Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Keywords: \_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_

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| **Agility** | **Cunning** | **Spirit** |  | **Initiative** |  | **Combat** | **Faith / Max** |  | **Gold** | **Darkstone** |  | **Total Exposed D.stone** | | **Corruption** |
|  |  |  |  |  |  |  | **/** |  |  | **Chest? ❒** |  |  | |  |
| **Strength** | **Lore** | **Luck** |  | **Movement** |  | **Melee** | **Range** |  | **Experience** | **Level** |  | **Weight / Max** | **Poison** | **Crption. Limit** |
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| **Max Tokens** | **Bandages** | **Whiskey** | **Herbs** |  |  | **Max Health** | **Wounds** | **Max Sanity** | **Wounds** | **Max Grit** |
|  |  | **Cask? ❒** |  |  |  |  |  |  |  |  |
| **Swamp Fungus** | **Tonic** | **Dynamite** | **Flash** |  |  | **Defense** | **Armor** | **Willpower** | **Spirit Armor** | **Grit** |
|  |  | **Satchel? ❒** |  |  |  | **+** | **+** | **+** | **+** |  |

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| **Bounty** | **Personal Item** | **Abilities** | **Starting Grit:** | **Adventure** | **Travel / Town** |
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| **Vendetta** | **Starting Upgrade** | **Abilities** | **Temporary Grit Effects:**  **(start / max)** | **Adventure** | **Travel / Town** |
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| **Abilities** | **Abilties** |
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Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Agility** | **Cunning** | **Spirit** |  | **Initiative** |  | **Combat** | **Faith / Max** |  | **Gold** | **Darkstone** |  | **Total Exposed D.stone** | | **Corruption** |
|  |  |  |  |  |  |  | **/** |  |  | **Chest? ❒** |  |  | |  |
| **Strength** | **Lore** | **Luck** |  | **Movement** |  | **Melee** | **Range** |  | **Experience** | **Level** |  | **Weight / Max** | **Poison** | **Crption. Limit** |
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| **Max Tokens** | **Bandages** | **Whiskey** | **Herbs** |  |  | **Max Health** | **Wounds** | **Max Sanity** | **Wounds** | **Max Grit** |
|  |  | **Cask? ❒** |  |  |  |  |  |  |  |  |
| **Swamp Fungus** | **Tonic** | **Dynamite** | **Flash** |  |  | **Defense** | **Armor** | **Willpower** | **Spirit Armor** | **Grit** |
|  |  | **Satchel? ❒** |  |  |  | **+** | **+** | **+** | **+** |  |

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| **Bounty** | **Personal Item** | **Abilities** | **Starting Grit:** | **Adventure** | **Travel / Town** |
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| **Vendetta** | **Starting Upgrade** | **Abilities** | **Temporary Grit Effects:**  **(start / max)** | **Adventure** | **Travel / Town** |
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| **Injuries** | **Effect** | **Mutations** | **Effect** | **madness** | **Effect** |
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| **Whatever is needed (you better take care of it if you get this far):** | | | | | |
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| **Abilities** | **Abilties** |
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| **Injuries** | **Effect** | **Mutations** | **Effect** | **madness** | **Effect** |
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| **Whatever is needed (you better take care of it if you get this far):** | | | | | |
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| **Weapon** |  | | **Abilities** |  | | **Weight** | **D.stone** |
|  | **hands** | |  | **Class Limits** | |  |  |
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| **Range** | **Shots** | **Used / Total Upgrade Slots** | **Sell Price** |
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|  | **hands** | |  | **Class Limits** | |  |  |
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| **Range** | **Shots** | **Used / Total Upgrade Slots** | **Sell Price** |
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|  | **hands** | |  | **Class Limits** | |  |  |
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| **Range** | **Shots** | **Used / Total Upgrade Slots** | **Sell Price** |
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|  | **hands** | |  | **Class Limits** | |  |  |
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| **Range** | **Shots** | **Used / Total Upgrade Slots** | **Sell Price** |
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| **Range** | **Shots** | **Used / Total Upgrade Slots** | **Sell Price** |
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| **Conversion? ❒** | **Gain keyword ‘Holy’. +1 Spirit. Beware Saloon. Lose on 1 or 2.** | **Tent? ❒** | **+1 on all campsite Hazard rolls.** |

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| **Weapon** |  | | **Abilities** |  | | **Weight** | **D.stone** |
|  | **hands** | |  | **Class Limits** | |  |  |
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| **Range** | **Shots** | **Used / Total Upgrade Slots** | **Sell Price** |
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| **Range** | **Shots** | **Used / Total Upgrade Slots** | **Sell Price** |
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| **Range** | **Shots** | **Used / Total Upgrade Slots** | **Sell Price** |
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| **Range** | **Shots** | **Used / Total Upgrade Slots** | **Sell Price** |
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|  | **hands** | |  | **Class Limits** | |  |  |
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| **Range** | **Shots** | **Used / Total Upgrade Slots** | **Sell Price** |
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| **Conversion? ❒** | **Gain keyword ‘Holy’. +1 Spirit. Beware Saloon. Lose on 1 or 2.** | **Tent? ❒** | **+1 on all campsite Hazard rolls.** |

