dynamite, and 50 feet of rope, \$60 in Confederate script, \$20 in Union Script.

⇒ 1865 ⇐

In 1865, after the United States and the Confederate States agreed to cessation of hostility and acknowledged each other's sovereignty, Roy decided it was time to move on. Too many retired soldiers were taking up bounty hunting in the Southwest. Roy struck out for what he figured would be safer pastures in Union territory.

Of course, safety on the frontier is a relative term. Roy had lots of adventures during three years of rambling on the front range of the Colorado Rocky Mountains. He had several encounters with bounty hunters and drifted from ranch to ranch getting work herding, rustling and driving in the Colorado, Dakota, Kansas, and Wyoming territories. Roy might show up in any of these places between 1865 and 1868.

Roy Nelson, Male Human Fast 3; Ruslter 4 Gunslinger 2: CR 9; Medium-size human; HD 7d8+12 plus 2d10 + 4; grit 66; Mas 14; Init +3 (+3 Dex); Spd 35 ft. (increased speed); Defense 21, touch 21, flat-footed 18 (+3 Dex, +8 class); BAB +5; Atk +5 bare fisted (1d3 nonlethal, unarmed strike), +9 Colt Dragoon (2d6, range 45 ft., crit 20/x2), +8 Henry Repeater (2d10, range 120 ft., crit 20/x2), +8 Sharps Pepperbox (2d4, range 15 ft., crit 20/x2); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +11 Will +6; AP 4; Rep +2; Str 10, Dex 16, Con 14, Int 12, Wis 14, Cha 11.

Starting Occupation: Ranch Hand (bonus class skills: Handle Animal, Ride; bonus feat: Personal Firearms Proficiency).

Skills: Balance +5, Bluff +6, Disguise +2, Escape Artist +7, Gamble +5, Handle Animal +5, Hide +9, Intimidate +10, Knowledge (streetwise) +4, Listen +4, Move Silently +9, Profession +6, Ride +10, Search +5, Sleight of Hand +11, Spot +8, Tumble +5.

Feats: Blazing Saddle, Defensive Riding, Far Shot, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Sidestep, Simple Weapon Proficiency, Slip Hammer.

Talents (Fast Hero): Evasion, Increased Speed.

Talents (Rustler): High Tail It, Low Blow, Sweep.

Talents (Gunslinger): Close Combat Shot, Weapon Focus (Colt Dragoon).

Possessions: Colt Dragoon (.44 single action percussion revolver), Henry Repeater (.44 rim-fire lever action rifle), Sharps Pepperbox (.32 rim-fire hold out pistol; DC24 holdout in right boot), dusty cowboy outfit, cowboy hat, pocket knife, plain holster, 30 .44 percussion rounds, 40 .44 rim-fire rounds, 10 .32 rim-fire rounds), a box of matches, 8 cheroot cigars, 6 doses laudanum (for his chronic neck pain), a fair horse with saddle and gear, straight razor, bed roll, two sticks of dynamite, and 50 feet of rope, \$20 in Confederate script, \$40 in Union script.

SIDEWINDER: RECOILED

➤ 1868 ➤

By 1868 Roy had made a name for himself as a capable rider and gunfighter in the western territories of the United States. He took part in several legitimate and shady cattle ventures. Despite his somewhat surly reputation, he even served as the sheriff of Medicine Bow, Wyoming for a time.

Roy continued to drift over the years, earning a living with his horse and guns. As time wore on and only the occasional bounty hunter came lookin', Roy stayed in a place longer and longer. He might be encountered anywhere from Colorado to California.

Roy Nelson, Male Human Fast 3; Ruslter 4 Gunslinger 5: CR 12; Medium-size human; HD 7d8+12 plus 5d10 + 4; grit 90; Mas 15; Init +9 (+3 Dex, +4 Improved Initiative, +2 Greased Lightning); Spd 35 ft. (increased speed); Defense 23, touch 23, flat-footed 20 (+3 Dex, +10 class); BAB +7; Atk +7/+2 bare fisted (1d3 nonlethal, unarmed strike), +11/+6 Colt Dragoon (2d6, range 45 ft., crit 20/x2), +10/+5 Henry Repeater (2d10, range 120 ft., crit 20/x2), +10/+5 Sharps Pepperbox (2d4, range 15 ft., crit 20/x2); FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +5, Ref +12 Will +7; AP 6; Rep +3; Str 10, Dex 16, Con 15, Int 12, Wis 14, Cha 11.

