

A Sidewinder: Recoiled Adventure for 1st to 3rd Level Characters

BUCKSHOTS

JOHNNY COMES MARCHING HOME



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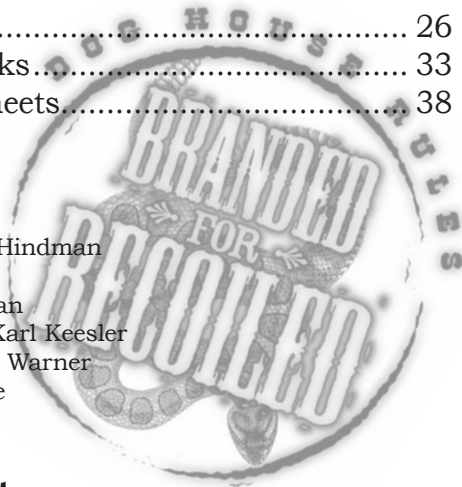
Just like re-loadin' a shootin' iron, developin' full-fledged scenarios for your Old West gamin' experience can take some time. Don't fret none — this quick loadin' Buckshot will do the trick.

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Product Identity

The following is hereby designated Product Identity: all sidebars other than rules sidebars, which are indicated by the dice icon. All fictional character text descriptions and proper names. *Sidewinder: Recoiled, Branded for Recoiled, Frontier Towns, The Fort Griffin Echo, Buckshots.*



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What are Buckshots?

Even the most diligent of Judges can suddenly find themselves needing to think up a new adventure at the drop of a Stetson. But what happens when you're short of both time and energy? Well, the Dog House Gang figgers it's our beholden duty to ride to the rescue and help out. And we reckon that these quick, easy-to-run *Branded for Recoiled* adventures should give you the ability to get out of the chute right quick-like, and keep things interesting for those players clamoring for more Old West gaming fun.

Although the statistics provided are specifically for *Sidewinder: Recoiled*, Judges should find it as easy as falling off a horse to fit these short adventures into any Old West campaign, changing names, re-working statistics or re-locating the setting as needed or desired.

For consistency, each Buckshot adventure contains some or all of the same basic sections. A quick review of the elements of a Buckshot is in order.

Introduction: This brief text introduces the premise of the adventure, identifying the key themes a Judge

should keep in mind when weaving this Buckshot into an existing campaign or playing it right off the shelf.

Adventure Synopsis: This section offers an overall description of the likely progression for the adventure, giving the Judge an idea of the intended flavor, plot and likely storyline.

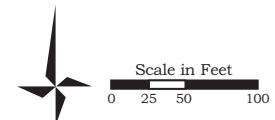
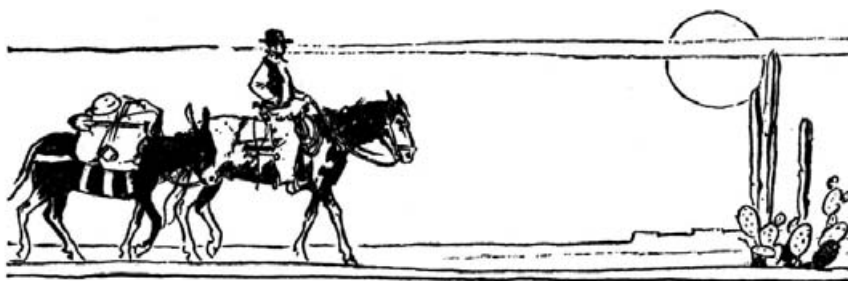
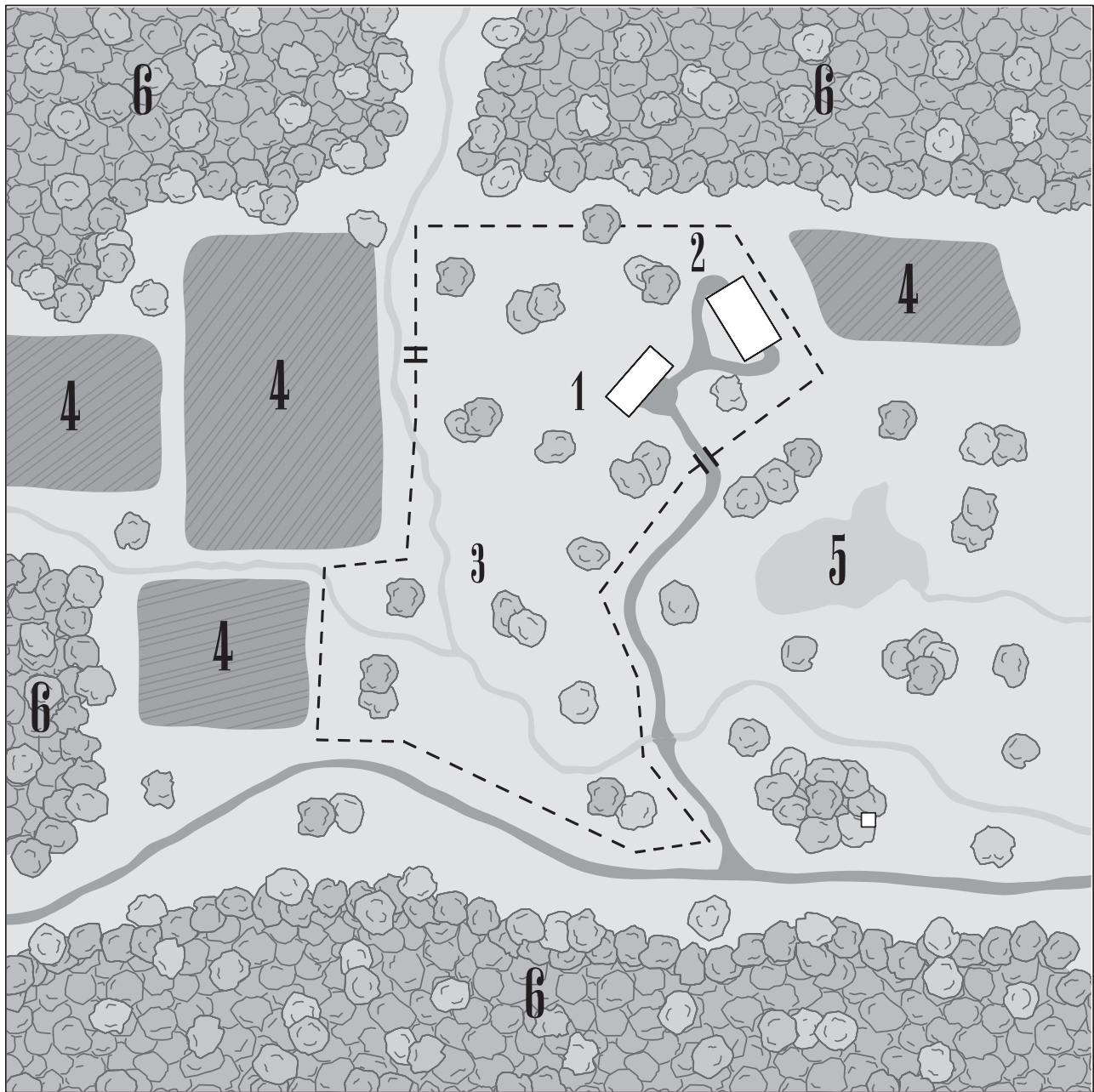
For the Judge: Includes general information about the timing and milieu for the adventure, and any pertinent local area history or backstory needed to set the stage for gameplay.

