

Name: Dell Gunnarson

Nick: Gunner

Sex: Male

Age: 26

DOB: 01/03 (Born Arizona Territory)

Height: 6'1

Weight: 170

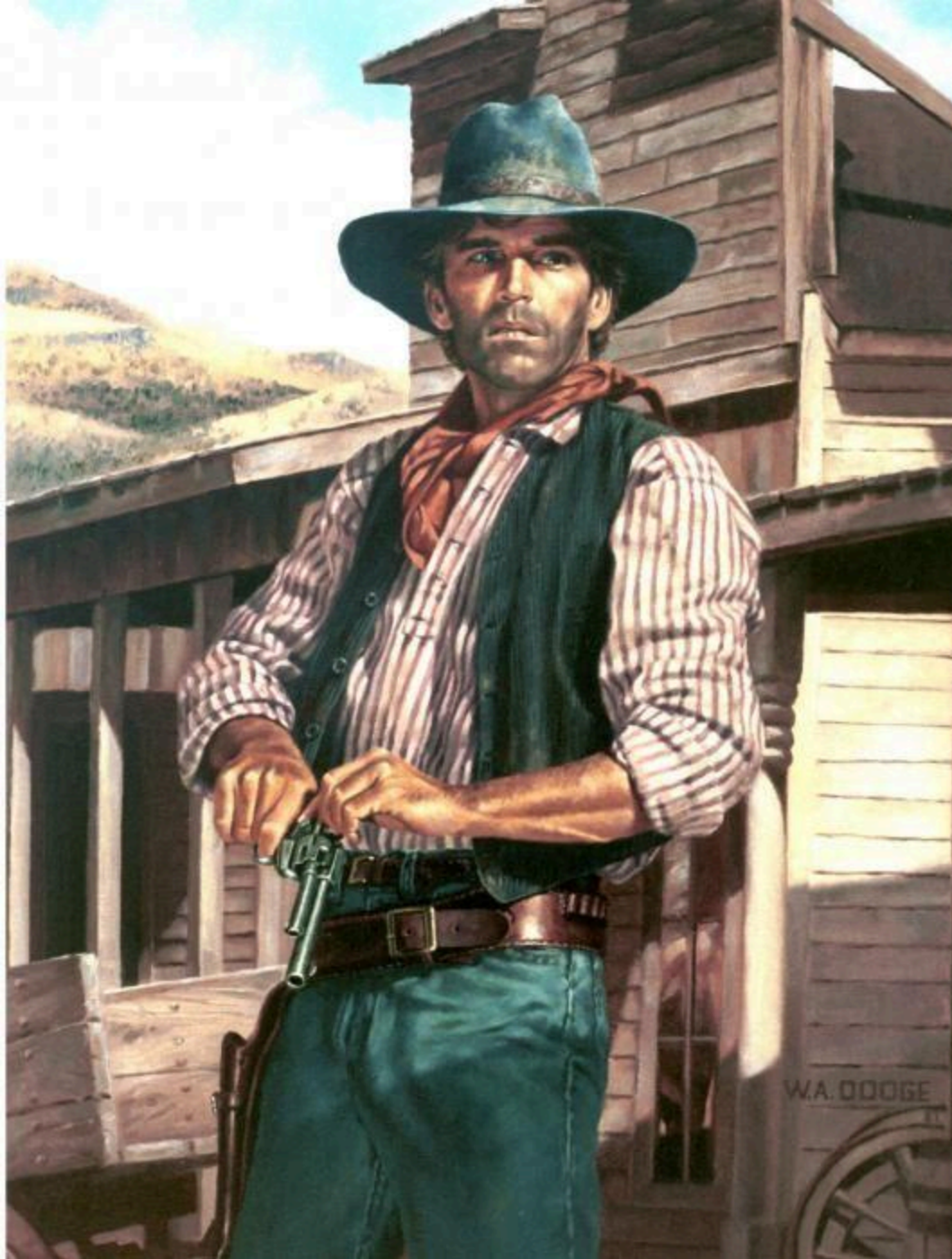
Eyes: Steel-Gray

Hair: Rust Colored Brown

Occupation: Gun-For-Hire

Character Sheet Link:

