

# Samuel "The Gray Jackal" Ferris

SCRAPE CODE



"What the Yanks call a massacre, I call a fine day's outing."

|            |              |      |       |                 |                |          |          |      |       |      |      |
|------------|--------------|------|-------|-----------------|----------------|----------|----------|------|-------|------|------|
| SEX        | Male         | AGE  | 52    | HGHT            | 67             | WGHT     | 169      | EYES | Hazel | HAIR | Gray |
| HANDEDNESS | Right Handed | RACE | White |                 |                | RELIGION | Agnostic |      |       |      |      |
| OCCUPATION | Soldier      |      |       | PLACE OF ORIGIN | Tennessee, USA |          |          |      |       |      |      |

|            |       |   |                          |    |                   |     |                   |    |             |     |
|------------|-------|---|--------------------------|----|-------------------|-----|-------------------|----|-------------|-----|
| <b>STR</b> | 9.11  | ▶ | Damage Modifier          | -1 | <b>LIFT</b>       | 181 | <b>CARRY</b>      | 42 | <b>DRAG</b> | 453 |
| <b>INT</b> | 11.04 | ▶ | Skill Learning Modifier  | 0  | Accuracy Modifier | 0   |                   |    |             |     |
| <b>WIS</b> | 11.54 | ▶ | Skill Learning Modifier  | 0  | Speed Modifier    | 2   |                   |    |             |     |
| <b>DEX</b> | 14.14 | ▶ | Accuracy/To Hit Modifier | 2  | Speed Modifier    | 0   |                   |    |             |     |
| <b>CON</b> | 10.02 | ▶ | Hit Point Modifier       | 0  |                   |     |                   |    |             |     |
| <b>LKS</b> | 10.30 | ▶ | Rep Modifier             | 0  | Fame Modifier     | 0   | Charisma Modifier | 0  |             |     |
| <b>CHA</b> | 16.55 | ▶ | Skill Learning Modifier  | 5  | Rep Modifier      | 5   | Max# Companions   | 12 |             |     |

|                 |    |                 |     |
|-----------------|----|-----------------|-----|
| <b>FAME</b>     | 46 | <b>REP</b>      | -76 |
| MINOR CELEBRITY |    | GREAT NOTORIETY |     |

|                       |                    |
|-----------------------|--------------------|
| <b># of Gunfights</b> | 12                 |
| <b>0</b>              | <b>6</b>           |
| <b>SPEED</b>          | <b>ACCURACY</b>    |
| Speed Modifiers       | Accuracy Modifiers |

|                   |          |              |           |
|-------------------|----------|--------------|-----------|
| <b>HIT POINTS</b> |          |              | <b>21</b> |
| POINTS            | LOCATION | DAYS TO HEAL |           |
|                   |          |              |           |
|                   |          |              |           |
|                   |          |              |           |
|                   |          |              |           |

|                                |
|--------------------------------|
| <b>Cash On Hand/Valuables:</b> |
| \$0.50                         |
| Gold tooth                     |

|                           |               |
|---------------------------|---------------|
| <b>NOTES:</b>             |               |
|                           |               |
| <b>Juror Personality:</b> | Contemplative |

|                           |     |
|---------------------------|-----|
| <b>NOTABLE SKILLS</b>     |     |
| Administration            | 74% |
| Animal Herding: Cattle    | 84% |
| Deception                 | 62% |
| Escape Artist             | 75% |
| Gambling                  | 72% |
| Intimidation              | 45% |
| Military Strategy/Tactics | 36% |
| Oration                   | 49% |
| Reading Comp./Pen.        | 59% |
| Resist Persuasion         | 74% |
| Rope Use                  | 70% |
| Survival                  | 48% |
| Listening                 | 75% |
| Riding                    | 63% |

**THUMBNAIL DESCRIPTION:**

Sam Ferris grew up in what was once Confederate Tennessee, raised by loyalist parents who gloried in the South's cultural heritage and devoted themselves to its cause. Naturally, he signed up to be a soldier as soon as he was old enough, distinguishing himself in combat with bloodthirsty assaults, and eventually rising to the rank of Colonel. He fought the North with a passion, claiming the war would never be over until the Yanks were utterly defeated.

So, even after the war was officially declared over, Ferris led a band of several hundred soldiers on guerilla raids to harass US troops, rob their banks and disrupt their supply lines. (The CSA, of course, denied that Ferris had any official status.)

