Winford "Winnie" Alexander

HANDEDNESS: Right Handed  RACE: White  RELIGION: Mormon
OCCUPATION: Business Owner  PLACE OF ORIGIN: Kentucky, USA

```
"Hard work is God's way of reminding us nothing comes easy in this life — or the next."
```

**HIT POINTS**

<table>
<thead>
<tr>
<th>POINTS</th>
<th>LOCATION</th>
<th>DAYS TO HEAL</th>
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<tbody>
<tr>
<td>28</td>
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**NOTABLE SKILLS**

- Accounting: 33%
- Animal Empathy: 71%
- Appraisal: Animals: 61%
- Driving: 47%
- Prospecting: 88%
- Agriculture: 76%

- Listening: 68%
- Riding: 36%

**THUMBNAIL DESCRIPTION:**

Winford Alexander is a devout Mormon who originally headed West when rumors of gold strikes reached him. When his attempts at prospecting didn't work out, Alexander decided to try farming. When he failed to make a go of that, he tried his hand at trading and selling horses. Fortune finally smiled upon him when the Kinnard-Lowerey Stage Company began soliciting for wagon stations along the Animas to serve the gold camps. Alexander's property was ideally situated to take advantage of this. Swing Station Alexander soon began operations and quickly swung into full gear. Business is good and future prospects are bright. Things are finally looking up for 'ol Winnie.

**FAME**

- Local: 11
- Average Reputation: 50

**# OF GUNFIGHTS**

- 0

**CASH ON HAND/VALUABLES:**

- $175.00
- Pipe, tobacco
- Smokes/makings

**NOTES:**

- Juror Personality: Conventional

**TALENTS**

- Quick Thinking

**QUIRKS**

- Early Riser

**FLAWS**

- Blind in One Eye

**BUILDING POINTS:**

**WANTED?:**

**REWARD**
Winford “Winnie” Alexander

**HIT POINTS**

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<tbody>
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**BRAWLING CHIPS**

<table>
<thead>
<tr>
<th>TOTAL CHIPS</th>
<th>MAXIMUM BET PER ROUND</th>
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</thead>
<tbody>
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</table>

- **Damage (Red)**: 22 +1 to Damage per Chip: 5
- **Agility (Blue)**: 24 +1 to Hit per Chip: 4
- **Endurance (White)**: 25 -2 to Damage per Chip: 8

**NOTES:**

- **HANDEDNESS**: Right Handed

**Preferred Gun: Sharps Carbine Conversion**

- **TYPE**: Carbine
- **DRAW SPEED MODIFIER**: +0
- **RELOAD SPEED**: 25
- **AMMO TYPE**: Cartridge
  - .50
- **d10+1 DAMAGE**

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**Secondary Gun: S&W Russian**

- **TYPE**: Revolver
- **DRAW SPEED MODIFIER**: 0
- **RELOAD SPEED**: 8
- **AMMO TYPE**: Cartridge
  - .44 Cal
- **d5+1 DAMAGE**

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Tom “Five Aces” Greeley

**SEX** Male  **AGE** 35  **HIGHT** 63  **WIGHT** 125  **EYES** Green  **HAIR** Brown

**HANDEDNESS** Right Handed  **RACE** White  **RELIGION** Roman Catholic

**OCCUPATION** Apprentice  **PLACE OF ORIGIN** Ireland

<table>
<thead>
<tr>
<th>STR</th>
<th>13.31</th>
<th>Damage Modifier</th>
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<tbody>
<tr>
<td>INT</td>
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<td>WIS</td>
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<td>Skill Learning Modifier</td>
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<tr>
<td>DEX</td>
<td>10.78</td>
<td>Accuracy/To Hit Modifier</td>
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<tr>
<td>CON</td>
<td>11.07</td>
<td>Hit Point Modifier</td>
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<tr>
<td>LKS</td>
<td>7.99</td>
<td>Rep Modifier</td>
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<tr>
<td>CHA</td>
<td>6.13</td>
<td>Skill Learning Modifier</td>
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</table>

**FAME** 1  **REP** 15  **# of Gunfights** 1

**LITTLE KNOWN**  **LOW REPUTATION**

**HIT POINTS**

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<th>POINTS</th>
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</table>

Cash On Hand/Valuables:

- $0.75
- Whiskey flask
- Chewing tobacco

NOTES:

- Listening 71%

**NOTABLE SKILLS**

- Animal Herding; Horses 60%
- Weather Sense 54%
- Brewing; Spirits 47%
- Brewing; Beer 48%
- Cooking 73%
- Hunting 69%
- Gambling 56%

**Scars:**

- right eye, neck

**THUMBNAILED DESCRIPTION:**

Tom Greeley got his nickname after being caught cheating at cards. Greeley is about as shiftless as they come, but for some reason has been hired as the Swing Station Alexander assistant manager. He has proved to be quite unreliable in this role. He seems to sneak out as much as possible to hang out with his buddy Dee Harcum, play cards, and brew his secret recipe of beer and whiskey at a still Harcum built for him way back behind the station barn and forge.

