

The Gunfighter O.C.C.

Do not confuse the *Gunfighter* with the *Gunslinger*. The latter is a quick-draw shooter who specializes in the use of handguns and murder — in many regards, he is a professional duelist and assassin.

The Gunfighter is a combination weapons master, marksman, mechanic (at least when it comes to weapons) and mercenary fighter. An expert in the use, handling, and repair of *all* types of weapons. Most are effectively Wild West mercenaries, although some dabble as gun dealers/smugglers and/or as military *advisors* for hire. Some become renowned heroes and lawmen, others drifters or outlaws. In some ways, the Gunfighter might be considered the New West version of a "Ronin," a masterless Samurai. A man or woman who is an expert in weapons, war, and fighting, but who has no one master or cause for which he fights, and who travels the vast wilderness in search of conflict where his or her expertise can be put to use.

Most follow the Code of the New West as well as their own code of ethics, honor and professionalism, which again harkens back to the samurai or knight. Generally speaking, Gunfighters are looked upon more favorably than Bounty Hunters, Gunslingers, or even mercenaries. They are often hired by towns, ranchers, wealthy business owners and lawmen as bodyguards, bouncers, town (or business) defenders, militia leaders and sheriffs deputies. Some Gunfighters even become sheriffs or champions/defenders of a particular community. However, most are adventurers always on the prowl in search of action, challenge and profit using their wits and their guns. Many are addicted to excitement and travel. They enjoy new experiences and the thrill of adventure and combat. Unlike Bounty Hunters, most Gunfighters are much more discriminating about their employers and the terms of their employment. Many will not step beyond their own code of ethics, even when faced with death, and even defy or turn against an evil or dishonorable employer.

Special Gunfighter O.C.C. Abilities & Bonuses

1. Weapons Master & Bonuses: Can pick up, figure out, and use most types of handguns and rifles as well as rail guns, rocket launchers, and light artillery, whether they fire projectiles or energy:

- +1 extra attack per melee round when using any type of gun, from old style revolvers or bolt-action rifles to energy pistols, energy rifles and rail guns.
- +3 to disarm on a "called" shot (the intent to disarm must be announced).
- +1 to save vs horror factor at levels 1, 3, 5, 7, 9, and 12.

2. Weapon Repairs: A Gunfighter can take apart, clean and put together his favorite types of weapons blindfolded. He can also clear jams, make repairs to weapons, pack his own bullets (a.k.a. "load shells") or make/modify his own special ammunition, jury-rig an E-Clip recharger from a vehicle, generator or robot, and similar. **Base skill:** Same as the Field Armorer skill. Many also know demolitions and how to make traps (Military Skills)

3. Quick-Draw Initiative: Handguns & Rifles (special): This is really a special P.P. bonus exclusive to the Gunfighter O.C.C.: +1 to initiative for every two P.P. points above 16 (maximum P.P. 30; for a bonus of +7). This means a Gunfighter with a P.P. of 24 is +4 on initiative (plus any other initiative bonuses from skills or magic). Remember, the winner of the initiative roll shoots first. This skill combined with W.P. Sharpshooting, makes for a deadly combination. **Note:** The full bonus applies only to the use of handguns (i.e. Derringers, revolvers and pistols) and rifles (energy and conventional types). Reduce by half when using shotguns, archery, knife throwing, laser rods, or magic rods and staffs that fire bolts of energy. Not applicable to the use of rail guns, artillery, explosives, hand grenades, power armor, or weapons built into vehicles. **G.M. Note:** A P.P. above 24 should be extremely uncommon, and 25-28 extremely rare; 29 and 30 virtually unheard of.

4. Paired Weapons: Revolver & Pistol (special): The Gunfighter and Gunslinger can draw and shoot two handguns (or throw two knives) simultaneously at the same target, inflicting full damage from both weapons, but counts as one melee attack! In the alternative, the two-gun attack can be divided between two *different* targets visible to the shooter and within his range of peripheral vision. The divided attack counts as one simultaneous melee action against two different foes. The quickdraw initiative bonus still applies, but the shooter must roll two separate times to hit each target (roll to strike for each) and the bonuses to strike each is reduced by half. **Note:** Parrying is not possible when two handguns are being used as paired weapons, but the character can dodge (which uses up one of his attacks) and counter by shooting.

5. W.P. Sharpshooting Specialties (3):

Sharpshooting: Handgun

Sharpshooting: Energy Pistol

Sharpshooting: Energy Rifle

A combination of special expertise and trick shooting with a particular type of weapon. Includes +1 melee attack when using that specific weapon for the entire melee round, shooting bonuses, and trick shooting, which includes:

1. Can fire a traditional two-handed weapon, like a rifle, one handed without penalty (normally the shooter loses all strike bonuses).
2. Can shoot over his shoulder by holding up a mirror and using the reflection to aim; no penalties, keep full bonuses to strike.

