Tumbleweed rolls in. This is no man’s land. The sheriff’s word was law, once, when every man knew his neighbor, could trust the next man, and disagreements were settled with fistfights or duels.

Bar fights broke out, sure, folks got rowdy. But at the end of the day, the town of Sharlem’s Quarry was a family. A haven. Visitors checked their weapons at the door, and permanent residents worked their way into the sheriff’s trust. Doc Herman knew every family, from birth to death, and everyone, save father Broderick, held multiple jobs. Own and Maylin Wright farmed cattle, sure, but they also dug wells for any family who wanted one. Willy Regburn, the bartender also taught history to the schoolkids. Almost no man held but one job, and every family was devoted to helping the house’s head. If the house head dies, the sons move away, leaving any daughters with a chance of marrying, owning land and staying afloat. They’ll work as ranch hands or miners. Every man had his neighbor’s back. Debts, grudges, and quarrels were dropped on Sunday and resumed on Monday–unless some greater disaster or cause brought about a need for greater co-operation. If the town needed solidarity, the residents of Sharlen’s Quarry would drop their personal feuds for the good of the community.

But that was before the bounty hunters rolled in. Spitting, rowdy, itching for a fight. They roughed up anyone who stood in their way, marking this town as their own, turning it into a violence war zone. Now the law was defined as the man with the biggest gun.

TODO:

**Skills**

Acrobatics (Dex)

Alteration (Wis) (With DM permission or feat)

Athletics (Str)

Augmentation (Con or Wis, DM’s Choice) (Replaces Religion, consider using with Discipline for biological rejection)

Biology (Int)

Block (Spd)

Chemistry (Int)

Computer Programming (Int)

Computer Use (Int)

Craft (Dex)

Discipline (Wis)

Engineering (Int)

Endurance (Con)

Escape (Dex)

First Aid (Wis)

Heavy Armor (Con)

Interaction (Cha)

Knowledge (Int)

Language (Int)

Light Armor (Dex)

Melee Weapon (Str)

Perception (Wis)

Pickpocket/Slieght of hand (Dex)

Ranged (Dex)

Ride/Drive (Dex)

Security (Dex)

Sense Motive (Wis)

Stealth (Dex)

Unarmed Combat (Str)

**Common Equipment**

Taser

Laser Gun

Flint Pistol

Blunderbuss (Brought into common use after insulated body armor provided too much resistance to electrifying and laser burn attacks)

Knife

Electric Knife

Sonic Grenade (used by the Legion for crowd control)

Baton

Rubber body armor

Gas mask (small enough that it just covers the face, providing protection and privacy. Issued by the Legion a number of years ago to combat the smog)