

NAME: _____



OCCUPATION: _____

TRAITS & APTITUDES

ANNO ONE	1	COGNITION	d	Mad Science	_____	Horse Ridin'	_____	WHITE CHIPS	1
	2	Artillery	_____	Medicine	_____	Sneak (1)	_____		2
	3	Arts	_____	Professional	_____	Swimmin'	_____		3
	4	_____	_____	_____	_____	Teamster	_____		4
	5	Scrutinize	_____	_____	_____	QUICKNESS	d		5
	6	Search (1)	_____	Science	_____	Quick Draw	_____		6
		Trackin'	_____	_____	_____	_____	_____		7
		DEFTNESS	d	Trade	_____	_____	_____		
ANNO TWO		Bow	_____	_____	_____	SMARTS	d		
	1	Filchin'	_____	_____	_____	Bluff	_____		
	2	Lockpickin'	_____	MIEN	d	Gamblin'	_____	RED CHIPS	
	3	Shootin'	_____	Animal Wranglin'	_____	Ridicule	_____		1
	4	Sleight o' Hand	_____	Leadership	_____	Scroungin'	_____		2
	5	Speed Load	_____	Overawe	_____	Streetwise	_____		3
	6	Throwin'	_____	Performin'	_____	Survival	_____		4
		KNOWLEDGE	d	_____	_____	Tinkerin'	_____		5
		Academia	_____	Persuasion	_____	_____	_____		
		_____	_____	Tale Tellin'	_____	SPIRIT	d		
ANNO THREE		Area Knowledge	_____	_____	_____	Faith	_____		
	1	Home County (2)	_____	NIMBLENESS	d	Guts	_____	BLUE CHIPS	
	2	Demolition	_____	Climbin' (1)	_____	_____	_____		1
	3	Disguise	_____	Dodge	_____	STRENGTH	d		2
	4	Language	_____	Drivin'	_____	_____	_____		3
	5	_____	_____	Fightin'	_____	VIGOR	d		4
	6	_____	_____	_____	_____	_____	_____		5

SHOOTIN' IRONS & SUCH

PACE: _____ WOUNDS

SIZE: _____ HEAD

WIND: _____ RT. ARM

GRIT: _____ LT. ARM

HAND-TO-HAND WEAPONS

WOUND KEY

Light White GUTS

Heavy Green

Serious Yeller RT. LEG

Critical Red

Maimed Black LT. LEG

(mark wounds with colored paper clips)

WIND

