

THE ANCIENT WEST



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- **Genre:** Heroic Western
- **Setting:** In the Ancient West, the Sheriff and his Deputy must keep order in the town of Deadwood, South Dakota, and enforce the law against the likes of bandits, bank robbers, and lawless gunslingers.
- **Major Characters:** The *Sheriff* and his *Deputy* confront the likes of *Eli Hollander* and his father *Frank Hollander* and their accomplices. The mysterious stranger *Durango* sometimes lends a hand. *Annie Meyers*, owner of the Gold Strike Saloon, considers making romantic advances towards the Sheriff.
- **Important Locations:** Deadwood has establishments such as *the Sheriff's Office*, *the Gold Strike Saloon*, *the Bank*, *Miss Langford's House of Pleasure*, *Howard and Son's Mercantile Company*, *Becky's Dry Goods and Sundries*, *a livery stable*, and a *Main Street* where gunfights might break out. The Hollanders have a *hideout in a mine*.

THE SHERIFF

- **Role:** Protagonist.
- **Backstory:** A lawman in Deadwood, South Dakota, the Sheriff protects the town from criminals with the help of his Deputy.
- **Persona's Traits:** Hero, Sheriff
- **Persona's Focuses:** Revolver, Stare Down, Investigation, Quick Draw
- **Demeanor:** A courageous sheriff who tolerates no lawlessness in his town.
- **Goal:** To enforce the law in Deadwood.
- **Costume:** Cowboy hat, revolver, Sheriff's badge, bandana, gun belt and holster, vest, cowboy boots.



THE DEPUTY

- **Role:** Sidekick
- **Backstory:** The Deputy serves the Sheriff and helps him enforce the law in Deadwood.
- **Persona's Traits:** Deputy, Loyal
- **Persona's Focuses:** Laws of the Ancient West
- **Demeanor:** The Deputy is faithful to the Sheriff.
- **Goal:** To help the sheriff keep the town safe.
- **Costume:** Cowboy hat, revolver, Deputy's badge, bandana, gun belt and holster, vest, cowboy boots.



ELI HOLLANDER, THE BUTCHER OF BOZEMAN

- **Role:** Antagonist
- **Backstory:** The toughest and meanest gunslinger in the West. A known criminal wanted for murder, his wanted poster offers \$5,000 reward, Dead or Alive, for the brutal murder of nineteen men and four women in Bozeman, Montana.
- **Persona's Traits:** Gunslinger, Criminal, Fast
- **Persona's Focuses:** Revolver, Insults, Horseback Riding, Intimidation, Gunspinning
- **Demeanor:** Eli Hollander is a vengeful gunslinger who has no qualms about violence. He likes his drink. He cannot be trusted.
- **Goal:** To stay free and commit robberies.
- **Costume:** Cowboy hat, bandana, longcoat, gun belt and holster, revolver.



ANNIE MEYERS

- **Role:** Love Interest
- **Backstory:** The owner of the Gold Strike Saloon, Miss Annie is sweet on the Sheriff.
- **Persona's Traits:** Saloon owner, Forthright
- **Persona's Focuses:** Bartending, Cooking, Bartering
- **Demeanor:** Annie Meyers enjoys being the owner of the Gold Strike Saloon. She is in love with the Sheriff, but is jealous when she suspects the Sheriff's attention of turning elsewhere. She will help, even risking her life for the Sheriff. She's well-known and respected by the townsfolk.
- **Goal:** To run her saloon, and to romance the Sheriff.
- **Costume:** Dark red dress, earrings, black ribbon choker, floral barrette, mole.



FRANK HOLLANDER

- **Role:** Antagonist
- **Backstory:** Frank Hollander is Eli Hollander's father, and a fearsome gunfighter and criminal himself.
- **Persona's Traits:** Criminal, Calm and Calculating, Fearless
- **Persona's Focuses:** Confrontation, Revolver, Planning, Quick Draw
- **Demeanor:** Frank Hollander is never in the mood for games. He is very protective of his son and willing to kill to do so. He cannot be trusted.
- **Goal:** To protect his son, Eli Hollander.
- **Costume:** Black hat, tie, moustache, cigar, grey vest, black coat, pocketwatch, gun belt holster, revolver, leather gloves.



BANDITO

Role: Henchman

Backstory: Bandito is an accomplice of Eli Hollander. He is Mexican.

Persona's Traits: Henchman, Jolly

Persona's Focuses: Rifle, Revolver, Kidnapping, Sniping

Demeanor: Bandito laughs boisterously a lot. He serves the Hollanders faithfully.

Goal: To serve the Hollanders.

Costume: Bandolier, poncho, sombrero, revolver, rifle, jacket, big moustache, cowboy boots.



THE HENCHMAN

Role: Antagonist

Backstory: The Henchman is an accomplice of the Hollanders.

Persona's Traits: Henchman, Hardy

Persona's Focuses: Improvised Weapons, Revolver, Stealth, Kidnapping

Demeanor: The Henchman serves the Hollanders faithfully. He's good with a chair in combat, and stealthy. He can take a solid hit and still get up on his feet.

Goal: To serve the Hollanders.

Costumes: Cowboy hat, cowboy boots, coat, bandana.



DURANGO

- **Role:** Sidekick
- **Backstory:** Durango is a mysterious stranger and gunslinger, who lends a hand whenever there's a problem...for a price.
- **Persona's Traits:** Gunslinger, For Hire
- **Persona's Focuses:** Rifle, First Aid, Concealment, Trick Shot
- **Demeanor:** A wanderer, Durango's motives are unknown, but the gunslinger is always ready to step in, but often demands money in compensation for the assistance.
- **Goal:** Lending a hand...for a price.
- **Costume:** Cowboy hat, rifle, bandana, gun belt and holster, vest, longcoat, cowboy boots, matches.