Not only has Greeley been brewing his own liquor, but he's been getting his makings by stealing sacks of grain that are supposed to be used to feed the station's horses. He and Harcum have been having a great time sampling the product and getting sloshed. Greeley and Harcum have been selling small bottles of the stuff to various clients who are sworn to secrecy.

He's been helping keep Harcum employed, in spite of the fact that the carpenter is inept and lazy. The two are kindred spirits when it comes to work.

**TALENTS**

- Hold Your Liquor

**QUIRKS**

- Yellow Belly
- Addict: Alcohol
- Lazy

**FLAWS**

- Hard of Hearing

**BUILDING POINTS:**

**WANTED?:**

**REWARD**
Zebulon “Zeb” Rawlings

SEX Male AGE 32 Hght 67 Wght 175 EYES Hazel HAIR Black
HANDEDNESS Right Handed RACE Cherokee-White RELIGION Pentecostal
OCCUPATION Freight/Teamster PLACE OF ORIGIN Arkansas (CSA)

STR 8.64 > Damage Modifier -1 LIFT 173 CARRY 40 DRAG 433
INT 10.66 > Skill Learning Modifier 0 Accuracy Modifier 0
WIS 11.52 > Skill Learning Modifier 0 Speed Modifier 2
DEX 11.01 > Accuracy/To Hit Modifier 0 Speed Modifier 2
CON 10.89 > Hit Point Modifier 0
LKS 6.56 > Rep Modifier -4 Fame Modifier -4 Charisma Modifier -2
CHA 8.02 > Skill Learning Modifier -2 Rep Modifier -2 Max# Companions 2

FAME 6 REP 38 # of Gunfights 3
LITTLE KNOWN AVERAGE REPUTATION

CASH ON HAND/VALUABLES:
$20.00
Compass
Whiskey flask

NOTABLE SKILLS
Animal Training: Horses 51%
Driving 45%
Gambling 76%
Rope Use 68%
Weather Sense 50%

Riding 45%
Listening 72%

THUMBNAIL DESCRIPTION:
Since Zeb lost his family to Indian attack while he was out on a stage run, he’s taken to hitting the bottle and is given to fits of rage. He won’t tolerate a bully and is quick to fight anyone he sees “picking on folks.” He’s a dead eye, and quick with a gun. He employs these skills as a shotgun driver on the Espanola-Silverton leg of the stage to Lazarus.

TALENTS
Dead Eye
Greased Lightning

QUIRKS
Addict: Alcohol
Hothead

FLAWS

BUILDING POINTS:

WANTED?:
REWARD
**Zebulon “Zeb” Rawlings**

**Hit Points**

<table>
<thead>
<tr>
<th>POINTS</th>
<th>LOCATION</th>
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**Handedness**

- **Right Handed**

**Preferred Gun: L.C. Smith Shotgun**

<table>
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<th>TYPE</th>
<th>Shotgun</th>
<th>Breech</th>
<th>DRAW SPEED MODIFIER</th>
<th>RELOAD SPEED</th>
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<td>Shotgun</td>
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<tr>
<th>AMMO TYPE</th>
<th>Shell</th>
<th>Gauge</th>
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**Secondary Gun: Colt SAA .44 (7.5” Barrel)**

<table>
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<tr>
<th>TYPE</th>
<th>Revolver</th>
<th>SA</th>
<th>DRAW SPEED MODIFIER</th>
<th>RELOAD SPEED</th>
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<table>
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<tr>
<th>AMMO TYPE</th>
<th>Cartridge</th>
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**Brawling Chips**

- **Damage (Red):** 17 +1 to Damage per Chip 4
- **Agility (Blue):** 21 +1 to Hit per Chip 5
- **Endurance (White):** 22 -2 to Damage per Chip 5

