Name

John Law

Occupation

Simple Man Trying to Survive

	DIE	Trait Name	Level
	d 8	STR STRENGTH	3
	d 10	DEFT DEFTNESS	3
	d 6	COG COGNITION	4
	d 6	SMARTS SMARTS	3
	d 10	KNOW KNOWLEDGE	2
	d 6	MIEN MIEN	2
	d 8	SPIRIT SPIRIT	1
	d 12	QUICK QUICKNESS	4
	d 10	NIMBLE NUMBLENESS	4
	d 6	VIGOR VIGOR	3

Pace NIMBLE	10
Size SIZE	6
Wind VIG + SPIRIT	14
Grit Adds to guts checks	0
Armor Rating	

Ammo One: 1 2 3 4 5 6

Ammo Two: 1 2 3 4 5 6

Ammo Three: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

White Chips: 1 2 3 4 5 6

Red Chips: 1 2 3 4 5 6

Blue Chips: 1 2 3 4 5 6

Range Weapons

Weapon	Shots	ROF	QD	Con	Range	Damage
Colt Peacemaker	6	2	+0	3	10	3d6
Remington Model 1871	1	1	+0	4	20	4d10

Melee Weapons

WEAPON	Defense	Speed	Damage
Fist	+0	####	**3d8**

Aptitudes

Aptitude Name	KEY TRAIT	Skill		Modifiers
Academia*	Know	2 d 10	=	-8
Animal Wrangling*	Mien	2 d 6	=	-8
Area Knowledge: Home Count	Know	1 d 10	=	
Artillery*	Cog	4 d 6	=	-8
Arts*	Cog	4 d 6	=	-8
Bluff	Smarts	3 d 6	=	-8
Climbing	Nimble	1 d 10	=	
Demolition	Know	2 d 10	=	-8
Disguise	Know	2 d 10	=	-8
Dodge	Nimble	3 d 10	=	
Driving*	Nimble	4 d 10	=	-8
Faith*	Spirit	1 d 8	=	-8
Fighting: Brawling	Nimble	3 d 10	=	
Filchin'	Deft	3 d 10	=	-8
Gambling	Smarts	3 d 6	=	-8
Guts	Spirit	2 d 8	=	
Horse Riding	Nimble	2 d 10	=	
Language*	Know	2 d 10	=	-8
Leadership	Mien	2 d 6	=	-8
Lockpickin'	Deft	3 d 10	=	-8
Mad Science	Know	2 d 10	=	-8
Medicine*	Know	2 d 10	=	-8
Overawe	Mien	2 d 6	=	
Performing*	Mien	2 d 6	=	-8
Professional*	Know	2 d 10	=	-8
Quick Draw: Pistol	Quick	2 d 12	=	
Ridicule	Smarts	3 d 6	=	-8
Science*	Know	2 d 10	=	-8
Scroungin'	Smarts	3 d 6	=	-8
Scrutinize	Cog	4 d 6	=	-8
Search	Cog	1 d 6	=	
Shootin': Pistol	Deft	5 d 10	=	
Sleight o' Hand	Deft	3 d 10	=	-4
Sneak	Nimble	1 d 10	=	
Speed-Load: Pistol	Deft	2 d 10	=	
Streewise	Smarts	3 d 6	=	-8
Survival*	Smarts	3 d 6	=	-8
Swimmin'	Nimble	4 d 10	=	-8
Tale Tellin'	Mien	2 d 6	=	-8
Teamster	Nimble	4 d 10	=	-8
Throwing*	Deft	3 d 10	=	-8
Trackin'	Cog	2 d 6	=	
Trade*	Know	2 d 10	=	-8
Tribal Customs*	Know	2 d 10	=	-8

Wounds

Head

Rt. Arm

Lt. Arm

Guts

Rt. Leg

Lt. Leg

Wound Key	
Light	White
Heavy	Green
Serious	Yeller
Critical	Red
Maimed	Black

Wind

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32

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White Chips

1 2 3 4 5 6

Red Chips

1 2 3 4 5 6

Blue Chips

1 2 3 4 5 6

CAMPAIGN

BOUNTY POINTS

GEAR	
ITEM	Wgt