

DEADWOOD PERSONALITIES



WILD BILL HICKOK

Born James Butler Hickok, “Wild Bill” Hickok is one of the most famous gunfighters ever to have lived. Even after discounting exaggeration by dime novelists, cinema and his own tall tales, he led an extraordinary life, filled with excitement and danger as a lawman, abolitionist, Civil War scout and spy and gambler. His skill with his matched Colt Navy pistols was uncanny. He had no trouble hitting his target, be it a bulls-eye or an enemy gunman. Even his enemies admitted that he was entirely without fear and he never backed down from a fight. Hickok was born in Troy Grove, Illinois. His father was an early abolitionist and the Hickok family farm was a stop on the Underground Railroad. Bill learned how to use firearms at an early age, protecting the farm from anti-abolitionists. After leaving home, he served as a stage driver on the Santa Fe and Oregon trails. One of his more spectacular achievements during this time was his killing of a grizzly bear that attacked the stage while armed only with a knife. This was the birth of his reputation for fearlessness.

Returning from the West, he began his career in law enforcement as town constable in Monticello, Kansas. During the Civil War, Hickok served the Union as a scout and performed several spy missions behind enemy lines in Missouri and Kansas. After the war, Hickok formally dueled one Dave Tutt in the town square of Springfield, Missouri, over a gambling debt. The duel was the only documented one of its kind in the history of the western gunfighter, resembling the High Noon duel that became a staple of Western Myth.

Later he served as town marshal of Hays City and Abilene, both rowdy cow towns in Kansas. In both places he was involved in several gunfights, killing his opponents and further adding to his reputation and growing legend. Although legend has credited Hickok with over a hundred kills, the true total is closer to 20.

During one shootout in Abilene, Kansas, Bill accidentally shot and killed Mike Williams when he ran up behind him. Williams was not only one of Hickok’s deputies but also his best friend. The killing took the fire out of him and Hickok was never seen aiming a gun at another human being.

During the last years of his life, he began suffering from glaucoma and was losing his sight, becoming increasingly paranoid about being attacked by former enemies. He became a drifter, ending up in Deadwood, South Dakota, where he was assassinated at age 40, shot in the back of the head by a reputation-seeking nobody named Jack McCall while playing poker in a saloon.



STR: 3 AGL: 4 MND: 3 RES: 4
Move: 5” DR: 4 Fate: 4 Vitality: 3

Traits:
Combat Prowess 2
Combat Evade 2
Cool
Crack Shot 3
Dead Eye Shot [] []
Dodge
Greased Lightning 3
Reputation
Sharp Senses 2
Ambidextrous

Equipment: Twin Colt Navy Single Action light pistols (DN 4, ER 8”, Fan)
 Knife (DN4)

OPTIONAL RULE:

BAD EYESIGHT- In the last years of his life, Hickok suffered from glaucoma, possibly as a result of contracting gonorrhoea, and was losing his sight. If a player wishes to represent this, apply the following rule. If Hickok makes a Ranged Attack against a target beyond the ER of his weapon, the opponent may add +3 dice to his AGL instead of the usual +2 bonus.