Getting Started: This section suggests ways for the Judge to introduce the adventure. Whether the Judge intends to load this Buckshot into an existing game with ongoing characters, or quickly set up a stand-alone scenario for a one-shot affair with new characters, this section offers a few ideas on how to get things started in short order. In particular, Getting Started might address any geographical requirements for the adventure (e.g., the setting needs to be in a valley, the foothills of a mountainous region, a region fraught with drought, etc.), as well as recommendations for getting the player characters involved in the Buckshot (whether by hook or crook).



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Area Map for The Homestead



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LUDWIG METZGER

(STRONG ORDINARY 2)

Sex: Male
Age: 21
Birthplace: Wittenberg, Missouri
Heritage: German
Weight: 173 lbs.
Height: 5' 10"

Hair: Blond
Eyes: Green
Allegiances: None
Challenge Rating: 1
Level: 2
Space/Reach: 5 ft. x 5 ft. / 5 ft.



ABILITIES

STR 15 +2
DEX 12 +1
CON 14 +2
INT 13 +1
WIS 8 -1
CHA 10 +0

SAVES

FORT +4
REF +1
WILL -1

GRIT 13

2d8+4

MDT 14

SPD 30'

DEF 13 Touch 13, flat-footed 12
(+2 class, +1 Dex)

INIT +2 || BAB +2 || GRAP +4 || ACTION POINTS 0 || REP +0

ATTACKS

Fists +4

(1d3+2 nonlethal; Crit: 20/x2)

Sharps Rifle +3

(2d8; Crit: 20/x2; Range: 135 ft.; Ammo: 1 int.)

Starr Army Revolver +2

(2d6; Crit: 20/x2; Range 45 ft.; Ammo: 6 cyl.)

Knife +4

(1d4+2; Crit: 19-20/x2)

Bowie Knife +0

(1d4+2; Crit: 18-20/x2)

POSSESSIONS

Trousers, plain men's shirt, men's overcoat, cowboy boots, cap, Sharp's Rifle, Starr Army Revolver, .44 percussion rounds (15 rifle, 12 revolver), holster, Bowie knife, knife, haversack

OCCUPATION

Hunter

[class skills: Hide, Survival;
bonus feat: Far Shot]

CLASS FEATURES

None

FEATS

Athletic
Far Shot
Personal Firearms Proficiency
Simple Weapons Proficiency

SKILLS

Climb +6
Handle Animal +1
Hide +4
Knowledge (current events) +2
Knowledge (tactics) +3
Listen +0
Profession +0
Read/Write Languages
(English, German)
Speak Language
(English, German)
Spot +0
Survival +2
Swim +5