WESTERN

NAME _____ REPUTATION _____ / _____

ALIAS _____ REPUTATION _____ / _____

GROUP MEMBERSHIP_____ REPUTATION _____ / _____

ROLE _____ EDUCATION _____ WEAPON HAND _____

WANTED $ _____ AREA _____ | $ _____ AREA _____

QUOTE _____

MOTIVATIONS_____

PERSONALITY _____

LIFE PATH EVENTS

EVENT 1 _____

EVENT 2 _____

EVENT 3 _____

EVENT 4 _____

FAMILY/FRIENDS _____

ENEMIES_____

CONTACTS _____

APPEARANCE

EYE COLOR _____ HAIR COLOR_____

AGE _____ SHAPE _____

_____

_____

_____

_____

TALENTS/OBSTACLES

TALENTS _____ OBSTACLES _____ POINTS _____

MOUNT

NAME _____ MOVE_____

BREED_____ Q _____

CON _____ INT _____ QUICK _____ TEMP _____

HT/WT _____/_____ CARRY/HAUL ____/____

APTITUDE _____ JUMPING _____

SKILLS _____

GUTS _____ GRIT _____ DEFENSE_____

EQUIPMENT/CLOTHING

EQUIPMENT   Q   WT   CLOTHING   Q   WT

Q=Quality **WT**=Weight   You can **CARRY** twice your STRENGTH VALUE in pounds.

MONEY

                                        WT

BILLS: DOLLARS_____ PESOS_____ ___

COINS: DOLLARS_____ PESOS_____ ___

VALUABLES   Q   WT

BANK _____

ASSETS _____

ATTRIBUTES

ATTRIBUTE	VALUE	BONUS
COL – Cool	_____	_____
CON – Constitution	_____	_____
DEX – Dexterity	_____	_____
INT – Intelligence	_____	_____
QCK – Quickness	_____	_____
STR – Strength	_____	_____
VIG – Vigilance	_____	_____

COST/BONUS		
VALUE	C	B
1	10	-5
2	10	-4
3-4	10	-3
5-6	10	-2
7-8	10	-1
9-12	10	±0
13-14	10	+1
15-16	20	+2
17-18	30	+3
19	40	+4
20	50	+5

EXPERIENCE _____ DESTINY PTS _____

DAM. BONUS _____ MOVE _____

GUTS _____ GRIT _____

COMBAT PTS _____ COOL UNDER FIRE _____

PRAYER POINTS _____ FAITH _____

20 Combat pts=
1 Cool Under Fire

20 Prayer pts= 1 Faith

MOVES/SPECIALIZATIONS

MOVES		DISCIPLINE _____		DISCIPLINE _____	
CUT	_____	1	_____	1	_____
DISARM	_____	2	_____	2	_____
FEINT	_____	3	_____	3	_____
HEADBUTT	_____	4	_____	4	_____
HOLD	_____	5	_____	5	_____
KICK	_____	6	_____	6	_____
STRIKE	_____	DISCIPLINE _____		DISCIPLINE _____	
THROW	_____	1	_____	1	_____
THRUST	_____	2	_____	2	_____
TRIP	_____	3	_____	3	_____
BREAK	_____	4	_____	4	_____
EVADE	_____	5	_____	5	_____
PARRY	_____	6	_____	6	_____

COMBAT

WEAPON	HOLSTER	Q	THMOD	TO HIT	DEFEND	WS	CS	ACTIONS	BREAK	FUMBLE	AMMO	MAG	RELOAD	RANGE	DAMAGE

WEAPON-GROUP

○ REVOLVERS ○ DERRINGERS ○ VOLCANICS ○ REPEATERS ○ MUZZLE-LOADING RIFLES ○ BREECH-LOADING RIFLES
○ AXES ○ BOLA ○ BRAWLING ○ DYNAMITE ○ KNIVES ○ LONG BLADES ○ OBJECTS ○ SHIELDS

HOLSTER (H)

HOLSTER _____ DRAW _____

HOLSTER _____ DRAW _____

HOLSTER _____ DRAW _____

AMMUNITION (Ammo)

