

Name

Rank / Pay



Gatling
Pistol

MENTAL

d○ COGNITION _____
 Artillery _____
 Arts: _____
 **Scrutinize _____
 **Search (1) _____
 Trackin' _____

d○ KNOWLEDGE

**Academia: Occult _____
 Academia: _____
 Area Knowledge: (2) _____
 Demolition _____
 Disguise _____
 Language: _____
 Native Tongue (2) _____
 Medicine: _____
 **Professional: Law _____
 Professional: _____
 Science: _____

d○ MIND

Animal Handlin' _____
 Leadership _____
 Overawe _____
 Performin' _____
 Persuasion _____
 Tale Tellin' _____

d○ SMARTS

Bluff _____
 Gamblin' _____
 Ridicule _____
 Scroungin' _____
 Survival: _____
 *Streetwise _____
 Tinkerin' _____

d○ SPIRIT

Faith _____
 Guts _____

CORPOREAL

d○ DEFTNESS _____
 Bow _____
 Filchin' _____
 Gunplay _____
 Lockpickin' _____
 **Shootin': Automatics _____
 Shootin': _____
 Sleight o' Hand _____
 Speed Load _____
 Throwin' _____

d○ NIMBLENESS

Climbin' (1) _____
 Dodge _____
 Drivin' _____
 Fightin': _____
 Horse Ridin' _____
 Sneak (1) _____
 Swimmin' _____
 Teamster _____

d○ STRENGTH

d○ QUICKNESS _____
 Quick Draw _____

d○ VIGOR

EDGES & HANDRANCES

Belongin's: Agency Equip 3 _____
 Obligation: Agency _____
 Rank: Agency _____
 F.H.I.P.: Agency _____

* Indicates required level of skill

Ammo 1

Ammo 2

Ammo 3

WOUNDS

Head
 Right Arm
 Left Arm
 Guts
 Right Leg
 Left Leg

GRT

MERITS

SHOOTIN' IRONS & SUCH

Weapon	Shots	Speed	ROF	Damage	Range
Gatling Pistol	12	1	3	3d6	10 yds
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Weapon	Defense	Speed	Damage
Fist	-	1	_____
_____	_____	_____	_____
_____	_____	_____	_____

Weapon	Defense	Speed	Damage
Fist	-	1	_____
_____	_____	_____	_____
_____	_____	_____	_____

Weapon	Defense	Speed	Damage
Fist	-	1	_____
_____	_____	_____	_____
_____	_____	_____	_____

WIND (VIGOR 'N' SPIRIT)

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 33 34

Rank / Pay



TM

Name

Gatling
Pistol

ARCANE ABILITIES

Favor/Hex/Ritual	Speed	Duration	Range	Trait	TN	Appeasement	Notes
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

FIVE STEPS

- Identify the Problem
- Gather Information
- Develop potential plans of action
- Select the best plan
- Execute the plan

YOUR COVER STORY

Ammo 1

WOUND KEY

- Light White
- Heavy Yeller
- Serious Green
- Critical Red
- Maimed Black

EQUIPMENT

BOUNTY

FATE CHIPS

- White: _____
- Red: _____
- Blue: _____
- Legend: _____

WOUNDS

- Head
- Right Arm
- Left Arm
- Guts
- Right Leg
- Left Leg

YOUR WORST NIGHTMARE

Ammo 2

Ammo 3

WIND (VIGOR 'N' SPIRIT)

34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1