<https://docs.google.com/spreadsheets/d/1xGQin9pBv8SCKxuJKzzeMj-bbf--qmLlrC6p4NCXCPw/edit?usp=sharing>



****Appearance****

""A lanky thin boned man with surprisingly strong and agile hands. Has grim scars lining his face, covered by his thin trail beard. Has short dark brown hair tucked behind his ears and sometimes covered by a leather headband. He wears a set of traveler's clothes. A gun belt on his waist. Wears dark leather gloves when riding, or out on the trail. Has the trigger finger cut out on both hands.. His coal steel gray eyes hide a somewhat bemused expression

about the world. Laugh lines apparent on his face. Sometimes he smells of lemons. A rather cynical smile about his face.

Equipment: Rattler Hide Duster, Chaps & Fast Draw Gun Belt. Holding a well worn pistol grip Colt-Peacemaker. The revolver is kept in pristine condition but is an older model and 1870 to be exact. And it is clear it has been well used. Has a Bowie Knife on the opposite side of the peacemaker. Sometimes has a Winchester Rifle with him.

Currently serves as Sheriff Deputy in Brimstone.``

****Personality****

``**Circumstances:** After a run-in with a group of thugs, I found I had a knack for killing.

Personality Trait: I am uncomfortable around living.

Ideals: I will be the best there is at what I do, though what I do isn't pretty.

Bonds: I love plants and flowers, since they remind me of natural, unspoiled life.

Flaws: I am tormented by horrible nightmares.

Dell was brought up by his mother and father with a good moral core and a warm heart. His mother also instilled in him unquestioning faith in the almighty forces of good. Although he is suspicious of strangers (and most Mercenaries), he is very outgoing and believes in the goodness of the common man. Despite finding it somewhat uncomfortable to be around a lot of people at a time. Unlike his father, he is NOT a heavy drinker and party animal. Tries to live life to the fullest, knowing he can die a violent death at any time. He avoids drinking or consuming spirits & intoxicants, with an almost zealous fervor. Knowing how it waylaid his fathers and many others. He does enjoy the occasional vices of women and tobacco however.``

Backstory

Dell Gunnarson is the son of General Gunnar Splintmore, formerly of the Capet-Benois armies. His father, who served during several brutal wars, retired from service many years ago and runs a modest homestead in the countryside of Arizona. Dell grew up on this tranquil farm, far from the savagery of the cities. Despite his imposing build, he is wise in many ways and has had a sheltered childhood. He was trained from an early age by his father in the art of the Gun and how to defend himself with nothing but fist and foot. Using his body as a weapon. But his father was loving in his own way, despite being harsh and over bearing.

Dell's father Gunnar, though once a great hero, has become increasingly troubled with age. He fought for the Union and part of his mind never left the war. It is said that he retired at the height of his military career because he was haunted by the things seen and done on the

battlefield. Some nights on drunken rants he'd complain about something called "The Harrowed". It was something Dell, nor anyone else in his family understood. Him and his brothers just tried to look out for their dad as best they could.

With their once mighty father crippled by nightmares and drink, Dell and his brothers were forced to take up more responsibility on the farm. Unfortunately, Dell's two older brothers proved a disappointment. The eldest was forced to flee when a young maiden accused him of violating her. The other brother took up with a traveling peace cult and absconded with half the family's fortune. This left Dell to care for his teenage brother, his child sister, his mother and disturbed father.

Adding to the family's misfortune, drought has caused the crops to fail for the past two seasons. With no other recourse, and against his worried father's wishes, Dell decided to join Captain Brom's mercenary company as a means of income. He had hoped to earn enough gold to send home and sustain his family through the coming winter. He had only been with the company for a single assignment when cruel fate struck down the esteemed captain.

