

BOUNTY HUNTERS ATTENTION!

WANTED

INSPIRATIONAL
WILD WEST
BACKGROUNDS

FOR
BOOT HILL
3RD EDITION

\$5,000 REWARD!

NOTIFY NEAREST LAW ENFORCEMENT AGENCY

How to use backgrounds for Boot Hill 3rd Edition

When a player creates a character he may select one background for his character. The background resembles a profession that the character has been trained in and has practised in his/her past. It can also reflect a general background for the Character – i.e how the character used to live his life or spend his life.

Whatever the reason, the character has achieved experience (if lifestyle/background) or training (if profession) by living this life.

To reflect the expertise gained from the selected background the player can select one free bonus skill for his character.

Next to each background is a list of working skills and/or weapon skills.

Working skills are all gained at a score of 15 – which reflects the expertise gained is at a fairly good level.

Weapon skills are all gained at a score of 1 – reflecting the character has become proficient with the particular type of weapon.

After having decided which background to assign to his character, the player can pick one of the listed skills and add this to his skills on the character sheet. This bonus skill does not count towards how many skills the player can select as standard looking at the sum of his attribute scores or to rule that at least half of the standard points must be used on working skills

Two of the categories of backgrounds (**Rich folk** and **The Law**) are restricted categories. These can only be picked if the Judge allows this and it can fit reasonably within the campaign and if it makes sense looking at the description the player makes in his background story.

Shady Characters

- **The Drifter** (Riding 15, Stealth 15, Survival 15)
- **The Brawler** (Brawling 1, Gambling 15)
- **The Gunslinger** (Fast draw 15, Pistol 1)
- **Retired Gunfighter** (Tactics 15, Pistol 1, Rifle 1)
- **Wanted/Retired Outlaw** (Stealth 15, Pistol 1, Rifle 1)
- **Hustler** (Pocket Picking 15, Thespian 15, Gambling 15)
- **Rustler** (Farm animal thief) (Wrangling 15, Riding 15, Roping 15)
- **Bounty Hunter** (Tracking 15, Pistol 1, Rifle 1)
- **Hired Gun / Mercenary** (Pistol 1, Rifle 1, Knife/Sword 1)
- **Medicine Show** (Miracle cure) (Medicine 15, Thespian 15)
- **Posse Member** (Stealth 15, Pocket picking 15, Pistol 1, Rifle 1, Knife/sword 1)
- **Infamous villain** (Leadership 15, Public Speaking 15, Tactics 15, Pistol 1, Rifle 1)

The Law *(Normally restricted and must be approved by the Judge)*

- **Federal Circuit Judge** (Federal crimes) (Law 15, Bureaucracy 15, Public speaking 15, Literacy 15)
- **US Marshall** (Federal crimes) (Law 15, Leadership 15, Public speaking 15)
- **County Sheriff** (Highest official in a region) (Law 15, Bureaucracy 15, Public speaking 15, Literacy 15)
- **Local hanging Judge** (local crimes) (Law 15 or Literacy 15, Public speaking 15)
- **Town Marshall** (Local law enforcement) (Law 15, Tactics 15, Pistol 1, Rifle 1)
- **Deputy** (for a US Marshall/Town Marshall/County Sheriff) (Law 15, Pistol 1, Rifle 1)
- **Pinkertons Agent** (Tracking 15, Law 15, Literacy 15, Pistol 1, Rifle 1)
- **Royal Canadian Mountie** (Riding 15, Tracking 15, Law 15, Rifle 1)

Wilderness people

- **Army Scout** (Scouting 15, Tracking 15, Orienteering 15)
- **Skinner** (Trapping 15, Sailor/Seamstress.(Leatherworking) 15)
- **Camp Cook** (Cooking 15)
- **Travelling Cowboy** (Survival 15, Orienteering 15, Indian Contact 15)
- **Explorer** (Scouting 15, Surveying/mapmaking 15, Orienteering 15)
- **Mountain Man** (Shepherding 15, Survival 15, Rifle 1)
- **Hunter** (Trapping 15, Tracking 15, Archery 1, Rifle 1)
- **Lumberjack** (Carpentry 15, Knife(Axe) 1)
- **The Pioneer** (Farming 15, Trading 15, Preaching/Theology 15)
- **Prospector** (Trading 15, Prospecting/Mining 15, Literacy 15)