1. CAL. _____ AMOUNT _____ SPENT ○○○○○○ ○○○○○○ ○○○○○○

2. CAL. _____ AMOUNT _____ SPENT ○○○○○○ ○○○○○○ ○○○○○○

3. CAL. _____ AMOUNT _____ SPENT ○○○○○○ ○○○○○○ ○○○○○○

To Hit=SL+Q+THmod (Close Combat+2/Coordination Degree) Defend=SL+Q+THmod+2/Defense Degree CS=Combat Speed=SL−Weapon Speed Fumble=Q+1/Degree

INJURIES

LOCATION

#	DATE	AMP.	CRIT.	SEVERE	MAJOR	MINOR	SCRATCH	W MOD	BLEEDING	FRACT.	BULLET
_	_____	○	○	○	○	○	○			○	○
_	_____	○	○	○	○	○	○			○	○
_	_____	○	○	○	○	○	○			○	○
_	_____	○	○	○	○	○	○			○	○
_	_____	○	○	○	○	○	○			○	○
_	_____	○	○	○	○	○	○			○	○
_	_____	○	○	○	○	○	○			○	○

PERMANENT INJURY

A _____
B _____
C _____
D _____
E _____
F _____
G _____
H _____
I _____
J _____
K _____
L _____

DIZZY ○ YES GRIT-MOD. _____ | RECOVERY RATE 1/ _____

BLOOD LOSS
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○

CON. LOSS
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○
○○○○○○ ○○○○○○

WOUNDS _____
BLOOD _____
CON. _____
MISC. _____

W MOD=Mods from all Wounds. BLOOD=All Negative Blood loss CON=All Negative Con loss. MISC.=Mods from Illnesses, Drugs and Poison.

SKILLS

COMBAT SKILLS

DISCIPLINE	ATTRIBUTE-BONUS	ACCURACY + PR = SL	SPEED $Q_{CK}[1] \times 2$ + PR = SL
ARCHERY	COL+DEX		
MACHINE GUN	DEX+STR		
REVOLVER	DEX+VIG		
RIFLE	DEX+VIG		
THROWING	DEX+STR		
BOXING	DEX+STR		
FENCING	DEX+QCK		
FIGHTING	DEX+STR		
KUNG FU	COL+DEX		
SAVATE	DEX+VIG		
WRESTLING	DEX+STR		

PR=Practice SL=Skill Level [1]Attribute-bonus in Quickness

SKILL	ATTRIBUTE-BONUS + PR = SL	Degree
ARTILLERY	INT+VIG	
COORDINATION	COL+DEX	
DEFENSE	QCK+VIG	

SKILL	C	ATTRIBUTE-BONUS + PR = SL
ACROBATICS	3	DEX+STR
ACTING	3	COL+INT
ANIMAL HUSBANDRY/_____	3	DEX+VIG
ANIMAL TRAINING/_____	3	INT+VIG
APPRAISAL	3	INT+VIG
ARITHMETIC*	1	INT+VIG
ART/_____	3	
BURNING BRANDS	2	DEX+INT
BUSINESS/_____	3	INT+VIG
CRAFT/_____	3	
CRAFT/_____	3	
CRAFT/_____	3	
DANCE	2	DEX+INT
DEAL	3	INT+VIG
DISGUISE	3	COL+INT
DRAFTING/_____	3	COL+INT
DRAFTING/_____	3	COL+INT
DRILL*/_____	1	
DRIVE/_____	2	
ELOQUENCE	4	COL+INT
ENGINEERING*	4	INT+VIG
ETIQUETTE*	1	COL+INT
EXPERTISE*/_____	2	COL+INT
EXPERTISE*/_____	2	COL+INT
EXPERTISE*/_____	2	COL+INT
EXPERTISE*/_____	2	COL+INT
EXPERTISE*/_____	2	COL+INT
EXPLOSIVES*	3	DEX+INT
FARM	1	COL+CON
FIRST AID	1	DEX+VIG
GAME/CARDS	4	COL+VIG
GAME/HAZARD	4	COL+VIG
GAME/_____	4	

