## CHARACTER SHEET Version 5.0 Jan 2020



Skill

Artillerist (Gatlin/Cannon)

Score

Player	Character Name				
Nationality	Home town			Gender	
Handedness	Age		Height	Weight	
Background	Year		Total XP	XP Left	
ATTRIBUTES					
STRENGTH Sta	art (7-20)	Max. wounds, Lift, Carry, Endurance, Brawling		Head 20	
COORDINATION St	art (7-20)	Shooting, Acrobatics, Locks, In saddle, Speed	Left Shoulder 9-10	Right Shoulder 11-12	
<b>OBSERVATION</b> Sta	art (7-20)	Perception, Reveal cheating, Night visibility	C	hest 18-19	
STATURE Sta	rrt (4-10)	Renown, NPC reactions (>9 / +1 , >14 / +2)	Left Arm 5-6	Right Arm 7-8	
LUCK Sta	rt (4-10)	Surviving mortal wound, Save to escape dangers	Abd	lomen 13-17	
SHOOTING  CAREFUL SHOT (= COOR  STEADY SHOT(= 1/2 COOR  HIP SHOT(= 1/4 COOR)  FANGUN(= 1 OR PISTOL SKILL	(3)	ol Rifle # Shots 1 shot 2 shots 3 shots 6 shots	Left Leg 1-2 TOTAL WOUND POINTS	Right Leg 3-4  MAX. WOUND POINTS  (Strength Score)	
MOVEMENT SPEEL	_		er turn)	ch light -1 / Each serious -2	
Walking (-2)			Crawling 2	Evading 12	
Skill Rifle Shotgun / Scattergun  WORKING SKILLS Skill	Score Pisto Arch	Skill l ery	Score  Knife/Sp Brawling *(+1 if your  shold spent)  Score  OTHER  Roping (1)	g (incl. dynamite)	

## **EQUIPMENT & FEATS**

Version 4.0

# Wild West Role Playing Same

## WEAPONS, ROUNDS LOADED & AMMO

WE'M ONG, ROOMED EOTHED & MINING		Role Playing Game
MAIN HAND PISTOL TIPE:  Wound modifier:  Skill Speed Short 0 Long-2 Extreme-5 RR  / Notes	Stots fired	TOTAL AMMO
BACKUP PISTOL TYPE: Wound modifier: Skill Speed Short 0 Long-2 Extreme-5 RR / Notes	SHOTS FIRED	TOTAL AMMO
STOTCUN/SCATTERCUN TIPE: Wound modifier: Skill Speed Short 0 Long-2 Extreme-5 RR Notes	SHOTS FIRED	TOTAL AMMO
SINGLE SHOT RIFLE Wound modifier:  Skill Speed Shorto Long-2 Extreme-5 RR  Notes	SHOTS FIRED	TOTAL AMMO
Wound modifier:  Skill Speed Short 0 Long-2 Extreme-5 RR  Notes  TOTAL AMMO:	SHOTS FIRED	

## **ITEMS**

Pieces	Description	\$ value
	Total	

## **FEATS**

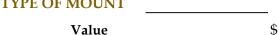
	Name of Feat
1000 XP	
2000 XP	
3000 XP	
4000 XP	
5000 XP	

## **VALUABLES**

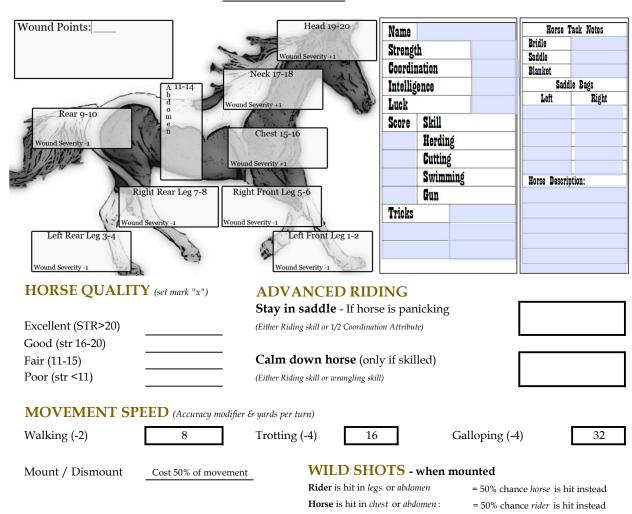
Pieces	Description	\$ value
	Dollars	
	Gold	
	Silver	
	Jewlery	
	Other:	
	Total	

## **MOUNT**

TYPE OF MOUNT







## ITEMS CARRIED ON MOUNT

#### Left saddle bag

Pieces	description	\$ value
	ADD A STORY	
	All the latest ten	
	A HOLD BE A	
	total	

### **WANTED?**

	Want	ed rewards	
	Reward		\$
Alive ?		Dead/alive ?	(Mark X)

## Right saddle bag

Pieces	description	\$ value
	And the second	
	total	

### **VISIBLE MARKS?**

Facial/body marks (Tattoo, scars etc.)