The Church

- **Preacher/Priest** (Public speaking 15, Preaching/Theology 15, Literacy 15)
- **Missionary** (Linguistics 15, Preaching/Theology 15, Literacy 15)
- **Nun** (Medicine 15, Preaching/Theology 15, Literacy 15)
- **Undertaker** (Preaching/Theology 15, Literacy 15, Trading 15)

Rich Folk *(Normally restricted and must be approved by the Judge)*

- **Cattle Baron** (Trading 15, Literacy 15, Cow Handling 15, Leadership 15)
- **Wealthy Merchant** (Trading 15, Literacy 15, Accounting 15)
- **Saloon owner** (Bartending 15, Trading 15, Literacy 15)
- **Brothel owner** (Trading 15, Literacy 15, Linguistics 15)
- **Railroad Baron** (Civil Engineering 15, Railroad Engineering 15, Literacy 15, Leadership 15)
- **Bank Manager** (Law 15, Literacy 15, Accounting 15, Trading 15)
- **Wealthy Rancher** (Farming 15, Cow Handling 15, Trading 15, Literacy 15, Wrangling 15)
- **Politician** (Public Speaking 15, Law 15, Literacy 15, Bureaucracy 15)
- **Wealthy European Foreigner** (Bureaucracy 15, Literacy 15, Linguistics 15, Trading 15)
- **High Ranking Veteran Army officer** (Bureaucracy 15, Literacy 15, Artillerist 15, Law 15, Tactics 15)
- **Owner of Mining company** (Prospecting/Mining 15, Trading 15, Literacy 15, Civil Engineering 15, Leadership 15)
- **Owner of Oil Company** (Prospecting/Mining 15, Trading 15, Literacy 15, Civil Engineering 15, Leadership 15)
- **Owner of trade station** (Trading 15, Accounting 15, Literacy 15, Assaying(Goods) 15)
- **Chinese Opium Den owner** (Trading 15, Assaying(Drugs) 15)
- **Mexican Liquor producer** (Trading 15, Indian Contact 15, Bartending 15, Linguistics 15)
- **Owner of Fur company** (Trapping 15, Sailor/Seamstress (Leatherworking) 15, Literacy 15, Leadership 15, Trading 15, Assaying(Furs) 15)
- **Gang Leader** (Leadership 15, Public Speaking 15, Tactics 15, Rifle 1, Pistol 1)

Townsfolk – part 1

- **Folk Hero** (Entertainer 15, Roping 15, Riding 15, Fast draw 15)
- **Barber** (Trading 15)
- **Drunk** (Brawling 1)
- **Bank Teller** (Law 15, Literacy 15, Accounting 15)
- **Mexican** (Cooking 15, Trading 15, Explosives 15, Pistol 1)
- **Chinese** (Pocket Picking 15, Medicine 15, Trading 15, Knife/Sword 1)
- **Doctor** (Medicine 15, Literacy 15, Linguistics 15)
- **Dentist** (Literacy 15, Linguistics 15, Dentistry 15)
- **Veterinarian** (Animal Doctor) (Veterinarian 15, Literacy 15, Linguistics)
- **Butcher** (Trading 15, Throwing 15, Knife/Sword 1)
- **Blacksmith** (Trading 15, Smithing 15)
- **Gunsmith** (Trading 15, Gunsmithing 15)
- **Silversmith** (Trading 15, Silversmithing 15)
- **Locksmith** (Trading 15, Locksmithing 15)
- **Leatherworker or Saddlemaker** (Trading 15, Saddlemaking 15)
- **Prospector or Miner** (Trading 15, Prospecting/Mining 15)
- **Carpenter** (Trading 15, Carpentry 15)