Starting Occupation: Ranch Hand (bonus class skills: Handle Animal, Ride; bonus feat: Personal Firearms Proficiency).

Skills: Balance +5, Bluff +8, Disguise +2, Escape Artist +7, Gamble +7, Handle Animal +5, Hide +9, Intimidate +12, Knowledge (streetwise) +4, Listen +4, Move Silently +9, Profession +6, Ride +12, Search +5, Sleight of Hand +11, Spot +10, Tumble +7.

Feats: Blazing Saddle, Defensive Riding, Far Shot, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Sidestep, Simple Weapon Proficiency, Slip Hammer, Snap Shot.

Talents (Fast Hero): Evasion, Increased Speed.

Talents (Rustler): High Tail It, Low Blow, Sweep.

Talents (Gunslinger): Close Combat Shot, Greased Lightning, Lightning Shot, Weapon Focus (Colt Dragoon).

Possessions: Colt Dragoon (.44 single action percussion revolver), Henry Repeater (.44 rim-fire lever action rifle), Sharps Pepperbox (.32 rim-fire hold out pistol; DC24 holdout in right boot), dusty cowboy outfit, cowboy hat, pocket knife, plain holster, 30 .44 percussion rounds, 40 .44 rim-fire rounds, 10 .32 rim-fire rounds, a box of matches, 8 cheroot cigars, 6 doses laudanum (for his chronic neck pain), a fair horse with saddle and gear, straight razor, bed roll, two sticks of dynamite, and 50 feet of rope, \$25 in Confederate script, \$55 in Union script.

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SIDEWINDER: RECOILED

Hangin' Roy Nelson

3rd level Fast Hero

Sex: M **Age:** 21 **Wgt:** 132 **Hgt:** 5'8" **Hair:** Brown **Eyes:** Green
Occupation: Ranch Hand (Handle Animal, Ride, Personal Firearms Proficiency) **Allegiances:**

Str: 10 0 **Grit:** 24 **Damage:**
Dex: 14 +2 **Damage Threshold:** 14
Con: 14 +2 **Defense:** 16 **Dex:** +2 **Class:** +4 **Misc:**
Int: 12 +1 **Action Points:** 1
Wis: 14 +2 **Speed:** 35 ft.
Cha: 11 0 **Experience:** 3,000 **Reputation:** 0

	Total	Base	Abil	Misc		Total	BAB	Abil	Misc
Fortitude:	+3	=	1	+	2	+	-	Melee:	+2 = 2 + 0 + -
Reflex:	+4	=	2	+	2	+	-	Ranged:	+4 = 2 + 2 + -
Willpower:	+3	=	1	+	2	+	-	Initiative:	+2 = + 2 + -

Weapon	Attack	Dam	Crit	Range	Size	Ammo
Bare Fists	+2	1d3	20/x2	-	-	-
Colt Dragoon (.44 single action)	+4	2d6	20/x2	30 ft.	M	6 cyl.
Henry Repeater (.44 rim-fire)	+4	2d10	20/x2	80 ft.	L	15 int.

Skills	Total	Ranks	Abil	Misc	Other	Abil				
Balance (Fast)	+4	=	2	+	2	+	-	+	-	Dex
Escape Artist (Fast)	+5	=	3	+	2	+	-	+	-	Dex
Handle Animal (Occupation)	+4	=	4	+	0	+	-	+	-	Cha
Hide (Fast)	+8	=	6	+	2	+	-	+	-	Dex
Knowledge (streetwise) (Fast)	+4	=	3	+	1	+	-	+	-	Int
Move Silently (Fast)	+8	=	6	+	2	+	-	+	-	Dex
Profession (Fast)	+4	=	2	+	2	+	-	+	-	Wis
Read/Write Language (English)	0	=	-	+	-	+	-	+	-	-
Ride (Fast)	+7	=	4	+	2	+	-	+	1	Dex
Sleight of Hand (Fast)	+6	=	4	+	2	+	-	+	-	Dex
Speak Language (English)	0	=	-	+	-	+	-	+	-	-
Tumble (Fast)	+4	=	2	+	2	+	-	+	-	Dex

(Points: 36 Left: 0)