Last spring, the US 4th Army lured Ferris and his men into Arkansas by planted rumors of a gold shipment. On the run in enemy territory, and with a bounty of \$5,000, Ferris slipped into Texas and took up employment as a cowboy. Unfortunately for Ferris, his wanted posters had been widely circulated. At the end of a cattle drive, his fellow cowboys turned him in to the Texas Rangers at Fort Worth for the reward money.

|                |
|----------------|
| <b>TALENTS</b> |
| Grit           |
| Hearty         |
|                |
|                |
|                |

|                     |
|---------------------|
| <b>QUIRKS</b>       |
| Badman              |
| Chiseler            |
| Prejudiced: Yankees |
| Touchy              |
|                     |

|              |
|--------------|
| <b>FLAWS</b> |
|              |
|              |
|              |
|              |

|                         |  |                 |                       |               |        |
|-------------------------|--|-----------------|-----------------------|---------------|--------|
| <b>BUILDING POINTS:</b> |  | <b>WANTED?:</b> | Multiple crimes (USA) | <b>REWARD</b> | \$5000 |
|-------------------------|--|-----------------|-----------------------|---------------|--------|

GROUPING  
 Trouble on the Sequoyah Star  
 GROUPING II  
 FACTION  
 Ferris' Riders  
 PROFESSION  
 Soldier

# COMBAT SHEET



## Samuel "The Gray Jackal" Ferris

SCRAPE CODE



# of Gunfights 12

**0**

**SPEED**

Speed Modifiers

**6**

**ACCURACY**

Accuracy Modifiers

|            |       |   |                          |    |
|------------|-------|---|--------------------------|----|
| <b>STR</b> | 9.11  | ▶ | <b>Damage Modifier</b>   | -1 |
| <b>INT</b> | 11.04 | ▶ |                          |    |
| <b>WIS</b> | 11.54 | ▶ |                          |    |
| <b>DEX</b> | 14.14 | ▶ | <b>"To Hit" Modifier</b> | 2  |
| <b>CON</b> | 10.02 | ▶ |                          |    |
| <b>LKS</b> | 10.30 | ▶ |                          |    |
| <b>CHA</b> | 16.55 | ▶ |                          |    |

| HIT POINTS |          |              | 21 ▶ |
|------------|----------|--------------|------|
| POINTS     | LOCATION | DAYS TO HEAL |      |
|            |          |              |      |
|            |          |              |      |
|            |          |              |      |
|            |          |              |      |
|            |          |              |      |
|            |          |              |      |
|            |          |              |      |
|            |          |              |      |

|                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> |                          |                          |                          |                          |                          |                          |                          |                          |                          |

|                   |                       |                         |                              |
|-------------------|-----------------------|-------------------------|------------------------------|
|                   | <b>BRAWLING CHIPS</b> | <b>TOTAL CHIPS</b>      | <b>MAXIMUM BET per ROUND</b> |
|                   | Damage (Red)          | 18                      | +1 to Damage per Chip 4      |
| Agility (Blue)    | 25                    | +1 to Hit per Chip 7    |                              |
| Endurance (White) | 21                    | -2 to Damage per Chip 5 |                              |

NOTES:

**HANDEDNESS** Right Handed

### Preferred Gun:

TYPE

AMMO TYPE

DAMAGE

DRAW SPEED MODIFIER

RELOAD SPEED

# OF SHOTS  
# of Shots  
2nd Barrel

SHOTS FIRED

|     |     |     |     |     |     |     |     |     |     |      |      |      |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| 5   | 10  | 15  | 20  | 25  | 30  | 40  | 50  | 70  | 90  | 120  | 150  | 200  |
| 250 | 300 | 350 | 400 | 450 | 500 | 600 | 700 | 800 | 900 | 1000 | 1250 | 1500 |

### Secondary Gun:

TYPE

AMMO TYPE

DAMAGE

DRAW SPEED MODIFIER

RELOAD SPEED

# OF SHOTS  
# of Shots  
2nd Barrel

SHOTS FIRED

|     |     |     |     |     |     |     |     |     |     |      |      |      |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| 5   | 10  | 15  | 20  | 25  | 30  | 40  | 50  | 70  | 90  | 120  | 150  | 200  |
| 250 | 300 | 350 | 400 | 450 | 500 | 600 | 700 | 800 | 900 | 1000 | 1250 | 1500 |