Townfolk – part 2

- **Wainwright/Wagon maker** (Trading 15, Wainwright 15)
- **Cook** (Cooking 15, Trading 15)
- **Newspaper publisher** (Trading 15, Literacy 15, Linguistics 15, Printing/Journalism 15)
- **Tailor or Clothmaker** (Trading 15, Tailor/Seamstress 15)
- **Wagon/Pony Express Rider** (Riding 15, Teamster 15, Whip 15)
- **Foreigner** (Typically Englishman) (
- **Noble European (without estate - only title)** (Literacy 15, Linguistics 15)
- **School teacher** (Literacy 15, Linguistics 15, Public Speaking 15)
- **Western Union Man/Telegrapher** (Telegraph 15, Literacy 15, Linguistics 15)
- **Wagon Wright or Cart Wright** (crafting and repairing vehicles)
- **Photographer** (Trading 15, Photography 15)
- **Railroad worker** (Railroad Engineering 15, Explosives 15)
- **Jeweler** (Trading 15, Assaying 15)

Saloon people

- **Old Lady** (Trading 15, Leadership 15, Literacy 15, Entertainer 15)
- **Prostitute** (Trading 15, Entertainer 15, Thespian 15, Linguistics 15)
- **Bartender / Barmaid** (Bartending 15, Trading 15, Entertainer 15)
- **Gambler** (Gambling 15, Thespian 15, Trading 15)
- **The Piano Player** (Entertainer 15, Thespian 15)

Natives

- **Brave** (Indian Contact 15, Scouting 15, Throwing 15, Knife/Axe 1, Rifle 1, Archery 1)
- **Indian** (Survival 15, Indian Contact 15, Orienteering 15, Swimming 15, Veterinarian 15, Archery 1, Knife/Axe 1)
- **Half Breed** (Survival 15, Indian Contact 15, Orienteering 15, Tracking 15, Swimming 15, Rifle 1, Pistol 1)
- **Indian Chief** (Indian Contact 15, Medicine 15, Leadership 15, Tactics 15, Public Speaking 15)
- **Medicine Man** (Indian Contact 15, Medicine 15, Veterinarian 15)
- **Citizen Indian** (Indian Contact 15, Rifle 1, Knife/Axe 1, Archery 1)

The Army (Must select "Union" or "Confederation")

- **Army Scout** (often Indian/Native) (Scouting 15, Tracking 15, Riding 15)
- **Veteran Soldier** (Pistol 1, Rifle 1, Riding 15, Bureaucracy 15, Explosives 15)
- **Officer** (Tactics 15, Bureaucracy 15, Leadership 15, Literacy 15, Pistol 1, Rifle 1)
- **Artillery Soldier** (Artillerist 15, Explosives 15, Pistol 1, Rifle 1)
- **Cavalry Soldier** (Riding 15, Knife/Sword 1, Pistol 1)
- **Footmen Soldier** (Gunsmithing 15, Pistol 1, Rifle 1)
- **Buffalo Soldier** (Colored soldier who fought in the Indian Wars) (Rifle 1, Pistol 1, Survival 15, Knife/Sword 1, Throwing 1, Cooking 15)

Settlers

- **Settler** (Assaying 15, Trading 15, Carpentry 15, Prospecting/Mining 15, Preaching/Theology 15, Trapping 15)
- **Homesteader (Rancher, Cattle/ Horse breeder, Farmer)** (Cow handling 15, Shepherding 15, Veterinarian 15, Cow Handling 15, Shepherding 15, Farming 15, Wrangling 15)

Cowboys

- **Cowboy / Cowgirl** (Pistol 1, Rifle 1, Riding 15, Roping 15)
- **Ranch Cowboy** (Wrangling 15, Riding 15, Roping 15, Whip 15)
- **Lone Cowboy** (Stealth 15, Riding 15, Tracking 15, Survival 15, Pistol 1, Rifle 1)
- **Rodeo Rider** (Riding 15, Wrangling 15, Entertainer 15, Roping 15)
- **Performance artist Cowboy** (Entertainer 15, Thespian 15, Fast draw 15, Pistol 1, Throwing 15, Roping 15, Whip 15)
- **Vaquero** (Working cowboy - Cattle driver) (Cow Handling 15, Shepherding 15, Roping 15, Whip 15)