

## Player Name:

Character Name:	7 · ~ ~ 7 - € // /-		* - , ¬		
Target Number:		(Roll this number or higher to hit someone)			
Character Type:		3 Actions per Turn			
	Medifiero	(4 if you choose Sp	ontaneous)		
Specialties/	woaltiers:				
Ammo/Shot	ts Fired	Movement			
Pistol: Right Hand	Pistol: Right Hand	(inches per Action)			
(***)(***)(***)	Tistoi. Tright Hand	Crawl	1"		
		Walk	3"		
Shotgun	Shotgun	Trot	6"		
Barrel 1	Barrel 1	Run	12"		
Barrel 2	Barrel 2	Movement Modifie	ers		
		Obstacle	Penalty		
Rifle	Derringer	Door, opening	-1"		
A • • • •	Barrel 1	Door, kicking open*	-3"		
	Barrel 2	Hop over fence, bush, water trough, etc.	-1"		
Note: But on V through		Gate, opening	-1 -2"		
<b>Note:</b> Put an X through weapons you don't have, and indicate if the shotguns are sawed off.		Gate, opening & closing	-3"		
Other Weapons		Window, climb through	-2"		
<u> </u>	dam/pain	Window, crash through	-3"		
	dam/pain	Unpredictable terrain	-33%		
	dam/pain	Dangerous terrain  * Danyiros successful Astion Ch	<u>-50%</u>		
Wounds (appl	y modifiers to Attack Rol	* Requires successful Action Ch Is & Action Checks)	ieck		
PAIN		DAMAGE			
Bruised: No negative	e effect	Light: No negative effect			
Beat up: -1 to hit		Moderate -1 to hit, movement reduc	ed by 33%		
Bloody: -2 to hit		Severe: -2 to hit, movement reduced by 50%,			
		cannot "fa	ı" gun, half speed		
WHen all Pain slots are filled unconscious for 2d6 turns		Damage is caused by guns, knives and other de When all 15 Damage slots are full, you are deac	adly things.		

## Firearms Attack, Damage & Range Modifiers

	Damage Base	Point Blank	Close	Medium	Long	Far	Ammo Capacit
DERRINGER, Re	emingtor	Double	(if 2 barrels,	fire both as o	ne Attack), We	eapon Weight:	1/2
Range modifiers		+1	0	-1	-2	n/a	
Range in inches		0 - 1"	1 - 2"	2 - 3"	3 - 4"	n/a	
Damage	1d3	+1	0	-1	-2	n/a	1 or 2
PISTOL, Colt Ar	my 1873	Weapon W	eight: 1.0				
Range modifiers		+3	+1	0	-1	-3	
Range in inches		0 - 1"	1 - 3"	3 - 6"	6 - 9"	9 - 13"	
Damage	1d6	+2	+1	+1	+1	0	6
RIFLE, Winches	ter Yellov	vboy 186	6 Weapo	n Weight: 2.0			
Range modifiers		0	+1	+2	0	-1	
Range in inches		0 - 1"	1 - 6"	6 - 12"	12 - 16"	16 - 25"	
Damage	1d6	+3	+3	+2	0	-1	15
HOTGUN, Rem	ington 1	<b>874</b> (if 2 b	arrels, fire bo	th as one Atta	ack), Weapon \	Neight: 2.0	
Range modifiers		+3	+2	+1	-1	-3	
Range in inches		0 - 1"	1 - 2"	2 - 4"	4 - 6"	6 - 10"	
Scatter area in inches		0	0	1"	1½"	2"	
Damage	1d6	+3	+2	+1	-1	-3	1 or 2
AWED-OFF SH	IOTGUN,	Reming	ton 1874	(if 2 barrels,	fire both as or	e Attack), Wea	pon Weigh
Range modifiers		+4	+3	0	-2	-4	
Range in inches		0 - 1"	1 - 2"	2 - 3"	3 - 4"	4 - 5"	
Scatter area in inches		0	1"	1½"	2"	3"	
Damage	1d6+1	+4	+3	0	-2	-4	1 or 2

Before the game starts, indicate how many barrels are on shotguns & derringers!

Scatter Damage: Center target takes full Damage, others in scatter area take half Damage (round down).

 $\textbf{Reload Times:} \ \ Derringer-2/Full\ Task;\ Pistol-3/Full\ Task;\ Rifle-5/Full\ Task;\ Shotgun-2/Full\ Task.$ 

## **Combat Modifiers**

If the shooter is:	Modifier
Aimed Shot	+2 / Action
On horseback	-1
In a moving wagon, coach, or train	-1
Crawling	+1
Trotting	<b>–1</b>
Running/Galloping	-3
Shooting at Crawling target	<b>–1</b>
Shooting at Trotting target	-1
Shooting at Running/Galloping target	_2
Shooting at target with Full Cover	-3
Shooting at target with Partial Cover	_1
Shooting at target climbing a rope, ladder, cliff, wall, etc.	+2
Surprise Aimed Shot/Surprise Back Shot	+4
Shooting into total darkness; Blind Shot	<b>-</b> 5
Wild Shot	<b>–1</b>
Remember, all modifiers are cumulative.	

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Equipment & Loot			
Total Weapon Weight:	Attack Penalty:		
Encumbrance Level:	Movement Penalty:		
Victory Points	Total VP Earned:		
Improvement	Cost		
Matas			
Notes			
Outlaw Gang:	WXNIII		
Notable Crimes:			
	DEAD OR ALIYE		
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Profession: Residence: Place of Origin: Date of Birth: _ Handedness: Race: Age: Height: Rair:	Sex:		
Place of Origin: Date of Birth: Handedness: Race: Age: Height: Hair:	Sex:		
Date of Birth: _ Handedness: _ Race: _ Age: _ Height: _ Hair: _	Sex:		
Handedness: Race: Age: Height: Hair:	Sex:		
Handedness: Race: Age: Height: Hair:	Sex:		
Race: Age: Height: Hair:	Sex:		
Age: Height: Hair:	Sex:	\\	
Height: Hair:			
Hair:	Weight:		
	Eyes:		
Distinguishing I	Marks & Scars:	_	