

ACES & EIGHTS™

SHATTERED FRONTIER

~ A ROLE PLAYING GAME ~

RUSTLERS & TOWNFOLK

A COLLECTION OF FRONTIER CHARACTERS

CREDITS

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Non Player Characters [NPCs] are the life's blood of any good Aces & Eights campaign. They are the cordwood that fuels the flames of progress on the Shattered frontier and drives the world that surrounds the players as they try to make their mark.

They're the ones attacking the hills with pick and axe searching for gold or felling trees to build the towns and railroads as the west is tamed. Or more practically, they're also the cantankerous barkeep that demands money up front before filling that shot glass and the seasoned physician that casts a suspicious eye on newly arrived passengers stepping off the stage.

In a typical Aces & Eights campaign hundreds of such characters will be encountered. Some just passer bys — no more than faceless strangers tipping their hats and muttering a "pardon me" on the boardwalk. Others will become valuable allies. Others still dreaded foes.

You can generate sketchy versions of such characters on the fly as needed but having an arsenal of fully fleshed out NPCs with backgrounds, agendas and their own reasons for being on the Frontier is the quick and easy way to quickly get your campaign rolling in high gear.

Rustlers & Townfolk is packed with over one hundred ready to play NPCs that can fill virtually any role. From vicious outlaw to prospector, lawman to card shark, your frontier world is ready to be populated in minutes.

Using *Rustlers & Townfolk* in your campaign

The NPCs featured in this set can be used in a wide variety of ways. The following are just a few examples.

- 1. Drag-and-Drop NPCs:** Do you need to populate a town? (for example, the town of Black Horse that appears in the Aces & Eights core rule book). The mix of NPC occupations in this set has been carefully balanced so that you can populate a small town with interesting citizens on the fly.
- 2. Poses:** The Bank has been robbed. The Sheriff has put the call out for volunteers to meet in front of the Jail in twenty minutes to form a posse. Randomly pull 5 to 20 NPC sheets from the stack and you instantly have your posse.
- 3. Juries:** The Bank robbers have been caught and dragged to jail. There's going to be a trial. Draw 12 random NPC sheets along with a Judge and court's in session.
- 4. Gatherings:** There's a Church Social this Saturday. A real mixer. Draw 50 NPC Cards and the party's on.
- 5. Saloons:** Your players decide to check out the Lynched Ox Saloon. Pull a Bartender, a Piano Player, a Faro Player and a handful of random patrons and you have a crowd waiting to interact with the players.
- 6. Stage/Traveling Companions:** Players are walking along the side of the road when a Stage approaches. After flagging it down they throw their gear up on top and climb in. Draw a half dozen NPC sheets to see who their traveling companions are as well as who's driving the stage.

Designed in USA

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Tyler Monroe Coffey SC 1

SEX	Male	AGE	26	HEIGHT	5'09"	WEIGHT	152	EYES	Green	HAIR	Brown
HAND/FEET	Right/Handed	RACE	White	RELIGION	n/a						
OCCUPATION	Drifter	PLACE OF ORIGIN	South Carolina, USA								
STR	10.09	Damage Modifier	0	LIFT	194	CARRY	44	DRAG	485		
INT	18.11	Skill Learning Mod	3	Accuracy Modifier							
WIS	12.76	Skill Learning Mod		Speed Modifier							
DEX	13.05	Accuracy/To Hit Modifier	1	Speed Modifier							
CON	11.08	Hit Point Modifier									
LKS	13.89	Stip Modifier		Feats Modifier		Charisma Modifier					
CHA	14.08	Skill Learning Modifier		Stip Modifier		Max# Companions	8				

FAME 5 REP 15
LITTLE KNOWN 4 LOW REPUTATION

HIT POINTS 23
POINTS LOCATION DAYS TO HEAL

NOTABLE SKILLS
Crony 85%
Dwag 81%
Fast Talking 48%
Gentling 77%
Mathematics 78%
Pimping 73%
Reading Comp 11 79%
Skiing/Tanning 44%
Listening 88%
Ratny 51%

THUMBNAIL DESCRIPTION:
Tyler Coffey left his friends and family in Charleston, South Carolina, two years ago west well-wishes and cheers. He was off to make his fortune in the gold fields. Three weeks later he was broke and hungry on the streets of New Orleans. Having squandered his road stake on "women, whiskey and cards," Tyler was too ashamed to return home and face his family. He attempted to push on west by doing odd jobs and "making do," while his little "12" boasted of one accomplishment after another. All were fabricated - how he killed a "12" - how he fought off an Indian attack from the top of a stage, how he staked a claim on "ground producing 'good color'," and so on. He did eventually reach the gold fields in the Cauldron, but after panning for gold in the freezing waters of the Arimas for three weeks, he sold his pan and shovel and began taking odd jobs in exchange for a meal and place to sleep.

