



ABILITIES

Shadow Move - You may roll 2 dice for Move each turn and choose which to use.

'Wanted!' - At the end of each day in Town, roll a number of dice equal to your Hero Level. For each roll of 6, you are recognized! Gain 10 XP, then choose to either pay \$50 (bribing them to look the other way) or flee Town to escape the law.

STARTING ITEMS: ♦ 2 Outlaw Pistols ♦ Bandana

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