

DEADWOOD PERSONALITIES

CALAMITY JANE

Born Martha Jane Canary, Jane was anything but a typical woman of her times. While many other women sadly led the lives of second class citizens, forced to sit at home, Jane traveled all over the West and led a checkered career as an Army scout, bullwhacker, teamster, nurse and sometime prostitute. She earned her nickname 'Calamity' after threatening several men "with calamity" if they offended her. Jane also had the dubious distinction of being one of the most foul-mouthed characters of her time. Considering the competition, it must have been quite a feat!

Although she exaggerated many of her adventures and the famous personalities she had met, most of her legend is grounded in truth. Jane served the US Army as a scout under both Custer and Crook in their campaigns to pacify the Sioux. One verified adventure has her swimming the Platte River and traveling 90 miles, delivering important dispatches while still soaking wet and cold.

Her greatest claim to fame is her friendship with Wild Bill Hickok who she met on the trail to Deadwood. They would remain close friends until his assassination. Jane gave birth to a daughter that she always insisted was Hickok's but most historians agree that it was a fantasy cooked up by her. She was present in Deadwood during the smallpox plague that swept through the Black Hills' camps in late 1876. She not only campaigned vigorously for and collected donations (some legends say at gunpoint!) but even helped set up the quarantine facilities and served as a nurse, administering comfort and care to the patients.

In her later years she performed in many Wild West shows. Near the end of her life, she slowly drifted in a haze of alcoholism and vagrancy, sometimes supporting herself through prostitution. She later returned to Deadwood, living out her last years in the now settled down city where she died in 1903. Her dying wish was to be buried next to Hickok, where they both still lie, in Deadwood's Mount Moriah cemetery.



| | | | |
|------------|--|---------|-------------|
| STR: 3 | AGL: 3 | MND: 2 | RES: 3 |
| Move: 5" | DR: 4 [1] | Fate: 3 | Vitality: 3 |
| Traits: | Bullwhacker 2 | | |
| | Combat Attack 1 | | |
| | Combat Evade 2 | | |
| | Crack Shot 1 | | |
| | Healer 2 | | |
| | Tough | | |
| Equipment: | Single Action Heavy Pistol (DN 5, ER 10", Fan) | | |
| | Rifle (DN 6, ER 15") | | |
| | Whip | | |
| | Knife (DN 4) | | |

DRUNK- Jane was almost as notorious for her drinking as she was for her swearing. Roll a D6 at the beginning of the game. No re-rolls or modifiers of any kind may be used to modify this roll. If a 1 is rolled, Jane is drunk. Her opponents add 1 die to their AGL when defending against ranged attacks from her. However, the dulling of her senses makes her less likely to feel pain or run from danger. Jane may re-roll one failed die (i.e., dice rolling 1-3) anytime she makes a DR roll while drunk.