



Name: \_\_\_\_\_

Occupation: \_\_\_\_\_

### Mental Traits

#### d Cognition

Artillery \_\_\_\_\_  
Arts: \_\_\_\_\_  
Scrutinize \_\_\_\_\_  
Search (1) \_\_\_\_\_  
Trackin' \_\_\_\_\_

#### d Knowledge

Academia: \_\_\_\_\_  
Area Knowledge: \_\_\_\_\_  
Home County (2) \_\_\_\_\_  
Demolition \_\_\_\_\_  
Disguise \_\_\_\_\_  
Language: \_\_\_\_\_  
Native Tongue (2) \_\_\_\_\_  
Medicine: \_\_\_\_\_  
Professional: \_\_\_\_\_  
Science: \_\_\_\_\_  
Trade: \_\_\_\_\_

#### d Men

Animal Handlin' \_\_\_\_\_  
Leadership \_\_\_\_\_  
Overawe \_\_\_\_\_  
Performin': \_\_\_\_\_  
Persuasion \_\_\_\_\_  
Tale Tellin' \_\_\_\_\_

#### d Smarts

Bluff \_\_\_\_\_  
Gamblin' \_\_\_\_\_  
Ridicule \_\_\_\_\_  
Scroungin' \_\_\_\_\_  
Survival: \_\_\_\_\_  
Streetwise \_\_\_\_\_  
Tinkerin' \_\_\_\_\_

#### d Spirit

Faith \_\_\_\_\_  
Guts \_\_\_\_\_

### Corporeal Traits

#### d Deftness

Bow \_\_\_\_\_  
Filchin' \_\_\_\_\_  
Lockpickin' \_\_\_\_\_  
Shootin': \_\_\_\_\_  
Sleight o' Hand \_\_\_\_\_  
Speed Load \_\_\_\_\_  
Throwin': \_\_\_\_\_

#### d Nimbleness

Climbin' (1) \_\_\_\_\_  
Dodge \_\_\_\_\_  
Drivin': \_\_\_\_\_  
Fightin': \_\_\_\_\_  
Ridin': \_\_\_\_\_  
Sneak (1) \_\_\_\_\_  
Swimmin' \_\_\_\_\_  
Teamster \_\_\_\_\_

#### d Strength

#### d Quickness

Quick Draw \_\_\_\_\_

#### d Vigor

### Edges 'n' Hindrances

Blank area for drawing or notes.

### Chips 'n' Grit

White: \_\_\_\_\_  
Red: \_\_\_\_\_  
Blue: \_\_\_\_\_  
Grit: \_\_\_\_\_

### Wound Key

Light (-1) – White  
Heavy (-2) – Yeller  
Serious (-3) – Green  
Critical (-4) – Red  
Maimed (-5) – Black

Strain

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 21
- 22



Wounds

Head

Right Arm

Left Arm

Guts

Right Leg

Left Leg

### Shootin' Irons 'n' Such

Weapon Shots Speed RoF Range Damage

\_\_\_\_\_

Weapon Defense Speed Damage Size 'n' Pace

Fist — 1 \_\_\_\_\_

Size: \_\_\_\_\_

Pace: \_\_\_\_\_

Wind (Vigor 'n' Spirit)

- 1
- 2
- 3
- 4
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- 33
- 34

Ammunition