TALENTS 13 Crack Shot
QUIRKS 14 Hothead Lusty
FLAWS 15 Impetuous

SPEED 5 ACCURACY 6
Squad Size (10) Squad Size (10)

Cash 7 \$6.00
Pipe tobacco, common
Pocket watch, common

Juror Personality 9 Contemplative

BUILDING P 16 WANTED 17 REWARD

Explanation of the Non-Player Character [NPC] Sheet

Front Side

1. Scrape Code: This unique code you provide distinguishes this NPC from all others. The scrape code can be used to reference an NPC in an adventure or encounter. It can also be used useful in large skirmish battles where a GameMaster needs to keep track of which mini belongs to which NPC. For example, the scrape code can be placed on a label and affixed to the base of a miniature.

2. Picture & Personal Quote: This is a photo of the NPC along with a simple quote of something the character has said in the past or is fond of saying.

3. Basic Stat Blocks: This area contains the basic attributes and physical particulars of the NPC.

Occupation: This lists the character's current occupation or the career path he's or she's most suited for based on his or her skills skills. Just like player characters, non-player characters may change their occupation. For example a barber may turn up on the gold fields as a prospector or a carpenter may be deputized and pin on a badge. Therefore don't narrowly pigeon hole an NPC based on their occupation.

Place of Origin: This indicates where the NPC hailed from before heading west. A place of origin isn't always indicative of one's race or ethnicity. For example an NPC from Wisconsin may have been born in Germany and spent part of his youth in Europe before his family immigrated.

Attribute Block: Here the NPC's ability scores are listed along with any relevant modifiers. Note: Those modifiers have already been incorporated elsewhere on the sheet (such as into the listed Speed and Accuracy values) so the GM doesn't have to add them in or deal with them. They are listed in the event an NPC's ability score is raised or lowered (for example, he gets shot in the head and loses a point of Wisdom). In that case certain listed values derived from these attributes may change.

4. Fame & Reputation: This is the NPC's Fame and Reputation along with the appropriate level descriptors. Keep in mind that fame and reputation won't always be readily apparent.

5. Speed & Accuracy: These are the NPC's adjusted Speed and Accuracy scores used for gunfights. Modifiers for the number of gunfights (if any) the NPC has been involved in and ability scores (Block 3) have been factored in for you. Modifiers for any Talents, Quirks or Flaws that affect these scores have not. The GM should pencil in changes to Speed and Accuracy in the empty boxes below the printed values as they occur. (For example, a recurring NPC survives his first gunfight).

6. Hit Points & Wounds: The NPC's hit point level and wounds are tracked here. Note that each wound should be listed separately along with location and the number of days to heal. Remember to apply any modifiers caused by a wound where appropriate.

7. Cash on Hand/Valuables: This is not indicative of an NPC's total assets or possessions. The items listed are what the NPC is likely to have in his pockets or carrying if encountered on the street.

8. Notes: This area is for the GM to annotate any information or notes on the NPC as needed. It especially valuable to record interaction with players for recurring NPCs.

9. Juror Personality: This indicates the NPC's classification as a potential juror if he or she should be called. See the rules for conducting trials contained in Chapter 5.6 of the *Aces & Eights* core rulebook. Note that female NPCs have Juror Personalities listed as well. Typically women in the Shattered Frontier wouldn't be allowed to serve as jurors but they've been included in case the GM's campaign handles things differently.

10. Sorting Tabs: These blocks along the edge of the NPC can be used by the GM to sort or group NPCs in a variety of ways. For example, you may want to establish the Calderon gang and include NPCs other than the Calderon brothers. Simply annotate "Calderon Gang" in either 'Grouping II' or 'Faction' and you have a handy reference for future play.

11. Notable Skills: The skills listed should be considered a sampling of notable skills that the NPC possesses. The list should by no means be considered complete. The GM should feel free to add more and tailor the character to his needs. Riding and Listening have been listed separately since they are likely to come up often.

Judge Severity: NPCs with a Judge occupation have their Judge Severity ranking listed in the skill box for convenience. (See trial rules).

12. Thumbnail Description: This is just what it says — a brief bio of the character to give the GM a feel for who the character is. The GM should feel free to add to it or replace it entirely depending on his needs.

13. Talents: Any Talents the NPC has are listed here. Again the GM is free to add to the list or modify it as he sees fit. Note that any modifiers to ability scores, speed and or accuracy a Talent may yield have not been factored in to other computed values such as Speed and Accuracy.

14. Quirks: The NPC's Quirks are listed here. Again the GM is free to add to the list or modify it as he sees fit. Note that any modifiers to ability scores, speed and or accuracy a Quirk may yield have not been factored in.

15. Flaws: Any Flaws the NPC has are listed here. Again the GM is free to add to the list or modify it as he sees fit. Note that any modifiers to ability scores, speed and or accuracy a Flaw may yield have not been factored in.

16. Building Points: This box is provided for important or recurring NPCs in a campaign that the GM may want to progress by assigning building points for accomplishments, especially NPCs who work closely with player characters.

