

2.1 | Basic Characters

If this is your first outing to the Shattered Frontier, you may wish to quickly generate a character with which to begin play. Later on, as you become more familiar with the mechanics of the game, you will likely want to flesh out your character's abilities, skills, quirks, flaws and so forth using the methods presented in *Chapter 3.1 | Character Creation*. But if you want a simple bandito or marshal for a quick shoot-em-up, just grab some dice and read on, compadre. There's no need to invest the time if all you care about is lead slinging' (or "shootin'" to all you greenhorns).

SPEED AND ACCURACY

To create a basic gunfighter, you need to know two things: Speed and Accuracy. With an advanced character, this would be determined by a combination of the character's Dexterity, Intelligence and Wisdom scores, but we're not going to slow you down with all that here. Instead, all you need is a single d4.

Speed represents how quick your gunfighter is on the draw – the lower the better. Accuracy is just what it seems and higher numbers are beneficial here.

To determine your gunfighter's Speed, roll a d4. Record this number then flip a coin to determine if the value is positive (heads) or negative (tails). The result is your gunfighter's Speed score – somewhere between -4 and 4. Repeat the process to determine Accuracy.

For example, let's say that Mark rolls a d4 with a result of 4 and then flips a coin (it lands tails). This means his gunfighter's Speed score is -4. That's pretty durn fast! Unfortunately, he then rolls a 3 for his Accuracy and a coin flip that again is tails, meaning this hombre has a -3 Accuracy score.

HIT POINTS

Each character has between 21 and 24 hit points (hp) determined by rolling a d4 and adding 20. This gives you a measure of how much physical damage your gunfighter can sustain before keeling over.

WEAPONS

For basic gunfighting, weapons are restricted to a few general categories of firearms (see *Table 2.1-1: Basic Firearms*). You may either choose your weapon from this list or roll a d6 to randomly determine your armament. In a basic gunfight, there are no modifiers to Speed or Accuracy based on the type of firearm or the number of gunfights the character's been involved in. *Chapter 2.2 | Scrapes* describes the rules for basic gunfighting in detail.

BACKGROUND

If you want to get a "feel" for your gunfighter, you may also choose to roll on one or more of the quick background tables found on the following page. Otherwise, you're ready to go!



TABLE 2.1-1: BASIC FIREARMS

<u>Roll (d6)</u>	<u>Firearm</u>	<u>Damage (body)</u>	<u>Damage (head)</u>	<u>No. of Shots</u>	<u>Reload Speed</u>
1-4	Pistol	d6+1	2d6	6	1 cartridge per 10 count
5-6	Rifle	d8+1	2d8	10	1 cartridge per 10 count

TABLE 2.1-2: QUICK NAMES (FEMALE)

<u>Roll (d10)</u>	<u>Name</u>
1	Anna Young
2	Emily Abrams
3	Esther Matthews
4	Hannah Coronel
5	Holly Sawyer
6	Laura Stone
7	Rosa Martinez
8	Ruth Gardner
9	Sarah Snelling
10	Witashnah Chumani

TABLE 2.1-4: QUICK PROFESSIONS

<u>Roll (d20)</u>	<u>Profession</u>
1	Bandito
2	Banker
3	Barber
4	Bartender
5	Cowboy
6	Dance Hall Girl
7	Doctor
8	Engineer
9	Farmer
10	Gambler
11	Lawman, Deputy
12	Lawman, Marshal
13	Miner
14	Postal Worker
15	Prostitute
16	Rancher
17	Soldier
18	Stage Coach Driver
19	Telegraph Operator
20	Undertaker

TABLE 2.1-3: QUICK NAMES (MALE)

<u>Roll (d10)</u>	<u>Name</u>
1	Allen Hamilton
2	Butch Montgomery
3	Cassidy "Doc" Wilson
4	Dustu Adahy
5	Fernando Vasquez
6	"Handsome" Jack Jones
7	Josiah Ledbetter
8	Juan de Cisneros
9	Matt Santos
10	Zachariah Smith