The Captain was killed, with all his blood drained in the middle of the night. No one knew who did it, and soon the bad lot of the Merc camp turned on the good lot. It was a bloodbath and Gunner was the only one who survived. He left the world of Mercenary violence behind. Settling on a Nomadic lifestyle of wandering the West. Exploring and helping those in need, no matter what type of things they'd done. He does his best to stop evil he sees, but knows he is only one man. A bit cynical in his older years, no longer embroidered with the desires of youth. He is not out to save the world, merely survive in it.

Soon he found himself earning the reputation of a Gunhawk. Someone who is fast and accurate on the draw. He didn't seek it out, but it found him nonetheless. So He leaned into it and decided to earn a living with it.

Over his time travelling, he found he had a knack for killing them. After a group of wandering Apache searching for plunder came upon his camp. He was able to run and duck, while shooting at them. Taking them out with ease. Similar cases have occurred over the years, as he continues to try and track down the creature and/or person who killed his old Mercenary company's Captain. Gaining him somewhat of a reputation as a Gunhawk. He rarely hires out his gun and only does so when desperation sets in and he needs the money, or believes the cause is righteous. After all, the vengeance trail doesn't pay well.

Unknown to Dell, he had fallen to the same traps of his father. Haunted by memories of death, betrayal, violence and gore. He is ashamed to go home, for fear his Father wouldn't

understand running from battle. How wrong he was, however. For his father had worried about this from the beginning. Which was why he was against him joining up with a Mercenary unit.

Although he has only 26 winters under his belt, Dell has the brash confidence of youth and considers himself worldly. His life thus far has been equal parts military training from his father and the hard work and play of a typical farm boy. Until recently, he led a somewhat solitary life. Tending to travel alone or in pairs of 2 with someone he could tolerate for short journeys. Working as a Gun-For-Hire, choosing his jobs and trying not to fall too far down the owl-hoot trail. He was not like many gunhawks of his profession. He was very choosy and didn't like using his gun against anyone that didn't deserve it. He prefers to fight others of his kind and breed.

Brimstone...

Dell was out of work and low on cash when he heard about some Bounty Hunting jobs for some easy money in Brimstone. Track down a few Mexican banditos and earn a few hundred dollars. So Dell left the Arizona territory and headed that way. Figuring a change of scenario and clearing his head from some past jobs that left him feeling not too well about himself.

He was about 3 miles from the town when his horse got spooked by an odd looking tumbleweed that rolled slowly past and threw him. Then ran off the road and down a ditch, breaking its front legs. Dell was forced to put it down and walk the rest of the way into town.

| <u>Character Future Build</u> |
|---|
| <p>Novice:</p> <ul style="list-style-type: none">• (1) Quick Edge (X)• (2) D8 Vigor (X)• (3) D10 Shooting & D4 Research <p>Seasoned(4):</p> <ul style="list-style-type: none">• (4) Marksman (pg. 43 Core) Edge• (5) D8 Spirit (X)• (6) Trademark Weapon Edge (pg. 44 Core) (X)• (7) D8 Athletics & Fighting <p>Veteran(8):</p> <ul style="list-style-type: none">• (8) Improved Trademark Weapon Edge (pg. 44 Core)• (9) D12 Agility• (10) Shooting D12 & Fighting D10 |

- (11) Guts Edge (pg. 20 Deadlands [DL])

Heroic (12):

- **(12)** Grit Edge (pg. 24 Deadlands)
- (13) Spirit D10
- (14) Strong Willed Edge (pg. 51 Core)
- (15) Research D6 & Fighting D12

Legen (16):

- **(16)** Right Hand Of The Devil Edge (pg. 24 Deadlands)
- (17) True Grit Edge (pg. 24 Deadlands)
- (18) Vigor D10
- (19) Iron Will Edge (pg. 51 Core)

Notes

Cattle Drive:

- Lilah Wilks
- Mac The girl
- Samson Holestone (Black Ranch-Hand)
- Employer = Charles GoodKnight

****Agatha's Dagger****

``Old Looking Dagger is about 8 inches long. With geometric carving representing a celtic knot.``