

THE LONE RANGER AND TONTO

NPCS FOR THE NEW WEST

THE LONE RANGER

John Reid's family had been in law enforcement for as long as anyone could remember. Common folk cheered at the name "Reid", while men with evil hearts trembled. The Reid's were known for more than being Justice Rangers; they were known for being fair, and honest. They did not act as executioners. When they caught a criminal, they did their best to return him to the place of his crime to see that he was fairly treated.

John and his older brother Dan started training to be Justice Rangers as soon as they could. They both excelled at the training. During a week of survival training with their father, they came across a small Indian village that was under attack from raiders. Their father ordered the boys to stay behind while he went to help, but boys will be boys, and they followed shortly thereafter.

John saw a young Indian boy who was about to be murdered by one of the bandits, and he acted. He shot the man with his rifle. This was the first and last time he killed a man. The boy, whose name was Tonto, was extremely grateful, and in a rare act of bonding, the two boys mixed their blood, becoming blood brothers. Tonto gave John the name "Kemo Sabe", or "Trusty Scout", and a small medallion he had owned since he was a baby.

John did not see Tonto again. He continued his training, and was eventually made a Justice Ranger not too long after his brother was accepted. A few years later, John's father was killed while hunting down a group of bandits led by the notorious Butch Cavendish. Captain Dan Reid, John, and four other Rangers went looking for the bandits.

They met a man named Collins, who said the Cavendish gang had attacked him, and he knew where they were holed up. He offered to help track down the vicious killers to bring them to justice, and Dan accepted the man's help.

Collins led them to a canyon, and rode ahead to scout. What the Rangers did not know was that Collins worked for Cavendish, and was leading them into a trap. Collins signaled the all clear and the Rangers rode in, only to be slaughtered in a barrage of weapons fire. Collins was ordered to check and make sure they were all dead. After checking and confirming, Cavendish shot him in the back. When one of Cavendish's men asked why, Cavendish responded with "He was a traitor. He betrayed them, he might have betrayed me, and I won't have no traitors working for me".

John woke up, half delirious, and crawled his way to a cave, in which there was a small watering hole. A short time later, a figure entered the cave. John tried to go for a weapon, but was too severely injured. As the man approached, John's world went

black once again. He awoke to a face staring at him. The unknown person held a medallion in front of John's face and spoke. "Kemo Sabe".

"Kemo Sabe?" John answered. Then he remembered, "You're Tonto". When John woke up the next time, he felt a lot better. He learned that Tonto had nursed him back to health. When he was able, he left the cave.

The corpses of his friends that lay scattered on the ground stunned him. He set to work burying his friends. When he got to his brother, he called Tonto over.

"I'm not going to let them get away with this".

"No", replied Tonto.

"But I need to remain unknown. As far as anyone knows, John Reid is dead". John set to work making a mask out of his brother's vest. When he first put the mask on, Tonto said, "You are alone now. You are the lone ranger."

"Yes, Tonto, I am the Lone Ranger."

Real Name: John Reid

Race: Human

Age: 31

Alignment: Principled

Attributes: I.Q. 13, M.E. 17, M.A. 15, P.S. 18, P.P. 22, P.E. 17, P.B. 11, Spd. 22

Hit Points: 71

S.D.C.: 88

P.P.E.: 8

Level of Experience: 9th Level Justice Ranger

Weight: 215 .lbs

Height: 6'2"

Appearance: A large, muscular but not bulky man, with short, dark brown hair, and deep brown eyes. He always wears a rough-cut black mask. Only Tonto knows what he looks like without the mask.

Disposition: Friendly and good. He is totally dedicated to bringing evil men to justice and helping those in need. His reputation as a good man has led to invitations to join the Cyber-Knights, but he has politely declined these. Some people who are not familiar with him initially think he must be a bad man since he wears a mask, but his goodness always shows that he isn't. He loves Tonto like a brother, and will help him anyway he can. He will always help those in need, and turns down any reward offered.

The Lone Ranger does not kill. He will hunt for food, and fish, but he does not kill his opponents. When possible, he will shoot their weapons out of their hands, or subdue them in hand to hand.

Psionics: None

Alliances: Tonto

Enemies: Men with evil in their hearts.

Combat Skills: Hand to Hand: Expert

Attacks per Melee: Seven (7)

General Bonuses: +4 strike, +7 parry, +7 dodge, +6 roll with punch/fall/impact, +7 pull punch, +3 damage, +5 save versus horror factor, +5% save versus coma/death, +1 save versus poison, +1 save versus magic, +1 save versus psionics, +1 save versus insanity

Special O.C.C. Bonuses: +2 initiative with Handguns, +2 to disarm with a Called Shot W.P. Sharpshooting (Revolver) Bonuses: +1 strike with aimed shot, +2 called shot bonus, +2 initiative bonus, +1 melee attack can accurately shoot while riding a horse or vehicle.

NOTE: Due to his extensive practice with this particular technique, the Lone Ranger has a total Called Shot bonus of +7 to strike when attempting to shoot a weapon out of the opponent's hand.