Horse Name: Durango
Horse Type: Fair
Move: 60 ft.
Defense: 13 (-1 size; +1 Dex; +3 natural)
Fort: +6 **Ref:** +4 **Will:** +2
HD: 3d8+6 **Grit:** 22 **Damage:**
Init: +1 **Attacks:** melee +2
Damage: 1d4+1 hoof (2 hooves full attack)
Special: scent, low-light vision
Attributes: S 13, D 13, C 15, I 2, W 12, C 6
Skills: Listen +6, Spot +6



Equipment	Wgt.
Dusty Cowboy Outfit	5
Cowboy Hat	1
Pocket Knife	0.5
Matches, box of 20	-
Cheroot Cigars (6)	-
Plain Holster	1
Colt Dragoon (2 each)	6
.44 percussion rounds (30 each)	-
.44 rim-fire rounds (40 each)	-

Total: 13.5

Wealth Score: +6

Feats/Talents

Blazing Saddle
(no attack penalty from horseback)
Defensive Riding
(+1 defense bonus while riding)
Evasion
(reflex save for no damage)
Increased Speed
(+ 5 feet to movement)
Personal Firearms Proficiency
Point Blank Shot
(+1 to hit/damage within 30 feet)
Simple Weapon Proficiency

Mount Equipment	Wgt.
Saddlebags and blanket	12
Rifle Scabbard	2
Henry Repeater	10
Laudanum (6 doses)	-
Bed Roll	10
Rope (50 feet)	-
Dynamite (2 sticks)	-
Straight razor	-

Total: 34

SIDEWINDER: RECOILED

Hangin' Roy Nelson

3rd level Fast Hero / 3rd level Rustler

Sex: M **Age:** 22 **Wgt:** 132 **Hgt:** 5'8" **Hair:** Brown **Eyes:** Green
Occupation: Ranch Hand (Handle Animal, Ride, Personal Firearms Proficiency) **Allegiances:**

Str: 10 0 **Grit:** 46 **Damage:**
Dex: 15 +2 **Damage Threshold:** 14
Con: 14 +2 **Defense:** 18 **Dex:** +2 **Class:** +6 **Misc:**
Int: 12 +1 **Action Points:** 3
Wis: 14 +2 **Speed:** 35 ft.
Cha: 11 0 **Experience:** 15,000 **Reputation:** +1

	Total	Base	Abil	Misc		Total	BAB	Abil	Misc
Fortitude:	+4	=	2	+	2	+	-		
Reflex:	+7	=	5	+	2	+	-		
Willpower:	+4	=	2	+	2	+	-		
Melee:	+3	=	3	+	0	+	-		
Ranged:	+5	=	3	+	2	+	-		
Initiative:	+2	=		+	2	+	-		

Weapon	Attack	Dam	Crit	Range	Size	Ammo
Bare Fists	+3	1d3	20/x2	-	-	-
Colt Dragoon (.44 single action)	+5	2d6	20/x2	30 ft.	M	6 cyl.
Henry Repeater (.44 rim-fire)	+5	2d10	20/x2	80 ft.	L	15 int.
Sharps Pepperbox (.32 rim-fire)	+5	2d4	20/x2	10 ft.	T	4 cyl.

Skills	Total	Ranks	Abil	Misc	Other	Abil
Balance (Fast, Rustler)	+4	=	2	+	2	+
Bluff (Rustler)	+2	=	2	+	0	+
Disguise (Rustler)	+2	=	2	+	0	+
Escape Artist (Fast, Rustler)	+5	=	3	+	2	+
Gamble (Rustler)	+5	=	4	+	1	+
Handle Animal (Occupation, Rustler)	+4	=	4	+	0	+
Hide (Fast, Rustler)	+8	=	6	+	2	+
Intimidate (Rustler)	+4	=	4	+	0	+
Knowledge (streetwise) (Fast, Rustler)	+4	=	3	+	1	+
Listen (Rustler)	+4	=	2	+	2	+
Move Silently (Fast, Rustler)	+8	=	6	+	2	+
Profession (Fast, Rustler)	+4	=	2	+	2	+
Read/Write Language (English)	0	=	-	+	-	+
Ride (Fast, Rustler)	+9	=	6	+	2	+
Search (Rustler)	+4	=	3	+	1	+
Sleight of Hand (Fast, Rustler)	+8	=	6	+	2	+
Speak Language (English)	0	=	-	+	-	+
Spot (Rustler)	+5	=	3	+	2	+
Tumble (Fast, Rustler)	+4	=	2	+	2	+

(Points: 60 Left: 0)

