CHARACTER SHEET

Version 5.0 Jan 2020

BOOT HILL
Wild West
Role Playing Game

Player _____ Character Name _____

Nationality _____ Home town _____ Gender _____

Handedness _____ Age _____ Height _____ Weight _____

Background _____ Year _____ Total XP _____ XP Left _____

ATTRIBUTES

Attribute	Start		Description
STRENGTH	*Start (7-20)*		Max. wounds, Lift, Carry, Endurance, Brawling
COORDINATION	*Start (7-20)*		Shooting, Acrobatics, Locks, In saddle, Speed
OBSERVATION	*Start (7-20)*		Perception, Reveal cheating, Night visibility
STATURE	*Start (4-10)*		Renown, NPC reactions (>9 / +1 , >14 / +2)
LUCK	*Start (4-10)*		Surviving mortal wound, Save to escape dangers

Head 20

Left Shoulder 9-10   Right Shoulder 11-12

Chest 18-19

Left Arm 5-6   Right Arm 7-8

Abdomen 13-17

Left Leg 1-2   Right Leg 3-4

SHOOTING

	Base	Pistol	Rifle	# Shots
CAREFUL SHOT *(= COOR)*				*1 shot*
STEADY SHOT *(= 1/2 COOR)*				*2 shots*
HIP SHOT *(= 1/4 COOR)*				*3 shots*
FANGUN *(= 1 OR PISTOL SKILL)*				*6 shots*

TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

MOVEMENT SPEED *(Accuracy modifier & movement in yards per turn)*

Walking (-2) **6**   Running (-4) **24**   Crawling **2**   Evading **12**

WEAPON SKILLS *(Score: Intitial 1 per point spent, hereafter +1 per XP threshold spent)*

Skill	Score		Skill	Score		Skill	Score
Rifle			Pistol			Knife/Spear/Axe	
Shotgun / Scattergun			Archery			Brawling/Grapple*	

(+1 if your STR > STR opponent)

WORKING SKILLS *(Score: Initial 2d10, hereafter +1 per XP threshold spent)*

Skill	Score		Skill	Score

OTHER ATTACKS

Skill	Score
Roping *(Lasso)*	
Throwing *(incl. dynamite)*	
Whip	

HEAVY WEAPONS

Skill	Score
Artillerist *(Gatlin/Cannon)*	

EQUIPMENT & FEATS   *Version 4.0*

WEAPONS, ROUNDS LOADED & AMMO

MAIN HAND PISTOL TYPE: _____

Wound modifier: _____

Skill	Speed	Short 0	Long -2	Extreme -5	RR
					/

Notes

SHOTS FIRED   **TOTAL AMMO**

BACKUP PISTOL TYPE: _____

Wound modifier: _____

Skill	Speed	Short 0	Long -2	Extreme -5	RR
					/

Notes

SHOTS FIRED   **TOTAL AMMO**

SHOTGUN/SCATTERGUN TYPE: _____

Wound modifier: _____

Skill	Speed	Short 0	Long -2	Extreme -5	RR

Notes

SHOTS FIRED   **TOTAL AMMO**

SINGLE SHOT RIFLE   TYPE: _____

Wound modifier: _____

Skill	Speed	Short 0	Long -2	Extreme -5	RR

Notes

SHOTS FIRED   **TOTAL AMMO**

RIFLE TYPE: _____

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 *Version 4.0*

TYPE OF MOUNT _____

Value _____ $

Wound Points: ____

Head 19-20
Wound Severity +1

Neck 17-18
Wound Severity +1

Abdomen 11-14

Rear 9-10
Wound Severity -1

Chest 15-16
Wound Severity +1

Right Rear Leg 7-8
Wound Severity -1

Right Front Leg 5-6
Wound Severity -1

Left Rear Leg 3-4
Wound Severity -1

Left Front Leg 1-2
Wound Severity -1

Name	
Strength	
Coordination	
Intelligence	
Luck	

Score	Skill	
	Herding	
	Cutting	
	Swimming	
	Gun	

Tricks	

Horse Tack Notes	
Bridle	
Saddle	
Blanket	

Saddle Bags	
Left	Right

Horse Description:

HORSE QUALITY *(set mark "x")*

Excellent (STR>20) _____

Good (str 16-20) _____

Fair (11-15) _____

Poor (str <11) _____

ADVANCED RIDING

Stay in saddle - If horse is panicking

(Either Riding skill or 1/2 Coordination Attribute)

Calm down horse (only if skilled)

(Either Riding skill or wrangling skill)

MOVEMENT SPEED *(Accuracy modifier & yards per turn)*

Walking (-2)	8	Trotting (-4)	16	Galloping (-4)	32

Mount / Dismount — Cost 50% of movement

WILD SHOTS - when mounted

Rider is hit in *legs* or *abdomen* = 50% chance *horse* is hit instead

Horse is hit in *chest* or *abdomen* : = 50% chance *rider* is hit instead

ITEMS CARRIED ON MOUNT

Left saddle bag

Pieces	description	$ value
	total	

Right saddle bag

Pieces	description	$ value
	total	

WANTED ?

Wanted rewards
Reward _____ $
Alive ? ____ *Dead/alive ?* ____ (Mark X)

VISIBLE MARKS ?

Facial/body marks (Tattoo, scars etc.)