

THE DESPERADOS

The Desperados are a gang of five bank robbers from Texas. The group consists of Jasper Hawkins, the Smith brothers (Bart, Floyd and Jack) and their sister Molly, who is married to Jasper.

Their *modus operandi* is to rob two or three banks in a given area, then move more or less randomly a few hundred miles to another city. They dress in "authentic Western clothing" and carry a variety of weapons appropriate to the cowboy era of the late 1800's. They make their getaway on horseback wherever possible, switching to a vehicle after going some distance from the bank. They abandon the horses (which are stolen anyway) and change into modern clothing to escape discovery.

They will meet the end of the road, so to speak, in New York City, at the hands of a group of superheros (which they will refer to sneeringly as "capes"), and they will undoubtedly be arrested and put into jail. This is where things get interesting...

First, the Desperados as they are when the heros first meet them. Notice that they all have talents giving them +1 CS with their weapons.

The Desperados (Original Statistics)

Two Gun

Jasper Hawkins

F	A	S	E	R	I	P
Gd/10	Pr/4	Gd/10	Ty/6	Ex/20	Ty/6	Ty/6
Health		Karma		Init		Talents
30		32		+0		Law Enf.

Weapons: Two Colt .45's (Range 3, Damage 6, 6 shots each)

"Two Gun" Hawkins is the brains of the outfit. He carries and uses two revolvers at all times; though he is not a very good shot, he is well aware that those two pistols look twice as menacing to a bank teller. When robbing a bank, he will do almost all the talking to the

bank employees as well as others present, and it is to him that the other gang members look for guidance.

Hawkins applied to join the Texas Rangers, and had nearly completed the training course when he got into a fistfight with a superior; he was expelled from the training, but no assault case was brought against him. Note: The Law Enforcement talent includes both Guns and Law talents.

Two Gun is of medium build. He wears dark clothes, a long coat, black cowboy hat and boots. He has dark brown hair pulled back in a ponytail and has a forked goatee with a handlebar mustache.

Mad Dog

Bart Smith

F	A	S	E	R	I	P
Ty/6	Ex/20	Ty/6	Ex/20	Ty/6	Fe/2	Fe/2
Health		Karma		Init		Talents
52		10		+0		Guns

Weapons: Colt .45 (Range 3, Damage 6, 6 shots), Whip (Range 1, Damage 6)

Bart is Jasper's best friend. Jasper knows Bart isn't the brightest cowboy around, but he's loyal, and pretty good with his weapons. Note that the whip is made of Poor strength material; he can use it to entangle an opponent by rolling an Agility FEAT and reading it from the Grappling column, or he can attempt to disarm an opponent by using an Agility FEAT on the Grabbing column. He can't disarm anyone having Typical or better body armor.

Mad Dog is tall and has a medium build. He wears dark clothes, a long coat, black cowboy hat and boots. He is clean-shaven and has short dark hair.

Shotgun

Floyd Smith

F	A	S	E	R	I	P
Ty/6	Ty/6	Ty/6	Gd/10	Gd/10	Ty/6	Ty/6
Health		Karma		Init	Talents	
28		22		+0	Guns, Military	

Weapons: Shotgun (Range 3, Damage 20, Rate 1 or 2, 2 shots, bursts), Colt .45 (Range 3, Damage 6, 6 shots)

“Shotgun” Smith is the brightest (and the oldest) of the Smith brothers. His tactical ability, gained from a tour of duty in the Army, has proven very useful to the gang.

Shotgun is a bit short and stocky, but not fat. He wears dark clothes, a short leather coat, black cowboy hat and boots. He has bushy dark hair and a bushy Teddy Roosevelt-type mustache.

Jack Knife

Thomas Jackson Smith

F	A	S	E	R	I	P
Gd/10	Ex/20	Ty/6	Ty/6	Ty/6	Ty/6	Pr/4
Health		Karma		Init	Talents	
42		16		+0	Guns, Thrown Weapons	

Weapons: Colt .45 (Range 3, Damage 6, 6 shots), 3 Bowie Knives (Range 1, Damage 10)

Jack is the joker of the Smith brothers. His horseplay has nearly resulted in their arrest on two occasions, and as a result one of the other Smith brothers tends to stay close to him while they are on a “job” in hopes of keeping him out of trouble.