**Combat Sheet**

*Aces & Eights: Shattered Frontier*

*Kenzer and Company* 2008

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Jason “Carolina” Tuttle

SEX: Male, AGE: 45, HGT: 74, WGT: 200, EYES: Green, HAIR: Red
HANDEDNESS: Right Handed, RACE: White, RELIGION: agnostic
OCCUPATION: Outlaw, PLACE OF ORIGIN: South Carolina, CSA

STR: 10.63, LIFT: 200, CARRY: 45, DRAG: 500
INT: 16.40, Skill Learning Modifier: 5, Accuracy Modifier: 2
WIS: 16.09, Skill Learning Modifier: 5, Speed Modifier: 0
DEX: 14.09, Accuracy/To Hit Modifier: 2, Speed Modifier: 0
CON: 10.23, Hit Point Modifier: 0
LKS: 13.54, Rep Modifier: 1, Fame Modifier: 2, Charisma Modifier: 1
CHA: 17.15, Skill Learning Modifier: 6, Rep Modifier: 6, Max# Companions: 15

FAME: 26, MINOR CELEBRITY, AVERAGE NOTORIETY
REP: -30

# of Gunfights: 4

SPEED
ACCURACY

Cash On Hand/Valuables:
$0.75
Cigar case, silver
Smokes/makings

NOTES:
alias "James R. Mullins"
Juror Personality: Perspicacious

THUMBNAILED DESCRIPTION:
Tuttle knows that he’s dying but that hasn’t slowed him down. A few weeks ago he robbed a bank, killing a deputy in the process and rode like hell to escape the clutches of a posse. While on the lam, he stumbled across the remains of a dead lawyer and assumed the dead man’s identity. Claiming the contents of the dead man’s wallet, he found that he was in possession of a deed for a plot of land and a building in the boomtown of Muskeegie. Tuttle took the deed (as well as the dead man’s other documents) and headed for the town to take assume the man’s life.
Unfortunately, his health began to worsen on the journey. When he was kicked off the stage at a remote swing station for drawing blood in a simple argument, he found himself stranded.
He hopes that he can find someone to give him a ride, since he’s too ill to walk.

TALENTS
Dead Eye
Endurance

QUIRKS
Deathwish
Hothead
Dehorn

FLAWS
Consumptive

NOTABLE SKILLS
Escape Artist 39%

LISTENING 62%
RIDING 45%

BUILDING POINTS: WANTED?: Murder & Bank Robbery REWARD: $500
## COMBAT SHEET

### Jason “Carolina” Tuttle

**# of Gunfights** 4

<table>
<thead>
<tr>
<th>SPEED</th>
<th>ACCURACY</th>
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</table>

**HIT POINTS** 24

### BRAWLING CHIPS

<table>
<thead>
<tr>
<th>TOTAL CHIPS</th>
<th>MAXIMUM BET per ROUND</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage (Red) 21</td>
<td>+1 to Damage per Chip 5</td>
</tr>
<tr>
<td>Agility (Blue) 30</td>
<td>+1 to Hit per Chip 7</td>
</tr>
<tr>
<td>Endurance (White) 26</td>
<td>-2 to Damage per Chip 5</td>
</tr>
</tbody>
</table>

**HANDEDNESS** Right Handed

### Preferred Gun: Colt Bisley .45 Cal (7.5” Barrel)

**TYPE** Revolver  
**AMMO TYPE** Cartridge .45 Cal  
**DRAW SPEED MODIFIER** +1  
**RELOAD SPEED** 10  
**# OF SHOTS** 6  
**DAMAGE**

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### Secondary Gun:

**TYPE**  
**AMMO TYPE**  
**DRAW SPEED MODIFIER**  
**RELOAD SPEED**  
**# OF SHOTS**  
**DAMAGE**

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Thaddeus T. Jackson

```
HANDEDNESS: Right Handed  RACE: White  RELIGION: agnostic
OCCUPATION: Undertaker  PLACE OF ORIGIN: Vermont, USA
```

```
STR: 16.97  LIFT: 318  CARRY: 118  DRAG: 795
INT: 12.91  Skill Learning Modifier: 1  Accuracy Modifier: 1
WIS: 13.79  Skill Learning Modifier: 2  Speed Modifier: 1
DEX: 16.10  Accuracy/To Hit Modifier: 3  Speed Modifier: -2
CON: 13.43  Hit Point Modifier: 2
LKS: 8.80  Rep Modifier: -2  Fame Modifier: -2  Charisma Modifier: -1
CHA: 5.20  Skill Learning Modifier: -5  Rep Modifier: -5  Max# Companions: 1
```

```
FAME: 0  REP: 10  # of Gunfights: 1
```

```
HIT POINTS
```