SKILL	C	ATTRIBUTE-BONUS + PR = SL
HIDE/SEEK	3	INT+VIG
HUNT/FISH	3	COL+VIG
INFILTRATE	3	COL+VIG
INVENT	5	COL+INT
LANGUAGE*/_____	3	INT+VIG
LANGUAGE*/_____	3	INT+VIG
LAW*/_____	4	COL+INT
LEADERSHIP	4	COL+INT
LOCK PICKING	2	COL+DEX
MIMICRY	2	INT+VIG
MUSIC/_____	3	DEX+INT
ORGANIZATION*/_____	2	INT+VIG
ORGANIZATION*/_____	2	INT+VIG
PHOTOGRAPHY*	3	INT+VIG
QUACKERY	2	DEX+INT
READ/WRITE*	2	COL+INT
RELIGION*/_____	2	COL+VIG
REL. CER*/_____	4	COL+VIG
RIDE	2	COL+DEX
SAFECRACKING*	4	COL+DEX
SCOUT	3	INT+VIG
SEAMANSHIP	3	DEX+VIG
SIGN LANGUAGE*	2	INT+VIG
SLEIGHT OF HAND	2	DEX+QCK
SPORTS/_____	3	CON+DEX
STALK	3	COL+VIG
STEALTH	3	DEX+VIG
SURGERY*	5	DEX+INT
SURVIVAL/_____	3	INT+VIG
SURVIVAL/_____	3	INT+VIG
SWIM	1	DEX+STR
TELEGRAPHY*	2	INT+QCK
TRACK	3	COL+VIG
WEAPONS DRILL/_____	1	DEX+QCK
WEATHER LORE	3	INT+VIG
WHIP	3	DEX+STR

* Requires Practice, you must have spent Experience Points to be able to use these Skills.

SKILLS - THE COST OF INCREASING ONE STEP

SKILL GROUP	1-5	6-10	11-15	16-20
1 – SIMPLE	1	2	3	5
2 – EASY	1	2	5	10
3 – NORMAL	1	4	8	15
4 – HARD	2	5	10	20
5 – DIFFICULT	3	10	20	30
6 – COMBAT	5	10	15	30

BACKGROUND/FAMILY TREE

GRANDFATHER (PATERNAL) PRIOR TO 1851 _____

NAME _____ 1851-1860 _____

OCCUPATION _____ 1861-1865 _____

GROUP _____ 1866-1875 _____

GRANDMOTHER (PATERNAL) PRIOR TO 1851 _____

NAME _____ 1851-1860 _____

OCCUPATION _____ 1861-1865 _____

GROUP _____ 1866-1875 _____

HOME IN AMERICA _____ HOMELAND/ORIGINS _____ TIME IN AMERICA _____

RELIGION _____ SOCIAL STATUS _____ SUCCESS _____

UNCLES/AUNTS

NAME _____ _____ _____ _____

SOCIAL ST. _____ _____ _____ _____

SUCCESS _____ _____ _____ _____

OCCUPATION _____ _____ _____ _____

GROUP _____ _____ _____ _____

1851-1860 _____ _____ _____ _____

1861-1865 _____ _____ _____ _____

1866-1875 _____ _____ _____ _____

GRANDFATHER (MATERNAL) PRIOR TO 1851 _____

NAME _____ 1851-1860 _____

OCCUPATION _____ 1861-1865 _____

GROUP _____ 1866-1875 _____

GRANDMOTHER (MATERNAL) PRIOR TO 1851 _____

NAME _____ 1851-1860 _____

OCCUPATION _____ 1861-1865 _____

GROUP _____ 1866-1875 _____

HOME IN AMERICA _____ HOMELAND/ORIGINS _____ TIME IN AMERICA _____

RELIGION _____ SOCIAL STATUS _____ SUCCESS _____

UNCLES/AUNTS

NAME _____ _____ _____ _____

SOCIAL ST. _____ _____ _____ _____

SUCCESS _____ _____ _____ _____

OCCUPATION _____ _____ _____ _____

GROUP _____ _____ _____ _____

1851-1860 _____ _____ _____ _____

1861-1865 _____ _____ _____ _____

1866-1875 _____ _____ _____ _____

FATHER

NAME _____ 1851-1860 _____

OCCUPATION _____ 1861-1865 _____

GROUP _____ 1866-1875 _____

MOTHER

NAME _____ 1851-1860 _____

OCCUPATION _____ 1861-1865 _____

GROUP _____ 1866-1875 _____

HOME IN AMERICA _____ SOCIAL STATUS _____ SUCCESS _____

BROTHERS/SISTERS

NAME _____ _____ _____ _____

SOCIAL ST. _____ _____ _____ _____

SUCCESS _____ _____ _____ _____

OCCUPATION _____ _____ _____ _____

GROUP _____ _____ _____ _____

1861-1865 _____ _____ _____ _____

1866-1875 _____ _____ _____ _____