ACES & EIGHTS
SHATTERED FRONTIER
A ROLE PLAYING GAME

Name:

SCRAPE CODE

GROUPING

SEX | AGE | HGHT | WGHT | EYES | HAIR

HANDEDNESS | RACE | RELIGION

OCCUPATION | PLACE OF ORIGIN

(photograph)

(personal quote)

STR	Damage Modifier		LIFT	CARRY	DRAG
INT	Skill Learning Modifier		Accuracy Modifier		
WIS	Skill Learning Modifier		Speed Modifier		
DEX	Accuracy/To Hit Modifier		Speed Modifier		
CON	Hit Point Modifier				
LKS	Rep Modifier		Fame Modifer		Charisma Modifier
CHA	Skill Learning Modifier		Rep Modifier		Max# Companions

GROUPING II

FAME

REP

# of Gunfights

SPEED

Speed Modifiers

ACCURACY

Accuracy Modifiers

HIT POINTS ▶

POINTS	LOCATION	DAYS TO HEAL

WOUNDS

Scars:

Cash On Hand/Valuables:

NOTES:

Juror Personality:

FACTION

NOTABLE SKILLS

Listening

Riding

THUMBNAIL DESCRIPTION:

PROFESSION

TALENTS

QUIRKS

FLAWS

BUILDING POINTS:

WANTED?:

REWARD

COMBAT SHEET

ACES & EIGHTS
SHATTERED FRONTIER
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Name:

SCRAPE CODE

(photograph)

# of Gunfights

SPEED	ACCURACY
Speed Modifiers	Accuracy Modifiers

STR		Damage Modifier	
INT			
WIS			
DEX		"To Hit" Modifier	
CON			
LKS			
CHA			

HIT POINTS ▶

POINTS	LOCATION	DAYS TO HEAL
	WOUNDS	

BRAWLING CHIPS

	TOTAL CHIPS		MAXIMUM BET per ROUND
DAMAGE		+1 to Damage per Chip	
AGILITY		+1 to Hit per Chip	
ENDURANCE		-2 to Damage per Chip	

NOTES:

HANDEDNESS

Preferred Gun:

TYPE

AMMO TYPE

DAMAGE

DRAW SPEED MODIFIER

RELOAD SPEED

OF SHOTS ▶
of Shots 2nd Barrel ▶

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

Secondary Gun:

TYPE

AMMO TYPE

DAMAGE

DRAW SPEED MODIFIER

RELOAD SPEED

OF SHOTS ▶
of Shots 2nd Barrel ▶

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

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