

# Stanley Steele

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**WARNING!:**  
*Individual Stanley Steele is wanted for;*  
*5,248 Counts of murder*  
*396 Counts of armed robbery*  
*68 Counts of Kidnapping/Ransom*  
*1,355 Counts of jaywalking*  
*1 Count of Grand Ethereal Escape*

*Reward for information regarding his whereabouts*  
**WANTED DEAD ONLY!**

-- Frontier Wanted Bulletin

Stanly J. Steele is a highly dangerous bandito from the sun-scorched lands of The Frontier. Once thought to have been finally caught and hanged for his list of infractions a mile long, Stanley won a game of skill with Death and was returned to the land of the living a skeleton of his former self. His newfound lack of flesh hasn't slowed him down in the slightest.


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## Backstory

In some far-off lands, where the brutal star in the sky has licked the surface dry and life can only thrive in the ravines and canyons split open like hardened mud in a now dried-up river, there was once a man known to many and most as The Second Sun and his gang, The Silver Lining.

Known as such his path in life was one that left such a path of chaos and the dead scorched in his wake. Stanley J. Steele was a horrible person. An elf whose avarice would make him murder, shoot, steal, and triple-cross any who stood between him and whatever had happened to catch the flickering flames of his sights. His posse was known as such because at the very least it'd be quick if they found

Stanley Steele



**Aliases/Nickname(s)**  
The Deadeye  
Rank 7

Profile Data

**Race**  
Elf Wight

**Pronouns**  
He/Him

**Age**  
68 upon first death

**Weight/Height/Build**  
30 lbs/6'5"/Thin & Tall

# Abilities

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## Enchanting

Stanley is a master of a field of magik known as Enchanting or Enchants. It is static magic taken from an outside source to then be given form and purpose through either spoken word or a written pictograph. Unlike traditional magik, Enchants must be applied to physical objects to produce effects, taking the best to metals and tough, solid materials, and being most likely to break or fail when applied to soft/flexible materials or living beings. These Single words or pictographs can be layered or strung together in a Syntax to produce more complicated effects.

## Preternatural Shot

Stanley has what can only be described as a supernatural sense of space, depth perception, and coordination. He can accurately guestimate dimensions and measurements to the .01 cm, calculate trajectories and angles in a fraction of a second while under pressure, and determine wind-drift/bullet-drop/deviations without scopes or other measuring tools.

## Second-Sun Shells

Stanley is no run-of-the-mill gunslinger, and as such he carries no run-of-the-mill munitions. The bullets Stanley uses are custom cartridges that he fits himself under meticulous focus and care. These bullets typically consist of copper-wrapped rounds with a Tungsten-Silver core. Tungsten Silver is specially prepared for most Contractor equipment due to its anti-supernatural and anti-resonate properties. In short, Stanley's rounds are more than capable of going through typical walls and harming lightly-armored opponents or the supernatural/"otherworldly inclined".

HateSong and Heartbreaker rounds are even more specialized to bring greater levels of hurt to anything that crosses Stanley's path.

HateSong munitions are Steel-plated Tungsten-Silver .400 Magnum rounds, meant to punch holes through forcefields, heavy armor, and a couple dozen people at once.

Heartbreaker munitions are a 1" Bore, Copper-Plated Wyrms-iron round. Slightly different from his typical Tungsten-Silver cores, as while Tungsten-silver actively neutralizes the supernatural, Wyrms-Iron comes from the [REDACTED]

[REDACTED] which makes it actively attempt to cannibalize any source of energy it comes into, including the life force of a living being. The sheer size, power, and killing potential of these rounds are second to none in Stanley's arsenal. However,

he's typically reluctant to use more than one if at all due to the dangerous, costly, and painstaking processes involved in both retrieval/refining of materials and production of the ammunition itself.

# Strengths

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## Dexterous Bastard

Stanley is incredibly dexterous and has a strong reaction time. He's extremely nimble on his long legs, he's skilled with his hands be it aiming, throwing, or swinging a fist, and his sleight of hand is easily mistaken for magic to even a typically astute observer. Stanley can even be scarily proficient in stealth. He's even got a string in his boots that makes his spurs silent.

