

Name

DEAD LANDS™

Occupation

Ammo 1

MENTAL

d○ COGNITION

Artillery

Arts:

Scrutinize

Search (1)

Trackin'

Ammo 2

d○ KNOWLEDGE

Academia:

Area Knowledge:

Home County (2)

Demolition

Disguise

Language:

Native Tongue (2)

Medicine:

Professional:

Science:

Trade:

Ammo 3

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

Fannin'

Filchin'

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

WOUND KEY

Light

Heavy

Serious

Critical

Maimed

White

Yeller

Green

Red

Black

GRT

WOUNDS

Head

Right

Arm

Left

Arm

Guts

Right

Leg

Left

Leg

SHOOTIN' IRONS & SUCH

Weapon	Shots	Speed	ROF	Damage	Range

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

BEAD LANDS

TN

Ammo 1

[illegible]

FATE CHIPS

White: _____
Red: _____
Blue: _____

YOUR WORST NIGHTMARE

Ammo 3

WOUNDS

EQUIPMENT

Head

Right Arm

Left Arm

Guts

Right
Leg
Left
Leg

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 •