

Name Class



Fame *Bonus Die* *Bonus Die* **Infamy**
Strength **Observation**
Initiative **Movement**

Ability Points

Fighting

Social

Technical

Survival

Blades
 Bludgeoning
 Bows
 Brawling
 Pistols
 Rifles
 Shotguns
 Thrown

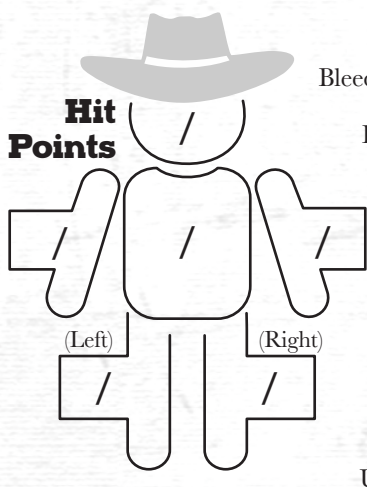
Bartering
 Bullying
 Charm
 Distraction
 Intuition
 Lying
 Performance
 Persuasion

Alchemy
 Cheating
 Engineering
 Explosives
 Medicine
 Research
 Ropes
 Tinkering

Animal Handling
 Herbalism
 Navigation
 Riding
 Scavenging
 Shelter
 Stealth
 Tracking

Weapons

Weapons	Range	Damage	Attacks	Capacity	Ammo	Misfire	Weapon Properties	Two Hand	Accurate
Fists	3'	1d4	2					<input type="checkbox"/>	<input type="checkbox"/>
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Grit 10 5
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Conditions

Bleeding Wound Blinded
 Broken Arm Broken Leg
 Deafened Diseased
 High Infected
 Intoxicated Panicked
 Poisoned Restrained
 Suppressed System Shock
 Unconscious Withdrawal

Death Saves

Standard Hit Table

-2 to Hit (Aim)	Standard	Hard	Extreme
Torso	Hit	Hit +1 Dmg	Hit +2 Dmg
Limb (Must Specify)	Miss	Hit	Hit +2 Dmg
Hand (Left or Right)	Miss	Miss	Arm Hit + Disarm
Head	Miss	Hit (1/2 Dmg)	Hit

Accurate Hit Table

-2 to Hit (Aim)	Standard	Hard	Extreme
Torso	Hit +1 Dmg	Hit +2 Dmg	Hit +4 Dmg
Limb (Must Specify)	Torso Hit	Hit	Hit +2 Dmg
Hand (Left or Right)	Miss	Arm Hit	Arm Hit + Disarm
Head	Torso Hit	Hit (1/2 Dmg)	Hit

Shooting From The Hip d20

Head	1
Left Arm	2
Left Leg	3
Right Arm	4
Right Leg	5
Torso	6-16
Miss	17-20

Posse Members

Abilities

Uses

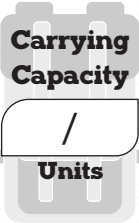
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Calendar

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday

Loadout

Accurate?

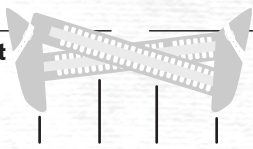


Thrown (/)

One-Handed Melee

Two-Handed Weapon

One-Handed Left



One-Handed Right

Supplies

Cash, Investments, & Properties
