

Name: _____

Class: _____

1

Keywords: _____

Agility	Cunning	Spirit	Initiative	Combat	Faith / Max	Gold	Darkstone	Total Exposed D.stone	Corruption
					/		Chest? <input type="checkbox"/>		
Strength	Lore	Luck	Movement	Melee	Range	Experience	Level	Weight / Max	Poison
				+	+			/	Crption. Limit

Max Tokens	Bandages	Whiskey	Herbs		Max Health	Wounds	Max Sanity	Wounds	Max Grit
		Cask? <input type="checkbox"/>							
Swamp Fungus	Tonic	Dynamite	Flash		Defense	Armor	Willpower	Spirit Armor	Grit
		Satchel? <input type="checkbox"/>			+	+	+	+	

Bounty	Personal Item	Abilities	Starting Grit:	Adventure	Travel / Town
Vendetta	Starting Upgrade	Abilities	Temporary Grit Effects: (start / max)	Adventure	Travel / Town
			/	/	/

Abilities	Abilities

3

Weapon	hands	Abilities	Class Limits	Weight	D.stone
			Used / Total Upgrade Slots	Sell Price	
			/		
			Used / Total Upgrade Slots	Sell Price	
			/		
			Used / Total Upgrade Slots	Sell Price	
			/		
			Used / Total Upgrade Slots	Sell Price	
			/		
			Used / Total Upgrade Slots	Sell Price	
			/		

Conversion? ☐Gain keyword 'Holy'. +1 Spirit.
Beware Saloon. Lose on 1 or 2.Tent? ☐

+1 on all campsite Hazard rolls.

Abilities	Abilties

Injuries	Effect	Mutations	Effect	Madness	Effect
Whatever is needed (you better take care of it if you get this far):					

Clothing:	Name	Ability			Weight	D.stone
Hat			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
Face			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
Shoulders			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
Coat			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
Torso			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
Aura						

Clothing:	Name	Ability			Weight	D.stone
Gloves			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
Belt			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
Pants			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
Boots			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
Horse			Class Limits			
Stage Coach? <input type="checkbox"/>		1) when traveling, each hero gains 15XP 2) Once / Travel, may cancel Travel Hazard just rolled Limits: 1 stage coach / posse; carries up to 6 heroes				

Upgrade		Cost To Attach	Ability		D.Stone
	Slots Used	Permanent? <input type="checkbox"/>		Class Limits	
	Sell Price			Attached to:	
	Slots Used	Permanent? <input type="checkbox"/>		Class Limits	
	Sell Price			Attached to:	
	Slots Used	Permanent? <input type="checkbox"/>		Class Limits	
	Sell Price			Attached to:	
	Slots Used	Permanent? <input type="checkbox"/>		Class Limits	
	Sell Price			Attached to:	

Saxton's Fancy Tonic: _____ [Sell \$100]

Discard to recover 2 Grit. You also take D3 Corruption Hits.

Upgrade		Cost To Attach	Ability		D.Stone
	Slots Used	Permanent? <input type="checkbox"/>		Class Limits	
	Sell Price			Attached to:	
	Slots Used	Permanent? <input type="checkbox"/>		Class Limits	
	Sell Price			Attached to:	
	Slots Used	Permanent? <input type="checkbox"/>		Class Limits	
	Sell Price			Attached to:	
	Slots Used	Permanent? <input type="checkbox"/>		Class Limits	
	Sell Price			Attached to:	
	Slots Used	Permanent? <input type="checkbox"/>		Class Limits	
	Sell Price			Attached to:	

Hair Grease? <input type="checkbox"/>	+1 Grit in Town, Lose on 1 or 2.	Specimen Jar? <input type="checkbox"/> Filled? <input type="checkbox"/>	Skip move, Cunning 5+ test in other world.
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Gear Name	Type	Ability		Weight	D.stone
			Class Limits		
			Used / Total Upgrade Slots Sell Price		
			/		
			Class Limits		
			Used / Total Upgrade Slots Sell Price		
			/		
			Class Limits		
			Used / Total Upgrade Slots Sell Price		
			/		
			Class Limits		
			Used / Total Upgrade Slots Sell Price		
			/		
			Class Limits		
			Used / Total Upgrade Slots Sell Price		
			/		

Journal Pages: ____ [sell \$50]	Discard to Recover 1 Grit and Gain 50XP	Matches: ____ [sell \$10]	Discard to ignore <i>Voices in the Dark</i>
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Gear Name	Type	Ability	Class Limits		Weight	D.stone
			Used / Total Upgrade Slots	Sell Price		
			/			
			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
			Class Limits			
			Used / Total Upgrade Slots	Sell Price		
			/			
Old Map: ____ [sell \$25]		Once / Turn, may cancel and re-draw an <i>Encounter</i> or <i>Map Card</i> just drawn. After each use, discard <i>Old Map</i> on D6 roll of 1 or 2.				

For Preacher only (so far):

Blessing	Casting	Level Bonuses	Judgement	Casting	Level Bonuses
Faith Healing - For each Faith Spent, you may heal 1 <i>Wound</i> from yourself or an adjacent hero.	5+	Level 5 - heal 2 <i>Wounds</i> for each Faith Spent			