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<table>
<thead>
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<th>POINTS</th>
<th>LOCATION</th>
<th>DAYS TO HEAL</th>
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```
Cash On Hand/Valuables:
$4500.00
Fancy hat
Fancy boots
```

```
NOTABLE SKILLS
```

```
Chemistry: 56%
Brewing: Beer: 78%
Accounting: 42%
Mathematics: 73%
Reading Comp./Pen.: English: 65%
Sneaking: 35%
```

```
Listening: 45%
Riding: 70%
```

```
NOTABLE SKILLS
```

```
THUMBNAIL DESCRIPTION:
Thaddeus is a mean fellow with a chip on his shoulder. He believes the world owes him a living and that he's been cheated out of the life he feels he should have. He is nominally heading to Lazarus to buy a tavern, but he's actually fleeing Vermont because he doesn't want to face the consequences from shooting a man to death. Thaddeus shot the man for "dabbling" with a woman he had designs on - a woman who spurned him.
Those who know him call Thaddeus "Wormy" both for his previous profession (an undertaker) and because of his unpleasant personality. He might just shoot anyone who calls him that. He's told himself that nobody is going to mess with him again the way he believes people have messed with him in the past.
He avoids talking to people so as not to have to answer questions about himself. For the record, there's no price on his head yet. Nobody has yet figured out that he is a murderer.
```

