

### **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)**

### **CHARACTER PIECE**

Draw an additional Personal Item.

**SHOWMANSHIP (2)**

### **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 would normally have missed.

**SHOWMANSHIP (3)**

### **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)**

### **GUNSLINGER**



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