## Clever Menace; Scheming Skullduggery

Stanley is incredibly smart. Much, MUCH more than he'll typically let on. He's practically a prodigy when it comes to quick mathematical calculations, specializing in trajectories, and has a firm grasp of physics and chemical reactions. His ability to quickly adapt and plan around new situations was what allowed him to become the menace he was once infamous for. He'll often use his environment and anything he has on hand to become more dangerous to whoever he's hunting down.

## Aim with the hand, Kill with the gun, Forget the face of your father

Stanley thinks very little about taking a life or the morality of who he is. To Stanley, you must either take or you will be taken from. He won't question who he is fundamentally as he's already died and doubled down on it. He does find those who can kill as easily as he does to be very interesting opponents.

## Lethal, Locked, Loaded

It goes without saying that a majority of the tools and armaments at Stanley's disposal are meant for taking someone in as anything but alive.

# Weaknesses

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## Lightweight

No bones about it, Stanley's a bit thin and lanky. Even with most of his gear on him (Which he's typically enchanted to have reduced weight) he's quite easy to toss around when you get your hands on him.

## A Wight Isn't Undead

Stanley's not exactly a fantasy skeleton or even a zombie in terms of how he works. While he may be extraordinarily flexible now, he can't freely detach and reattach his limbs like some fantasies may depict. Bones are a bit easier to break without all that meat to buffer impacts as well. Strange as it may seem, Stanley has nothing to do with the necromancies nor is he seen to be "Un"dead, he's considered a living being by spells and abilities for contextual purposes.

## Let Me Have My Fun, Damnit!

Stanley more or less enjoys the process than he does getting to the end of the game. Against weaker or even outright pathetic opponents Stanley is more so inclined to, for lack of a better term, dick around a bit. He'll often taunt, flaunt, procrastinate, and outright back out of checkmates to ensure he gets his fill. That's not to say he'll just let you go with a warning per se, but he's less likely to immediately put a hole in your head if he thinks he can kick you in the groin a few times beforehand for shits n giggles.

## You Feeling Lucky, Punk?

Stanley loves danger. He lives for the moments when it's his life on the line next to someone else. He'll outright challenge people to quickdraws, purposely set off traps, destroy buildings (While he may or may not still be in them), and give up his own range advantage if it means raising the stakes of a fight. That said, he finds the best enjoyment in *getting out* of these situations as much as he likes getting into them.

# Arsenal

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## Silas & Grief

Twin 7-shot revolvers that Stanley typically wears in holsters around each hip. The guns are double-action, meaning that you can fire them normally or click the hammer back to fire with less delay. The guns are break-open meaning they split in half to reload.

## Sarrah

A compact double-barrel shotgun that Stanley typically keeps hidden down his left leg for emergencies. Two triggers for separate shots or wholesale and a break-open reload.

## HateSong

A Magnum revolver that is much larger and more powerful than Silas or Grief. Stanley typically keeps it in a holster around his back, hidden by his coat and spine. The cylinder fits 5 rounds that must be emptied and reloaded one at a time.

# Bandito's Kit

Stanley's newly slimmed-down physiology frees up quite a bit of room in his outfit that most people don't expect, especially when he keeps it hidden. As such, beneath his clothes and within his coat Stanley has a multitude of items for preparation: knives, rope/lasso, a LOT of bullets, dynamite, chalk (For enchanting), Post-its (For fun), spare cards (For cheating), hand-cuffs, lock-picking tools, a canteen (Can't drink anymore but moonshine is REALLY flammable), matches, throwing darts, a spool of wire, and a few other things just in case.

# HeartBreaker

Stanley's pinnacle creation. A 7-piece, bolt-action rifle typically disassembled inside the case he carries around. When fully assembled it's approximately 7'6" (228.6 cm) in length and fires Single Bore, Wyrm-Iron rounds. Shots fired are known to rip holes through multiple city blocks and travel for hundreds of miles with full impact. It's a devastating rifle only seen as a last resort or a special occasion in use. Stanley does not use a scope.

# Gallery

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[item description]



[item description]



[item description]

# Author's Notes

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Stanley is currently traveling with an orphan called Remmington (Remmy), a psychic child he is training to inherit his title and rank in the future. While she is not going to participate in the rounds, her story and relation to Stanley are to be revealed throughout the rounds.

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