3. Accurately shoot while riding a horse or a moving vehicle (normally a wild shot), but strike bonuses are half and a "called" shot is impossible.
4. Shoot accurately while standing on head or hanging upside down; all bonuses applicable at full.
5. Dodge, roll or somersault and come up shooting (normally a wild shot), no bonuses or penalties to strike; straight roll of the dice.
6. Ricochet shot! The shooter can bounce bullets, arrows, slings, and other fired *projectiles* (depending on the specific W.P.) off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a different/second target! Inflicts only one point of damage to the first surface and full damage to the second. Reduce bonuses to strike by half. This can also be done with laser weapons but the ricocheting surface must be mirrored or highly polished. Glitter Boys are excellent reflective surfaces for performing a ricochet laser shot. Particle beams, ion blasters, rail guns, mini-missiles and other types of weapons *cannot* be used. **Note:** See the W.P. Sharpshooting Specialty skill description for full details.

6. Reputation & Horror Factor: The occupation comes with a certain stigma and creates an element of fear, particularly among ordinary citizens (+1 to Horror Factor). This aura of fear and violence gives the known Gunfighter a Horror Factor, however, unlike the Gunslinger, this H.F. of 8 doesn't appear until the gunman reaches 6th level. Add +1 to the H.F. at levels 7, 8, 9, 11, 13, and 15. Otherwise the same as the *Gunslinger* ability.

Gunfighter O.C.C. & NPC Villain

Also known as **Gunman, Vigilante, Pistollero and Bravo.**

Player Character Note: Like the Bandit O.C.C., the Gunfighter, whether a lawman, mercenary or outlaw, is likely to have (or will build) a reputation and earn his share of enemies. Some communities respect and welcome these professional fighters and honorable guns for hire, while others fear and distrust them (some consider them only a notch above Gunslingers, who are lower and more dangerous than the rattlesnake). A Gunfighter is usually pretty obvious by the number of weapons he or she is packing, and how he/she handles and carries himself.

Alignments: The typical assassin or unscrupulous gun for hire is anarchist or evil. Those who are honorable and live by The Code may be any alignment, including *good* or *selfish*.

O.C.C. Requirements: I.Q. 9, M.E. 10, P.P. 12 or higher. O.C.C. Skills:

Speaks American and Spanish at 95% efficiency.

Land Navigation (+10%)

Detect Ambush (+15%)

Detect Concealment (+10%)

Find Contraband (+12%)

Recognize weapon quality (+20%)

Basic Electronics (10%)

Armorer (+20%)

Sniper

W.P. Handgun

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Two Modern Weapons of choice.

W.P. One Ancient Weapon of choice.

Piloting Skill: One of choice (+10%)

Horsemanship: General

Hand to Hand: Expert

Hand to hand: expert can be changed to hand to hand: martial arts or assassin for the cost of one O.C.C. Related skill or Commando for two skills.

Horsemanship: General can be changed to Cowboy for the cost of one O.C.C. Related skill.

Also see Sharpshooting Specialties, above.

O.C.C. Related Skills: At first level the character can select four "other" skills, plus one additional skill at levels 2,4, 6, 8, 10 and 12.

All new skills start at level one proficiency.

Communications: Any (+5%)

Cowboy: None

Domestic: Any

Electrical: Any (+5%)

Espionage: Any (+5%)

Mechanical: Any (+10%)

Medical: First Aid or Paramedic only.

Military: Any (+10%; +15% to trap and demolitions skills).

Physical: Any, except acrobatics.

Pilot: Any (+5%)

Pilot Related: Any

Rogue: Any (+8% to streetwise only)

Science: Any

Technical: Any (+10%).

W.P.: Any

Wilderness: Any

Secondary Skills: The character gets two secondary skills from the list above, excluding those marked "None," at levels 1, 3, 5, 7, 9, and 11. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: M.D.C. body armor of choice (Bandito Arms and Northern Gun are most popular), tinted goggles or sunglasses, cowboy hat, set of riding clothes, set of fancy town clothes, flashlight, binoculars, laser distancer, pocket language translator, pocket magnifying glass, multi-optics band, portable tool kit, cigarette lighter, pocket mirror, small silver cross on a chain, a hand-size wooden cross, 2-4 pairs of handcuffs, a six foot (1.8 m) length of M.D.C. chain (18 M.D.C.) with a heavy-duty lock (5 M.D.C.), 100 ft (30.5 m) of lightweight rope, survival knife or hatchet, utility belt, knapsack, backpack or saddlebags, air filter, and two canteens.

Starts with a fair to good quality horse *or* a battered looking Northern Gun hovercycle (see **Rifts® Lone Star**; reduce the usual M.D.C. by 3D4%).

Weapons include one Vibro-Blade or Neuro-Mace, a conventional six-shooter (plus 60-144 silver bullets), energy pistol or Techno-Wizard pistol of choice, energy rifle of choice with telescopic scope and thermo-imaging, one additional weapon of choice, 1D4+3 additional E-clips/ammo clips for each of the weapons, two smoke grenades and 1D4+2 flares. If demolitions is known to the character, he or she can have 1D4+4 hand grenades.

Additional Equipment: Hand grenades, flares, magic items, special weapons, souped-up vehicles, etc., must be acquired later.

Money: Starts with 4D6x100 credits worth of tradeable goods and 1D6x1000 in universal credits.

Cybernetics: None to start. Most Gunfighters acquire a few basic implants like augmented hearing and/or optics, but tend to avoid more extreme bionic enhancement, except for medical purposes.