17. Wanted/Reward? This indicates if the NPC is wanted for crimes in the Cauldron (or elsewhere) as well as any cash rewards being offered for his capture. Details are left to the GM to flesh out unless indicated otherwise.

Back Side: Combat Sheet

The Combat Sheet presents the NPC's data in a specialized format. Everything the GM needs to run the character in a gunfight or brawl is listed here. It includes full gun data for the character's preferred and secondary firearms.

Note that just because one or more firearms are listed for an NPC, it does not imply they carry them around all the time. Use common sense. For example, a bartender's shotgun is probably kept behind the bar while the Marshall's Winchester may be stowed in a gun cabinet at the jail house under lock and key until needed.

COMBAT SHEET



Julia Francine Abernathy

SCRAPE CODE



of Gunfights 0

9
SPEED

Speed Modifiers

-3
ACCURACY

Accuracy Modifiers

STR	8.65	▶	Damage Modifier	-1
INT	11.78	▶		
WIS	13.89	▶		
DEX	8.31	▶	"To Hit" Modifier	-1
CON	9.30	▶		
LKS	13.79	▶		
CHA	14.22	▶		

HIT POINTS

23 ▶

POINTS	LOCATION	DAYS TO HEAL

NOTES:

BRAWLING CHIPS		MAXIMUM BET per ROUND	
TOTAL CHIPS			
Damage (Red)	17	+1 to Damage per Chip	4
Agility (Blue)	20	+1 to Hit per Chip	4
Endurance (White)	23	-2 to Damage per Chip	4

HANDEDNESS Right Handed

Preferred Gun:

	TYPE	DRAW SPEED MODIFIER	RELOAD SPEED
	AMMO TYPE	SHOTS FIRED	
	DAMAGE	# OF SHOTS # of Shots 2nd Barrel	

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	DRAW SPEED MODIFIER	RELOAD SPEED
	AMMO TYPE	SHOTS FIRED	
	DAMAGE	# OF SHOTS # of Shots 2nd Barrel	

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

Mary Dalene Alewine

SCRAPE
CODE



"Only God can heal, but I do my part to be his hands wherever there is need."

SEX	Female	AGE	33	HGHT	65	WGHT	120	EYES	Green	HAIR	Brown
HANDEDNESS	Left Handed	RACE	White	RELIGION	Methodist						
OCCUPATION	Dentist			PLACE OF ORIGIN	Macon, GA (CSA)						

STR	11.19	▶	Damage Modifier	0	LIFT	205	CARRY	48	DRAG	513	
INT	15.35	▶	Skill Learning Modifier	4	Accuracy Modifier	2					
WIS	12.31	▶	Skill Learning Modifier	1	Speed Modifier	1					
DEX	12.75	▶	Accuracy/To Hit Modifier	1	Speed Modifier	1					
CON	11.51	▶	Hit Point Modifier	0							
LKS	14.25	▶	Rep Modifier	2	Fame Modifier	3	Charisma Modifier	1			
CHA	14.34	▶	Skill Learning Modifier	3	Rep Modifier	3	Max# Companions	8			

FAME	8	REP	25
LITTLE KNOWN		AVERAGE REPUTATION	

of Gunfights 0

6

SPEED

Speed Modifiers

1

ACCURACY

Accuracy Modifiers

HIT POINTS			24
POINTS	LOCATION	DAYS TO HEAL	

WOUNDS

□□□□□ □□□□□
□□□□□ □□□□□
□□□□

Cash On Hand/Valuables:

\$42.00
Bag, medical

NOTES:

Scars:

Juror Personality: Contemplative

NOTABLE SKILLS

Chemistry	82%
Cooking	70%
Dentistry	44%
Mathematics	62%
Medicine	86%
Nursing	44%
Reading Comp./Pen.	67%
Listening	69%
Riding	78%

THUMBNAIL DESCRIPTION:

Mary worked as a nurse during what she called the War of Northern Aggression, her family on the CSA side of Macon GA and her future husband's on the USA side. Then, when she saw the way he ministered to everyone she began to see the futility of hatred and also began treating wounded from both sides. She cared for Reverend Alewine when he suffered his traumatic amputation, and they had lots of time to talk about everything, including marriage. They were married as soon as he was healed. Reverend Alewine's father, also a minister, officiated at the ceremony. Several of Mary's family refused to attend the wedding, but her mother and father both supported the marriage.

She's excited about their new venture out west. She wants to provide help to Indians and miners, providing help for their bodies as her husband offers healing for the soul.

TALENTS

Fast Healer
Resist Disease/Infection

QUIRKS

Abstinent: Alcohol
Gullible
Soft Touch

FLAWS

BUILDING POINTS: WANTED?: REWARD:

GROUPING
Rustlers & Townsfolk
GROUPING II
FACTION
PROFESSION
Dentist

Sample file