Jack is built in a “wiry” fashion. He wears dark clothes, a leather vest and a bandolier (for his knives), a black cowboy hat and boots. He has short blonde hair and is usually stubbly.

Molly Hatchet

Molly Hawkins

F	A	S	E	R	I	P
Ty/6	Ty/6	Ty/6	Gd/10	Ty/6	Ty/6	Gd/10
Health		Karma		Init	Talents	
28		22		+0	Guns	

Weapons: Colt .45 (Range 3, Damage 6, 6 shots), Hatchet (Damage 6)

Molly is the real reason the Desperados are together. She is strong-willed and greedy. She came up with the idea of robbing banks, and talked her husband and brothers into trying it. She rarely uses the hatchet, but always carries it as justification for her nickname (she personally invented with the code names for the rest of the group).

Molly is well proportioned woman with long blonde hair. She dresses in a white shirt, black jeans, a black leather vest, black cowboy hat and boots.

What Happened Next

The Desperados, now held in the city jail, were of course destitute (since all their money was stolen, and thereby subject to impounding by the police). Thus, a public defender, John Vincent Malaforte, was appointed to defend them in court. He met with all five of them as soon as he could. What transpired in that secret meeting is a question for another day, but that night, just after midnight, they all disappeared without a trace from their cells, as did their weapons and equipment from the police evidence locker.

Shortly thereafter they reappeared, their eyes blazing with flames, substantially upgraded in power. The Desperados are now armed with enchanted Colt revolvers which never run out of ammunition; furthermore, the bullets fired from them are ablaze, doing Good (10) fire damage. Some of the Desperados have additional weapons or powers, as described below. Also, each Desperado can summon a horse seemingly made of smoke; their statistics are given below. If one is killed, it may not be summoned again until after midnight.

The Desperados

(Upgraded Statistics)

Two Gun

Jasper Hawkins

F	A	S	E	R	I	P
In/40	Ty/6	Gd/10	Ex/20	Ex/20	Ty/6	Ty/6
Health 76		Karma 32		Init +0	Talents Law Enforcement	

Weapons: Two Colt .666's (Range 3, Damage 10 (fire), unlimited ammunition)

Mad Dog

Bart Smith

F	A	S	E	R	I	P
Ty/6	Ex/20	Ex/20	Ex/20	Ty/6	Fe/2	Fe/2
Health 66		Karma 10		Init +0	Talents Guns	

Weapons: Colt .666 (Range 3, Damage 10 (fire), unlimited ammunition), Whip (Range 1, Damage 10)

Mad Dog's whip is now prehensile, able to perform entangling attacks at Good (10) rank.

Shotgun

Floyd Smith

F	A	S	E	R	I	P
Pr/4	Rm/30	Pr/4	Rm/30	Gd/10	Pr/4	Ty/6
Health 68		Karma 20		Init +0	Talents Guns, Military	

Weapons: Enchanted Shotgun (Range 3, Damage 30 (fire), Rate 1, unlimited ammunition, bursts), Colt .666 (Range 3, Damage 10 (fire), unlimited ammunition)

Jack Knife

Thomas Jackson Smith

F	A	S	E	R	I	P
Gd/10	In/40	Ty/6	Ex/20	Ty/6	In/40	Pr/4
Health 76		Karma 50		Init +4	Talents Guns, Thrown Weapons	

Weapons: Colt .666 (Range 3, Damage 10 (fire), unlimited ammunition), 3 Bowie Knives (Range 1, Damage 20)

Molly Hatchet

Molly Hawkins

F	A	S	E	R	I	P
Ty/6	Ex/20	Gd/10	In/40	Ty/6	Ty/6	Gd/10
Health 76		Karma 22		Init +0	Talents Guns	

Weapons: Colt .666 (Range 3, Damage 10 (fire), unlimited ammunition), Hatchet (Damage 10)

Ghost Horse

F	A	S	E	R	I	P
Gd/10	Gd/10	Rm/30	Rm/30	Pr/4	Gd/10	Pr/4
Health 80		Karma 14		Init +1	Talents	

Ghost Horses can move 3 areas per round.