Identity

⤭	Name	**Gus Samson**
	Title	**Wagon Master**
	Organization	

Miscellaneous

Created	**Aug 19, 2016, 12:00 AM**
Modified	**Oct 6, 2022, 8:44 AM**
Player	**Captain Joy**

204 Points

0	Unspent
0	Race
74	Attributes
85	Advantages
0	Disadvantages
-2	Quirks
47	Skills
0	Spells

Description

⤭	Gender	**Male**	⤭	Height	**5'9"**	⤭	Hair	**Black, Straight, Short**
⤭	Age	**32**	⤭	Weight	**153 lb**	⤭	Eyes	**Gray**
⤭	Birthday	**February 20**		Size	**+0**	⤭	Skin	**Brown**
	Religion	**Episcopalian**		TL	**5**	⤭	Hand	**Right**

Primary Attributes

[9]	11	Strength (ST)
[60]	13	Dexterity (DX)
[0]	10	Intelligence (IQ)
[10]	11	Health (HT)

Basic Damage

1d-1	Basic Thrust
1d+1	Basic Swing

Secondary Attributes

[-10]	8	Will
[0]	10	Fright Check
[0]	10	Perception (Per)
[0]	10	Vision
[0]	10	Hearing
[0]	10	Taste & Smell
[0]	10	Touch
[5]	6.25	Basic Speed
[0]	6	Basic Move

Point Pools

[0]	11	of 11	FP [Rested]
[0]	11	of 11	HP [Healthy]

Humanoid

Roll	Location		DR
-	Eyes	-9	0
3-4	Skull	-7	2
5	Face	-5	0
6-7	Right Leg	-2	1
8	Right Arm	-2	0
9-10	Torso	+0	0/5
11	Groin	-3	0
12	Left Arm	-2	0
13-14	Left Leg	-2	1
15	Hand	-4	0
16	Foot	-4	2
17-18	Neck	-5	0
-	Vitals	-3	0

Encumbrance, Move & Dodge

	Level	Max Load	Move	Dodge
	0 None	24 lb	6	10
⚫	1 Light	48 lb	4	9
	2 Medium	72 lb	3	8
	3 Heavy	144 lb	2	7
	4 X-Heavy	240 lb	1	6

Lifting & Moving Things

24 lb	Basic Lift
48 lb	One-Handed Lift
192 lb	Two-Handed Lift
288 lb	Shove & Knock Over
576 lb	Running Shove & Knock Over
360 lb	Carry On Back
1200 lb	Shift Slightly

Reaction

±	
-1	from individuals sensitive to criticism or insults that you interact with

Melee Weapon

Melee Weapon	Usage	SL	Parry	Block	Damage	Reach	ST
Cavalry Saber	Swing	14	11	No	1d+2 cut	1	10
Cavalry Saber	Thrust	14	11	No	1d imp	1	9
Survival Knife		13	9		1d-1 cut	C,1	6
Survival Knife		13	9		1d-1 imp	C	6

Ranged Weapon

Ranged Weapon	Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Colt M1848 Dragoon, .44 Caplock Includes Weapon Bond. No lanyard ring. Malf 16. C.F. 4.9 included in Value	W.B.	20	2	2d+1 pi+	100/1,100	1	5(10i)	-3	2	10
Colt M1848 Dragoon, .44 Caplock Includes Weapon Bond. No lanyard ring. Malf 16. C.F. 4.9 included in Value	W.B.	20	2	2d+1 pi+	100/1,100	1	5(10i)	-3	2	10
Hall M1819, .54 Flintlock Malf 16. C.F. 2.0 included in Value		17	3	3d+1 pi+	90/1,000	1	1(5)	-6	3	10†
Manton Double, 16G Flintlock Malf 16.		17	2	1d pi	40/800	2x8	2(40i)	-5	1/5	10†

Traits and Skills

Trait	Pts	🔖
⊙ **Personal**	38	
Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	15	B43
Signature Gear 5 $2500/lvl. $5310 (Dragoons x2) + $990 (rifle) + $1000 (shotgun) = $7300.	5	B85
Unusual Background Access to TL6 equipment	20	B96
⊙ **Quirks**	-2	
Chauvinistic	-1	B163

Skill / Technique	SL	RSL	Pts	🔖
⊙ **Way of the West**			39	GunFu35
Armoury/TL5 (Small Arms)	9	IQ-1	1	B178
Brawling	14	DX+1	2	B182
Fast-Draw (Long Arm)	15	DX+2	2	B194+
Fast-Draw (Pistol) includes Combat Reflexes bonus	15	DX+2	2	B194
Fast-Draw (Sword)	15	DX+2	2	B194+
⊙ **Pistols**			27	

Trait	Pts	🔖
Habit	-1	B164
Chewing Tobacco		
⊘ **Way of the West**	45	GunFu35
Gunslinger	25	B58
Hard to Kill 2	4	B58
High Pain Threshold	10	B59
Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture		
⊘ **Perks**	6	
Off-Hand Weapon Training (Fast-Draw (Pistol))	1	GunFu20
Off-Hand Weapon Training (Guns (Pistol))	1	GunFu20
Quick-Sheathe (Long Arm)	1	TS40
Quick-Sheathe (Pistol)	1	TS40
Weapon Bond (Colt Dragoon-left hand)	1	PU2:9
Weapon Bond (Colt Dragoon-right hand)	1	PU2:9