```
TALENTS
```

```
Deadly Shot
```

```
QUIRKS
```

```
Hothead
Ornery
```

```
FLAWS
```

```
```

```
BUILDING POINTS:
```

```
WANTED?:
```

```
REWARD
```
# COMBAT SHEET

## Aces & Eights

**Thaddeus T. Jackson**

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<thead>
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<th># of Gunfights</th>
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**HIT POINTS**: 26

**BRAWLING CHIPS**

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<th>CHIPS</th>
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<th>MAXIMUM BET per ROUND</th>
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<tr>
<td>Damage (Red)</td>
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<td>+1 to Damage per Chip</td>
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<tr>
<td>Agility (Blue)</td>
<td>29</td>
<td>+1 to Hit per Chip</td>
</tr>
<tr>
<td>Endurance (White)</td>
<td>27</td>
<td>-2 to Damage per Chip</td>
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**HANDEDNESS**: Right Handed

**Preferred Gun**: Remington New Army

**TYPE**: Revolver

**AMMO TYPE**: Cap & Ball, .36 Cal

**DRAW SPEED MODIFIER**: +2

**RELOAD SPEED**: 100

**SHOTS FIRED**

<table>
<thead>
<tr>
<th>DAMAGE</th>
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**Secondary Gun**

**TYPE**

**AMMO TYPE**

**DRAW SPEED MODIFIER**

**RELOAD SPEED**

**SHOTS FIRED**

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<tr>
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</table>

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# Daniel Dee Harcum

- **Sex**: Male  
- **Age**: 45  
- **Height**: 62  
- **Weight**: 350  
- **Eyes**: Brown  
- **Hair**: Brown  
- **Handedness**: Left Handed  
- **Race**: White  
- **Religion**: Roman Catholic  
- **Occupation**: Carpenter  
- **Place of Origin**: New York City, USA  

### Statistics

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<tr>
<th>Stat</th>
<th>Value</th>
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<td>Rep Modifier</td>
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<tr>
<td>Max# Companions</td>
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</table>

### Fame & Reputation

- **Fame**: 0  
- **Rep**: 16  
- **LITTLE KNOWN**  
- **LOW REPUTATION**  
- **# of Gunfights**: 5  
- **SPEED**: 6  
- **ACCURACY**: 0

### Cash On Hand/Valuables:

- $23.00  
- Deck of cards, marked  
- Smokes/makings  
- Whiskey flask

### Notable Skills

- Carpentry: 91%  
- Fast Talking: 43%  
- Idle Gossip: 66%  
- Joke Telling: 21%  
- Listening: 88%  
- Riding: 80%

### Thumbsnail Description:

Daniel Dee Harcum is a carpenter with a reputation for being a lazy and messy individual. He is often seen around Swing Station Alexander, where he works. Despite his quirks, he is known for being laid-back and easygoing. His charm and likable personality make him a popular figure among his peers.

### Talents

- Hold Your Liquor

### Quirks

- Lazy  
- Absent-Minded  
- Messy  
- Ambivalent

### Flaws

- Colorblind

### Warnings

- **WANTED?**: No  
- **REWARD**: None

### Scars

- Left Eye

### Notes

- Contemplative
Jessup Tee Hayes


HANDEDNESS: Right Handed  RACE: White  RELIGION: Methodist

OCCUPATION: Freight/Teamster  PLACE OF ORIGIN: Michigan, USA


INT: 9.63  SKILL LEARNING MODIFIER: -1  ACCURACY MODIFIER: -1

WIS: 10.34  SKILL LEARNING MODIFIER: 0  SPEED MODIFIER: 2

DEX: 10.80  ACCURACY/TO HIT MODIFIER: 0  SPEED MODIFIER: 2

CON: 13.48  HIT POINT MODIFIER: 2

LKS: 10.14  REP MODIFIER: 0  FAME MODIFIER: 0  CHARISMA MODIFIER: 0

CHA: 9.06  SKILL LEARNING MODIFIER: -1  REP MODIFIER: -1  MAX# COMPANIONS: 3

FAME: 15  REP: 53  # OF GUNFIGHTS: 2

NOTABLE SKILLS:

Driving 30%  Rope Use 48%  Artistic Ability: Piano 56%  Slaughter 62%  Bronc Busting 71%  Animal Herding: Cattle 55%

NOTES:

- Cash On Hand/Valuables:
  - $8.00
  - Chewing tobacco
  - Comb
  - Deck of cards

Juror Personality: Contemplative

THUMBNAII DESCRIPTION:

Jess (as he’s called by his friends) is usually pretty laid back. He likes his job, except when he has to deal with passengers. He’d rather talk to horses and oxen. They’re more agreeable in his opinion.

He’s a good driver but definitely enjoys his time off, taking full advantage of it for a good game of cards, a roll of the dice, some whiskey and a couple of rousing drinking songs. He likes the ladies, but isn’t particularly looking to settle down. A bit of company once in a while suits him just fine.

As a driver, he runs into trouble now and then but doesn’t seem to let that bother him. He figures it’s part of the job. He likes working in the great outdoors and having a regular paycheck so he can live a little. He know more curse words than a career sailor and isn’t afraid to unload them on others if given an opportunity.

He takes his authority over his stage very seriously and will not hesitate to lay down the law - even if it means dumping a troublesome passenger and his luggage along the road and leaving them behind in the dust.
## Maria Garza

**SEX**: Female  
**AGE**: 19  
**HGT**: 62  
**WGHT**: 110  
**EYES**: Brown  
**HAIR**: Black  
**HANDEDNESS**: Right Handed  
**RACE**: Mexican  
**RELIGION**: Roman Catholic  
**OCCUPATION**: none  
**PLACE OF ORIGIN**: Mexico

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### HIT POINTS

<table>
<thead>
<tr>
<th>POINTS</th>
<th>LOCATION</th>
<th>DAYS TO HEAL</th>
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</thead>
<tbody>
<tr>
<td>23</td>
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</table>

### NOTABLE SKILLS

- **Cooking**: 23%
- **Idle Gossip**: 67%
- **Language**: English 58%, Nursing 41%, Seamstress/Tailor 39%
- **Listening**: 68%
- **Riding**: 80%

### THUMBNAILD DESCRIPTION:

María Garza is about as sweet and hardworking as they come. Her mother died a few years ago of smallpox. She never knew her father, but was told he was a soldier who possessed the same strong will she has. 

Hard times hit her hometown and the hotel where she worked closed its doors. María answered an advertisement in the paper for a housekeeper in a well-to-do household in Muskegee. She was wired enough money for a stage ticket and meals and has set out on the adventure of her life.

The closer she gets to her destination, the more apprehensive she's become about working and living with a family she's never met. Something about her travel on the stage and the new vistas presented to her has made her wonder if other opportunities are being forever lost.

She has spent the money sent to her, however, and is now committed. She still holds out hope that life will offer her more than being a simple servant.

### TALENTS

- Guardian Angel

### QUIRKS

- Cheapskate

### FLAWS

- none

### BUILDING POINTS:

### WANTED?:

### REWARD
# Maria Garza

## HIT POINTS

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## BRAWLING CHIPS

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<table>
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### Preferred Gun:

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<th>TYPE</th>
<th>DRAW SPEED MODIFIER</th>
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<tbody>
<tr>
<td>AMMO TYPE</td>
<td># OF SHOTS</td>
<td>SHOTS FIRED</td>
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<tr>
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<td># of Shots 2nd Barrel</td>
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<th>观点</th>
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### Secondary Gun:

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HANDEDNESS: Right Handed

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