Hand-to-Hand Bonuses: +6 strike, +10 parry, +10 dodge, +8 roll with punch/fall/impact, +9 pull punch, Critical Strike on a Natural 18-20, Kick Attack, Body Flip

Skills of Note: American 98%, Navaho 98%, Basic Math 98%, Radio: Basic 98%, Track Humanoids 85%, Track Animals 80%, Land Navigation 88%, Intelligence 85%, Detect Ambush 85%, Wilderness Survival 90%, Horsemanship: Cowboy 94%/77%, Climbing 85%/75%, Running, Literacy: American 85%, Trick Riding, Disguise 80%, Impersonation 82%/52%, Camouflage 60%, Field Armorer 70%, Prowl 45%, Boxing

Weapon Proficiencies: Energy Pistol, Energy Rifle, Revolver, Sharpshooting: Revolver, Lever-Action Rifle

Secondary Skills: Streetwise 56%, Sign Language 75%, Concealment 56%, Find Contraband 58%, Athletics

Equipment of Note: Pair of silver-plated 1863 Remington .45 revolvers, a pair of Wilk's-Remi 130 Six-Shooters, a Wilk's-Remi 147 Sharp Shooter rifle, 60-96 silver bullets, 2-6 E-Clips, his mask.

Vehicles: Bandito Arms Arabian Robot horse named "Silver". The Ranger did not buy Silver. He found him abandoned, left for scrap. Something drew him to the horse's remains, and Tonto said this was a sign from the spirits. So he began to work on the horse, even though he knew nothing about electronics or robotics, but he seemed to be guided. Eventually, he had the horse working again. And they have been together ever since.

Although impossible, this robot horse seems to be particularly loyal to the Ranger, and sometimes demonstrates abilities beyond it's programming if the Ranger is in danger.

Silver Bullets: The Lone Ranger is known by a few things. One is his mask; another is his trademark call, "Hi-yo Silver! Away!", but possibly the most famous one is his use of silver bullets. He uses these bullets against even normal foes. The Reid's were not poor. They owned a silver mine. The Ranger put a family friend (mining borg) named Clancy in charge of the mine. The Ranger periodically goes back to the mine for more silver, and this is where he gets the metal for his famous bullets.

TONTO

Tonto was born into a small village of Navajo. His childhood was normal for the Navajo, until the day the village was attacked. A pale-faced boy saved his life that day. He and that boy became blood brothers that day, and Tonto gave his savior a medallion that he had possessed for most of his life.

He went on to become a warrior, and valued member of the village. However, one day, he just felt that he had to leave. The shaman said that the spirits had set a path for him and he must follow it. He followed it to a cave in a canyon strewn with dead white men. In the cave was another white man. The man was torn between life and death. Tonto saw a shining piece of metal on the man. Looking closer, he found that it was the medallion he had given to the boy he called Kemo Sabe. He reasoned that this must be why the spirits had guided him to this place at this time.

When the man dedicated his life to justice, Tonto knew he was to ride with this man, and do all that he could to aid his quest.

Real Name: Tonto

Race: Human (Navajo Indian)

Alignment: Scrupulous

Totem Animal: Horse

Attributes: I.Q. 12, M.E. 15, M.A. 12, P.S. 21, P.P. 19, P.E. 24, P.B. 11, Spd. 30

Hit Points: 65

S.D.C.: 87

P.P.E.: 17

Level of Experience: 8th Level Tribal Warrior

Appearance: Dark skin, dark eyes, long black hair kept in a ponytail. Muscular, imposing build. Moves with unusual grace.

Weight: 210 .lbs

Height: 5'10"

Disposition: Quiet. Tonto rarely speaks unless he has something really important to say. He is a good man, and will help those in need without expecting anything in return. He is completely loyal to the Ranger.

Psionics: None

Alliances: The Lone Ranger, his tribe

Enemies: Those who do evil.

Combat Skills: Hand to Hand: Expert

Attacks per Melee: Six (6)

General Bonuses: +2 strike, +3 parry, +3 dodge, +7 roll with punch/fall/impact, +4 pull punch, +6 damage, +2 initiative, +3 save versus horror factor, +18% save versus coma/death, +5 save versus poison, +5 save versus magic

Special O.C.C. Bonuses: +1 Initiative with Tomahawks, and Knives

Hand to Hand Bonuses: +4 strike, +6 parry, +6 dodge, +9 roll with punch/fall/impact, +6 pull punch, +2 initiative, Critical Strike on Natural 18-20, Kick Attack, Body Flip

Skills: Navaho 98%, American 98%, Basic Math

95%, Fishing 90%, Detect Ambush 85%, Track Animals 90%, Track Humanoids 80%, Land Navigation 82%, Wilderness Survival 95%, Skin and Prepare Animal hides 95%, Identify Plants and Fruits 80%, Athletics, Climbing 97%/87%, Prowl 82%, Swimming 98%, Horsemanship: Cowboy 97%/81%, Wrestling, Gymnastics (Sense of Balance 95%, Work Parallel Bars and Rings 89%, Climb Rope 91%, Back Flip 98%), Running, Hunting, Break Wild Horses 60%, Indian Lore 65%, Trick Riding, Interrogation 50%, Trap Detection 60%, Holistic Medicine 50%, Roping 30%

Weapon Proficiencies: Archery & Targeting, Knife, Tomahawk, Revolver, Paired Tomahawk, Paired Knives

Secondary Skills: Detect Concealment 65%, Camouflage 45%, Escape Artist 55%

Equipment of Note: Two tomahawks, two knives, one silver bladed knife, horse.

Fetishes: I have decided to leave the fetishes up to the GM so he may pick those that fit best into his game.