| Name | | | Age | | BITE | E the | e Bt | JLI | ET | |
|---|---------------------|------------------------|---------------------------------|-----|-----------|-------|-------|------|---------|---|
| | | SCORES | | | | | | | | |
| Vigor Presenc | aximum/Cur :e | Faith | Sand | | DESCRI | PTION | or PO | RTRA | IT | |
| | | | | | | | | | | |
| Roll 3d6 for the first thre d20 equal to or unde | | | | | | | | | | |
| | \odot | | | | | | | | | |
| CHAR | ACTER | RISTICS | | | | | | | | |
| Background | 00000 | 00000 | Rank | | | € |) | | | |
| | | | | |] | INVEN | TORY | | | |
| Reputation | 00000 | 00000 | | | Item | | | | Slots | |
| | | | | 1. | | | | | | |
| Fortitude | 00000 | 00000 | | 2. | | | | | | |
| Feible | 00000 | 00000 | | 3. | | | | | | |
| Issue | 00000 | 00000 | | 4. | | | | | | |
| | | | | 5. | | | | | | |
| Each starts at Rank 1. damage, increase c | Tap a ch damage, | aracteris or as a S | stic to mitigate Save bonus. | 6. | | | | | | |
| - | * | | | 7. | | | | | | |
| W | /EAPOI | NS | | 8. | | | | | | |
| S | | ots Dama | ge Tags | 9. | | | | | | |
| | | 000 | | 10. | | | | | | |
| | 000 | 000 | | 11. | | | | | | |
| | 000 | 000 | | 12. | | | | | | |
| Weapons hit Sand first, | then ar | attribut | e. At zero Sand, | · | | | | | | |
| roll a Burden. Below zer | o Sand, aged att | make a S | Save against the | 13. | | | | | | |
| | * | | | 14. | | | | | | |
| | ARMOI | R | | 15. | | | | | | |
| | Slots | Protection | Physical•Social•Faith | 16. | | | | | | |
| | | | | | Max carry | | Load | | Reserve | |
| | 1 | 1 | 1 | 1 | , | | | 1 | 1 | 1 |

Max carry is equal to Vigor (minimum 10). Load is all slots carried (including slots for weapons and armor). Reserve is max carry minus load. Use Reserve to power Acts of Faith and special effects in conflicts.

When armor applies to that type of conflict, subtract its value from incoming damage. Some armor applies to multiple types of conflict.

| Name | Age |
|--------------------------|-----|
| Amos 'the Snake' Houston | 21 |

ATTRIBUTE SCORES Maximum/Current

Vigor Presence Faith Sand

7

6
6

11
6
6

Roll 3d6 for the first three; roll 2d6 for Sand. To Save, roll d20 equal to or under the current attribute score.

③

CHARACTERISTICS

| Background | 000000000 | Rank |
|-----------------|-----------|------|
| Scout | | (|
| Reputation | 000000000 | |
| witch's Favor | | (|
| Fortitude | 000000000 | |
| Don't Look Back | | (|
| Foible | 000000000 | |
| Short Fuse | | 1 |
| Issue | 000000000 | |
| can't Let Go | | |

Each starts at Rank 1. Tap a characteristic to mitigate damage, increase damage, or as a Save bonus.



WEAPONS

| | Slots | Shots | Damage | Tags |
|-------------------|-------|--------|--------|------|
| Sawed-off Shotgun | 2 | 2 | 46 | AoE |
| | | 000000 | | |
| | | 000000 | | |

Weapons hit Sand first, then an attribute. At zero Sand, roll a Burden. Below zero Sand, make a Save against the damaged attribute.



ARMOR

| | Slots | Protection | Physical•Social•Faith |
|----------------|-------|------------|-----------------------|
| Railhand Plate | 2 | 2 | Phys/Soc |
| | | | |

When armor applies to that type of conflict, subtract its value from incoming damage. Some armor applies to multiple types of conflict.



*

INVENTORY

| Item | Slots |
|--------------------|-------|
| 1. Signal whistle | |
| 2. Bear trap (d12) | 2 |
| 3. Tin cup | |
| 4. | |
| 5. | |
| 6. | |
| 7. | |
| 8. | |
| 9. | |
| 10. | |
| 11. | |
| 12. | |
| 13. | |
| 14. | |
| 15. | |
| 16. | |
| | |

Max carry is equal to Vigor (minimum 10). Load is all slots carried (including slots for weapons and armor). Reserve is max carry minus load. Use Reserve to power Acts of Faith and special effects in conflicts.

Load

Max carry

Reserve