

**COOL HAND**

At the start of any Fight Turn, you may reduce your Initiative by 3 to gain +1 Shot with a 1H Gun.

**+1 MAX GRIT**

SHOOTIN' (1)

**CATCH PHRASE**

Once per Adventure, you may say your Catch Phrase to immediately Heal 2D6 Wounds or to add D6 Damage to one of your Hits.

SHOWMANSHIP (1)

**RICOCHET SHOTS**

Start with up to 2 Ricochet Shots in your Six-Shooter.

WAY OF THE GUN (1)

**HUSHED WHISPERS**

You now start every Adventure and Travel/Town Stay with an extra Grit.

REPUTATION (1)

**THROUGH SHOT**

Any time you kill an Enemy with a 1H Gun, you may immediately do D6 Damage to another Enemy in one of the three adjacent spaces behind it.

SHOOTIN' (2)

**CHARACTER PIECE**

Draw an additional Personal Item.

SHOWMANSHIP (2)

**CERBERUS SHOTS**

Start with up to 2 Cerberus Shots in your Six-Shooter.

WAY OF THE GUN (2)

**CARD SHARK**

Any time you win at Gambling in Town, you gain an extra D6x\$10.

**+1 CUNNING AND**

REPUTATION (2)

**MASTER OF KILLIN'**

You may now use your Six-Shooter Shots with any Gun, not just Pistols.

**+1 MAX GRIT**

SHOOTIN' (3)

**CALL YOUR SHOT**

Before rolling To Hit, choose a number. Any die that rolls the chosen number does an extra 1 Damage, ignoring Defense, even if the shot

SHOWMANSHIP (3)

**HELLFIRE SHOTS**

Start with up to 2 Hellfire Shots in your Six-Shooter.

WAY OF THE GUN (3)

**KILLER**

You may now use up to 2 Shots from your Six-Shooter Template on each Hit.

**+1 MAX GRIT**

REPUTATION (3)

**BEST SHOT IN THE WEST**

Ranged To Hit 2+

SHOOTIN' (4)

**CHARMED LIFE**

You start every Adventure with a Revive Token, usable only by you. Gain 25 XP any time you use it.

**+1 LORE**

SHOWMANSHIP (4)

**THE RIGHT TOOL**

You may start each Adventure with any mix of Shot Types in your Six-Shooter Template.

**+1 MAX GRIT**

WAY OF THE GUN (4)

**LEGEND OF THE WEST**

Once per Fight, use 2 Grit to add extra Damage to one of your Hits, equal to your current Hero Level.

REPUTATION (4)