Skill / Technique	SL	RSL	Pts	🔖
Guns/TL5 (Pistol)	19	DX+6	20	B198
does not include Weapon Bond				
Dual-Weapon Attack	19	+0	5	B230+
Default: Guns (Pistol)-4				
Thumbing	19	+0	2	HT252
Default: Guns (Pistol)-1 includes half default penalty for Gunslinger				
Guns/TL5 (Rifle)	17	DX+4	1	B198
Default: Guns/TL5 (Pistol)-2				
Guns/TL5 (Shotgun)	17	DX+4	1	B198
Default: Guns/TL5 (Pistol)-2				
Knife	13	DX	1	B208
⊘ **Cavalry Officer (retired)**			8	OW28
Broadsword	14	DX+1	4	B208
Tactics	10	IQ	4	B224

✓	#	Carried Equipment (47.4 lb; $8305)	Uses	TL	LC	🪙	⚖	🪙🪙	🪙⚖	🔖
✓	1	⊘ **Belt Holster**		5		25	0.5 lb	2680	4.7 lb	HT153
✓	1	**Colt M1848 Dragoon, .44 Caplock**		5	3	2655	4.2 lb	2655	4.2 lb	HT94
		Includes Weapon Bond. No lanyard ring. Malf 16. C.F. 4.9 included in Value								
✓	1	⊘ **Belt Holster**		5		25	0.5 lb	2680	4.7 lb	HT153
✓	1	**Colt M1848 Dragoon, .44 Caplock**		5	3	2655	4.2 lb	2655	4.2 lb	HT94
		Includes Weapon Bond. No lanyard ring. Malf 16. C.F. 4.9 included in Value								
✓	1	⊘ **Two-Point Sling, Leather**		5		10	0.5 lb	1010	7.2 lb	TS72
		Two Ready maneuvers to ready or stow the weapon.								
✓	1	**Manton Double, 16G Flintlock**		5	3	1000	6.7 lb	1000	6.7 lb	HT104
		Malf 16.								
✓	1	⊘ **Two-Point Sling, Leather**		5		10	0.5 lb	1000	10.8 lb	TS72
		Two Ready maneuvers to ready or stow the weapon.								
✓	1	**Hall M1819, .54 Flintlock**		5	3	990	10.3 lb	990	10.3 lb	HT120
		Malf 16. C.F. 2.0 included in Value								
✓	1	**Cavalry Saber**		4		500	3 lb	500	3 lb	LT56
✓	1	**Survival Knife**		5		45	1 lb	45	1 lb	HT200
✓	1	**Clothing, Ordinary, Status 0, TL5**		5		120	4 lb	120	4 lb	HT63
✓	1	**Boots**		5		80	3 lb	80	3 lb	HT68
		Flexible.								
✓	1	**Steel Vest**		5		150	7 lb	150	7 lb	HT66
		DR+5 to the front torso								
✓	1	**Chaps**		5		40	2 lb	40	2 lb	HT68
		Flexible.								

#	Other Equipment ($50)	Uses	TL	LC	🪙	⚖	🪙🪙	🪙⚖	🔖
10	**Rope, 1/2"**		5		3	0.36 lb	30	3.6 lb	HT56+
	"Quantity" represents yards. Supports 300lbs.								
1	**Spurs**		2		20	0 lb	20	0 lb	B289
	+1 to control a mount.								

Note	🔖
COMBAT **Thumbing Technique (HT252)** **Success lets the shooter fire at RoF 2. Failure means he can't fire that turn. On a critical failure, he drops his gun or fires it prematurely, the shot going off wildly – the GM decides what it hits.**	

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WEAPONS

Pistols x2
Colt M1848 Dragoon, .44 Caplock
Unreliable. Malfunctions on 16+ (see B407).
14" long with a 7.5" barrel and over 4 lbs.
Will accept a detachalge 1-lb. wooden shoulder stock (+1 Acc, -1 Bulk)
Cost Factor: 1848-1799=49. C.F. = 4.9.
Cost = $450 * 5.9 = $2655. $5310 for both.

Rifle (breechloading)
Hall M1819, .54 Flintlock
Unreliable. Malfunctions on a 16+ (see B407).
Will accept a 0.7-lb. socket bayonet (Reach 1, 2*)
Cost Factor: 1819-1799=20. C.F. = 2.0.
Cost = $330 * 3.0 = $990.

Shootgun (muzzleloading)
Manton Double, 16G Flintlock
Unreliable. Malfunctions on 16+ (see B407).
Recoil 1/5 when firing barrels singly or simultaneously
Cost Factor: 0 as it was introduced in 1797.
Cost = $1000.

Total Cost: $7300 = $5310+ $990 + $1000

TODO
• Saw off the shotgun to make it a Coach Gun. [GunFu:21, HT:106]?
• Sort out my combat proclivities.
• Add Lasso skill (B204)?

NOTE
• Shooting while riding requires you to roll against the lower of Riding or shooting skill to hit (B397). Gunslinger lets you ignore this (GunFu:8).
• Since my future(?) $4000 Cavalry horse has Mount-12, I get a +1 to my Riding skill (B459).

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