

Name

Alma Mater

DEAD LANDS™

MAD SCIENTISTS

Gizmo

MENTAL

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

d○ KNOWLEDGE _____
 Academia: _____
 Academia: _____
 Alchemy _____
 Area Knowledge:(2) _____
 Language: _____
 Native Tongue (2) _____
 Mad Science _____
 Medicine: _____
 Professional: _____
 Science: _____
 Science: _____
 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

d○ DEFTNESS _____
 Bow _____
 Filchin' _____
 Gunplay _____
 Lockpickin' _____
 Shootin': _____
 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

A.B.: Mad Scientist 3
 Mechanical Aptitude (1)

Lab Size: _____

Ammo 1

Ammo 2

GRT

WOUNDS

Head

Right Arm

Left Arm

Guts

Right Leg

Left Leg

SHOOTIN' IRONS & SUCH

Weapon	Shots	Speed	ROF	Damage	Range
Gizmo	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Weapon	Defense	Speed	Damage
Fist	-	1	STR+1D6 (Stun)
_____	_____	_____	_____

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

