# CHARACTER SHEET



PLAYER		CHA	RACTE	R NAME			
NATIONALITY/RACE		HOME TOWN		GENDER			
HANDEDNESS		AGE		неібнт		WEIGHT	
BACKGROUND		YEAR		XP			
Strength star	t (7-20)		CARRY,	OUNDS, LIFT, ENDURANCE, AWLING		Head 19-	20
Coordination star	rt (7-20)		ACROBA IN SAD	OOTING, ATICS, LOCKS, DLE, SPEED	Right Shoulde	er 10	Left Shoulder 9
Observation star	t (7-20)		CHEAT	TION, REVEAL TING, NIGHT SIBILITY	Right Arm 7-8	Chest 15-1	8 Left Arm 5-6
Stature start	t (4-10)		RE.	OWN, NPC ACTIONS 1,>14/+2)	Ngiit Aim / O		Ica amiju
<b>Luck</b> start	t (4-10)		Woun	ING MORTAL D, SAVE TO PE DANGERS	1	Abdomen 11	1-14
CAREFUL SHOT (= CO STEADY SHOT (= 1/2 CO HIP SHOT (= 1/4 COOR) FANGUN (= 1 OR PISTOL SK SPEED IN SHOOTOUT NORMAL DRAW (= COOR) FAST DRAW (= SKILL, BU MOVEMENT SPEED (AC	DINATION AT	TRIBUTE) SHOT)	(only	SHOOTOU  1 SHOT  2 SHOTS  3 SHOTS  6 SHOTS	Wound Point ACCURACY MOD:	nts:	Max. wounds (STR)
WALKING (-2) WEAPON SKILLS	6 (SCORF: INT	RUNNING		24	CRAWLING		ADING 12
SKILL PISTOL RIFLE WORKING SKILL SKILL	SCORE	KNIF ARC	SKII FE/SWO HERY	L RD/AXE TER +1 PER 2	SCORE BE	SKIL RAWLING/G (+1 if STR > STR	L SCORE RAPPLE opponent)

## **EQUIPMENT**

TOTAL

### **WEAPONS, ROUNDS LOADED AND AMMO**



HEATONS, ROUNDS LOADED AND AMMO		Role Playing Game
MAIN HAND PISTOL TYPE:  WOUND MODIFIER:  Skill Speed Short 0 Long -2 Extreme -5 RR	SHOTS FIRED	TOTAL AMMO
Notes / Notes	8	
BACKUP PISTOL TYPE:  WOUND MODIFIER:  Skill Speed Short 0 Long -2 Extreme -5 RR  Notes	SHOTS FIRED	OMMA LATOT
SHOTGUN/SCATTERGUN TIPE:  WOUND MODIFIER:  Skill Speed Short 0 Long -2 Extreme -5 RR	Shots fired	omma latot
Notes	Lolo	
SINGLE SHOT RIFLE WOUND MODIFIER: Skill Speed Short 0 Long-2 Extreme-5 RR Notes	SHOTS FIRED	OMMA LATOT
WOUND MODIFIER:  Skill Speed Short 0 Long-2 Extreme-5 RR  Notes  TOTAL AMMO:	SHOTS FIRED 	
<u> </u>	TEMS STORED PLACE	e: \$ Value
THOUS DISCOUNTION TO THE PROPERTY OF THE PROPE		Ų TRIOD
	TOTAL	
	ALUABLES PIECES DESCRIPTION	\$ VALUE
	DOLLARS	

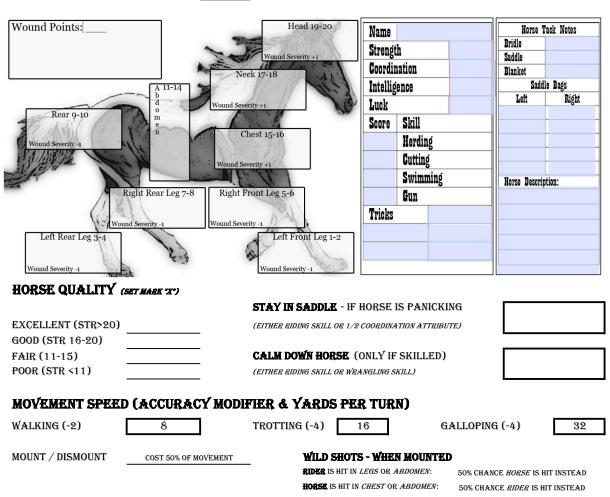
PIECES	DESCRIPTION	\$ VALUE
	DOLLARS	
	GOLD	
	SILVER	
	JEWLERY	
	OTHER:	
	TOTAL	

## **MOUNT**

## TYPE OF MOUNT







#### ITEMS CARRIED ON HORSE

#### LEFT SADDLE BAG

PIECES	DESCRIPTION	\$ VALUE
	TOTAL	

WANTED				
	REWARD	\$		
ALIVE ?		DEAD/ALIVE?		

#### RIGHT SADDLE BAG

PIECES	DESCRIPTION	\$ VALUE
	TOTAL	

VISIBLE MARKS (SCARS ETC.)	