Horse Name: Durango
Horse Type: Fair
Move: 60 ft.
Defense: 13 (-1 size; +1 Dex; +3 natural)
Fort: +6 **Ref:** +4 **Will:** +2
HD: 3d8+6 **Grit:** 22 **Damage:**
Init: +1 **Attacks:** melee +2
Damage: 1d4+1 hoof (2 hooves full attack)
Special: scent, low-light vision
Attributes: S 13, D 13, C 15, I 2, W 12, C 6
Skills: Listen +6, Spot +6



Equipment	Wgt.
Dusty Cowboy Outfit	5
Cowboy Hat	1
Pocket Knife	0.5
Matches, box of 20	-
Cheroot Cigars (6)	-
Plain Holster	1
Colt Dragoon (2 each)	6
Sharps Pepperbox (DC24 holdout in right boot)	2
.44 percussion rounds (30 each)	-
.44 rim-fire rounds (40 each)	-
Total:	15.5

Wealth Score: +8

Feats/Talents

Blazing Saddle
(no attack penalty from horseback)
Defensive Riding
(+1 defense bonus while riding)
Evasion (reflex save for no damage)
High Tail It
(+5 feet move when running)
Increased Speed (+ 5 feet to movement)
Personal Firearms Proficiency
Point Blank Shot
(+1 to hit/damage within 30 feet)
Sidestep
(+1 defense versus all projectiles)
Simple Weapon Proficiency
Quick Draw
(draw weapon as free action)
Slip Hammer
(-2 to hit/+1 die of damage; 2 shots)
(Slip Hammer with single action revolver only)
Sweep (+4 to Spot within 30 feet)

Mount Equipment	Wgt.
Saddlebags and blanket	12
Rifle Scabbard	2
Henry Repeater	10
Laudanum (6 doses)	-
Bed Roll	10
Rope (50 feet)	-
Dynamite (2 sticks)	-
Straight razor	-
Total:	34

SIDEWINDER: RECOILED

Hangin' Roy Nelson

3rd level Fast Hero / 4th level Rustler / 2nd level Gunslinger

Sex: M **Age:** 24 **Wgt:** 145 **Hgt:** 5'8" **Hair:** Brown **Eyes:** Green
Occupation: Ranch Hand (Handle Animal, Ride, Personal Firearms Proficiency) **Allegiances:**

Str: 10 0 **Grit:** 66 **Damage:**
Dex: 16 +3 **Damage Threshold:** 14
Con: 14 +2 **Defense:** 21 **Dex:** +3 **Class:** +8 **Misc:**
Int: 12 +1 **Action Points:** 4
Wis: 14 +2 **Speed:** 35 ft.
Cha: 11 0 **Experience:** 36,000 **Reputation:** +2

	Total Base Abil Misc		Total BAB Abil Misc
Fortitude:	+4 = 2 + 2 + -	Melee:	+5 = 5 + 0 + -
Reflex:	+11 = 8 + 3 + -	Ranged:	+8 = 5 + 3 + -
Willpower:	+6 = 4 + 2 + -	Initiative:	+3 = + 3 + -

Weapon	Attack	Dam	Crit	Range	Size	Ammo
Bare Fists	+5	1d3	20/x2	-	-	-
Colt Dragoon (.44 single action)	+9	2d6	20/x2	45 ft.	M	6 cyl.
Henry Repeater (.44 rim-fire)	+8	2d10	20/x2	120 ft.	L	15 int.
Sharps Pepperbox (.32 rim-fire)	+8	2d4	20/x2	15 ft.	T	4 cyl.

