Name	Age

BITE the BULLET

ATTRIBUTE SCORES
Maximum/Current

Vigor	Presence	Faith	Sand

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

⭐

CHARACTERISTICS

		Rank
Background	○○○○○○○○○○	_____
Reputation	○○○○○○○○○○	_____
Fortitude	○○○○○○○○○○	_____
Foible	○○○○○○○○○○	_____
Issue	○○○○○○○○○○	_____

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

⭐

WEAPONS

	Slots	Shots	Damage	Tags
		○○○○○○		
		○○○○○○		
		○○○○○○		

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

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

DESCRIPTION *or* PORTRAIT

⭐

INVENTORY

	Item	Slots
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		
15.		
16.		

Max carry		Load		Reserve	

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.

Name		Age
Amos 'the Snake' Houston		21

ATTRIBUTE SCORES
Maximum/Current

Vigor	Presence	Faith	Sand
7 / 7	6 / 6	11 / 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.

⭐

CHARACTERISTICS

		Rank
Background ○○○○○○○○○	Scout	1
Reputation ○○○○○○○○○	Witch's Favor	1
Fortitude ○○○○○○○○○	Don't Look Back	1
Foible ○○○○○○○○○	Short Fuse	1
Issue ○○○○○○○○○	Can't Let Go	1

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	d6	AoE
		○○○○○○		
		○○○○○○		

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.

BITE the BULLET

DESCRIPTION *or* PORTRAIT

⭐

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	10	*Load*	6	*Reserve*	4

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.