Skills	Total	Ranks	Abil	Misc	Other	Abil
Balance (Fast, Rustler)	+5	= 2	+ 3	+ -	+ -	Dex
Bluff (Rustler, Gunslinger)	+6	= 6	+ 0	+ -	+ -	Cha
Disguise (Rustler)	+2	= 2	+ 0	+ -	+ -	Cha
Escape Artist (Fast, Rustler, Gunslinger)	+7	= 4	+ 3	+ -	+ -	Dex
Gamble (Rustler, Gunslinger)	+5	= 4	+ 1	+ -	+ -	Int
Handle Animal (Occupation, Rustler)	+5	= 5	+ 0	+ -	+ -	Cha
Hide (Fast, Rustler)	+9	= 6	+ 3	+ -	+ -	Dex
Intimidate (Rustler, Gunslinger)	+10	= 10	+ 0	+ -	+ -	Cha
Knowledge (streetwise) (Fast, Rustler, Gunslinger)	+4	= 3	+ 1	+ -	+ -	Int
Listen (Rustler)	+4	= 2	+ 2	+ -	+ -	Wis
Move Silently (Fast, Rustler, Gunslinger)	+9	= 6	+ 3	+ -	+ -	Dex
Profession (Fast, Rustler, Gunslinger)	+6	= 4	+ 2	+ -	+ -	Wis
Read/Write Language (English)	0	= -	+ -	+ -	+ -	-
Ride (Fast, Rustler, Gunslinger)	+10	= 6	+ 3	+ -	+ 1	Dex
Search (Rustler)	+5	= 4	+ 1	+ -	+ -	Int
Sleight of Hand (Fast, Rustler, Gunslinger)	+11	= 8	+ 3	+ -	+ -	Dex
Speak Language (English)	0	= -	+ -	+ -	+ -	-
Spot (Rustler, Gunslinger)	+8	= 6	+ 2	+ -	+ -	Wis
Tumble (Fast, Rustler, Gunslinger)	+5	= 2	+ 3	+ -	+ -	Dex

(Points: 80 Left: 0)

Horse Name:	Mount Equipment	Wgt.
Durango	Saddlebags and blanket	12
Horse Type: Fair	Rifle Scabbard	2
Move: 60 ft.	Henry Repeater	10
Defense: 13 (-1 size; +1 Dex; +3 natural)	Laudanum (6 doses)	-
Fort: +6 Ref: +4 Will: +2	Bed Roll	10
HD: 3d8+6 Grit: 22	Rope (50 feet)	-
	Dynamite (2 sticks)	-
	Straight razor	-
	Total:	34



Equipment	Wgt.
Dusty Cowboy Outfit	5
Cowboy Hat	1
Pocket Knife	0.5
Matches, box of 20	-
Cheroot Cigars (6)	-
Plain Holster	1
Colt Dragoon (2 each)	6
Sharps Pepperbox	2
(DC24 holdout in right boot)	-
.44 percussion rounds (30 each)	-
.44 rim-fire rounds (40 each)	-
Total:	15.5

Wealth Score: +10

Feats/Talents

Blazing Saddle
(no attack penalty from horseback)

Close Combat Shot
(don't provoke AoO)

Defensive Riding
(+1 defense bonus while riding)

Evasion (reflex save for no damage)

Far Shot
(range increment is times 1.5)

High Tail It
(+5 feet move when running)

Increased Speed (+ 5 feet to movement)

Low Blow
(+1 die of damage to flat-footed foes)

Personal Firearms Proficiency

Point Blank Shot
(+1 to hit/damage within 30 feet)

Sidestep
(+1 defense versus all projectiles)

Simple Weapon Proficiency

Quick Draw
(draw weapon as free action)

Slip Hammer
(-2 to hit/+1 die of damage; 2 shots)
(Slip Hammer with single action revolver only)

Sweep (+4 to Spot within 30 feet)

Weapon Focus (Dragoon - +1 to hit)

SIDEWINDER: RECOILED

Hangin' Roy Nelson

3rd level Fast Hero / 4th level Rustler / 5th level Gunslinger

Sex: M **Age:** 27 **Wgt:** 140 **Hgt:** 5'8" **Hair:** Brown **Eyes:** Green
Occupation: Ranch Hand (Handle Animal, Ride, Personal Firearms Proficiency) **Allegiances:**

Str: 10 0 **Grit:** 90 **Damage:**
Dex: 16 +3 **Damage Threshold:** 15
Con: 15 +2 **Defense:** 23 **Dex:** +3 **Class:** +10 **Misc:**
Int: 12 +1 **Action Points:** 6
Wis: 14 +2 **Speed:** 35 ft.
Cha: 11 0 **Experience:** 66,000 **Reputation:** +3

	Total Base Abil Misc		Total BAB Abil Misc
Fortitude:	+5 = 3 + 2 + -	Melee:	+7 = 7 + 0 + -
Reflex:	+12 = 9 + 3 + -	Ranged:	+10 = 7 + 3 + -
Willpower:	+7 = 5 + 2 + -	Initiative:	+9 = + 3 + 6

Weapon	Attack	Dam	Crit	Range	Size	Ammo
Bare Fists	+7/+2	1d3	20/x2	-	-	-
Colt Dragoon (.44 single action)	+11/+6	2d6	20/x2	45 ft.	M	6 cyl.
Henry Repeater (.44 rim-fire)	+10/+5	2d10	20/x2	120 ft.	L	15 int.
Sharps Pepperbox (.32 rim-fire)	+10/+5	2d4	20/x2	15 ft.	T	4 cyl.

Skills	Total	Ranks	Abil	Misc	Other	Abil
Balance (Fast, Rustler)	+5	= 2	+ 3	+ -	+ -	Dex
Bluff (Rustler, Gunslinger)	+8	= 8	+ 0	+ -	+ -	Cha
Disguise (Rustler)	+2	= 2	+ 0	+ -	+ -	Cha
Escape Artist (Fast, Rustler, Gunslinger)	+7	= 4	+ 3	+ -	+ -	Dex
Gamble (Rustler, Gunslinger)	+7	= 6	+ 1	+ -	+ -	Int
Handle Animal (Occupation, Rustler)	+5	= 5	+ 0	+ -	+ -	Cha
Hide (Fast, Rustler)	+9	= 6	+ 3	+ -	+ -	Dex
Intimidate (Rustler, Gunslinger)	+12	= 12	+ 0	+ -	+ -	Cha
Knowledge (streetwise) (Fast, Rustler, Gunslinger)	+4	= 3	+ 1	+ -	+ -	Int
Listen (Rustler)	+4	= 2	+ 2	+ -	+ -	Wis
Move Silently (Fast, Rustler, Gunslinger)	+9	= 6	+ 3	+ -	+ -	Dex
Profession (Fast, Rustler, Gunslinger)	+6	= 4	+ 2	+ -	+ -	Wis
Read/Write Language (English)	0	= -	+ -	+ -	+ -	-
Ride (Fast, Rustler, Gunslinger)	+12	= 8	+ 3	+ -	+ 1	Dex
Search (Rustler)	+5	= 4	+ 1	+ -	+ -	Int
Sleight of Hand (Fast, Rustler, Gunslinger)	+11	= 8	+ 3	+ -	+ -	Dex
Speak Language (English)	0	= -	+ -	+ -	+ -	-
Spot (Rustler, Gunslinger)	+10	= 8	+ 2	+ -	+ -	Wis
Tumble (Fast, Rustler, Gunslinger)	+7	= 4	+ 3	+ -	+ -	Dex

(Points: 92 Left: 0)

Horse Name:	Mount Equipment	Wgt.
Chickory	Saddlebags and blanket	12
Horse Type: Fair	Rifle Scabbard	2
Move: 60 ft.	Henry Repeater	10
Defense: 13 (-1 size; +1 Dex; +3 natural)	Laudanum (6 doses)	-
Fort: +6 Ref: +4 Will: +2	Bed Roll	10
HD: 3d8+6 Grit: 21	Rope (50 feet)	-
	Dynamite (2 sticks)	-
	Straight razor	-
	Total:	34



Equipment	Wgt.
Dusty Cowboy Outfit	5
Cowboy Hat	1
Pocket Knife	0.5
Matches, box of 20	-
Cheroot Cigars (6)	-
Plain Holster	1
Colt Dragoon (2 each)	6
Sharps Pepperbox (DC24 holdout in right boot)	2
.44 percussion rounds (30 each)	-
.44 rim-fire rounds (40 each)	-
Total:	15.5

Wealth Score: +11

Feats/Talents

Blazing Saddle
(no attack penalty from horseback)

Close Combat Shot
(don't provoke AoO)

Defensive Riding
(+1 defense bonus while riding)

Evasion (reflex save for no damage)

Far Shot
(range increment is times 1.5)

Greased Lightning
(1/2 Gunslinger level to initiative)

High Tail It
(+5 feet move when running)

Increased Speed (+ 5 feet to movement)

Improved Initiative (+4 to initiative)

Lightning Shot
(extra attack; all attacks at -2)

Low Blow
(+1 die of damage to flat-footed foes)

Personal Firearms Proficiency

Point Blank Shot
(+1 to hit/damage within 30 feet)

Sidestep
(+1 defense versus all projectiles)

Simple Weapon Proficiency

Snap Shot
(+2 to fast draw initiative; -2 to hit)

Quick Draw
(draw weapon as free action)

Slip Hammer
(-2 to hit/+1 die of damage; 2 shots)
(Slip Hammer with single action revolver only)

Sweep (+4 to Spot within 30 feet)

Weapon Focus (Dragoon - +1 to hit)