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

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| **Clothing:** | **Name** | **Ability** |  | | **Weight** | **D.stone** |
| **Hat** |  |  | **Class Limits** | |  |  |
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| **Coat** |  |  | **Class Limits** | |  |  |
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| **Clothing:** | **Name** | **Ability** |  | | **Weight** | **D.stone** |
| **Gloves** |  |  | **Class Limits** | |  |  |
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| **Belt** |  |  | **Class Limits** | |  |  |
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| **Pants** |  |  | **Class Limits** | |  |  |
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| **Boots** |  |  | **Class Limits** | |  |  |
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| **Used / Total Upgrade Slots** | **Sell Price** |
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| **Horse** |  |  | **Class Limits** | | | |
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| **Stage Coach? ❒** | | **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** | | | | |

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| **Clothing:** | **Name** | **Ability** |  | | **Weight** | **D.stone** |
| **Gloves** |  |  | **Class Limits** | |  |  |
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| **Used / Total Upgrade Slots** | **Sell Price** |
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| **Used / Total Upgrade Slots** | **Sell Price** |
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| **Horse** |  |  | **Class Limits** | | | |
|  | | | |
| **Stage Coach? ❒** | | **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** | | | | |

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| **Upgrade** |  | **Cost To Attach** | **Ability** |  | **D.Stone** |
|  | **Slots Used** | **Permanent? ❒** |  | **Class Limits** |  |
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| **Sell Price** | **Attached to:** |
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|  | **Slots Used** | **Permanent? ❒** |  | **Class Limits** |  |
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| **Sell Price** | **Attached to:** |
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|  | **Slots Used** | **Permanent? ❒** |  | **Class Limits** |  |
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| **Hair Grease? ❒** | **+1 Grit in Town, Lose on 1 or 2.** | **Specimen Jar? ❒ Filled? ❒** | **Skip move, Cunning 5+ test in other world.** |

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| **Upgrade** |  | **Cost To Attach** | **Ability** |  | **D.Stone** |
|  | **Slots Used** | **Permanent? ❒** |  | **Class Limits** |  |
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|  | **Slots Used** | **Permanent? ❒** |  | **Class Limits** |  |
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| **Hair Grease? ❒** | **+1 Grit in Town, Lose on 1 or 2.** | **Specimen Jar? ❒ Filled? ❒** | **Skip move, Cunning 5+ test in other world.** |

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| **Upgrade** |  | **Cost To Attach** | **Ability** |  | **D.Stone** |
|  | **Slots Used** | **Permanent? ❒** |  | **Class Limits** |  |
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| **Sell Price** | **Attached to:** |
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| **Saxton’s Fancy Tonic: \_\_\_\_\_ [Sell $100]** | **Discard to recover 2 Grit. You also take D3 Corruption Hits.** |

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| **Upgrade** |  | **Cost To Attach** | **Ability** |  | **D.Stone** |
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|  | **Slots Used** | **Permanent? ❒** |  | **Class Limits** |  |
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|  | **Slots Used** | **Permanent? ❒** |  | **Class Limits** |  |
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| **Sell Price** | **Attached to:** |
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| **Saxton’s Fancy Tonic: \_\_\_\_\_ [Sell $100]** | **Discard to recover 2 Grit. You also take D3 Corruption Hits.** |

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| **Gear Name** | **Type** | **Ability** |  | | **Weight** | **D.stone** |
|  |  |  | **Class Limits** | |  |  |
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| **Used / Total Upgrade Slots** | **Sell Price** |
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| **Journal Pages: \_\_\_\_ [sell $50]** | **Discard to Recover 1 Grit and Gain 50XP** | **Matches: \_\_\_\_ [sell $10]** | **Discard to ignore *Voices in the Dark*** |

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| **Gear Name** | **Type** | **Ability** |  | | **Weight** | **D.stone** |
|  |  |  | **Class Limits** | |  |  |
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| **Used / Total Upgrade Slots** | **Sell Price** |
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| **Journal Pages: \_\_\_\_ [sell $50]** | **Discard to Recover 1 Grit and Gain 50XP** | **Matches: \_\_\_\_ [sell $10]** | **Discard to ignore *Voices in the Dark*** |

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| **Gear Name** | **Type** | **Ability** |  | | **Weight** | **D.stone** |
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| **Old Map: \_\_\_\_ [sell $25]** | **Once / Turn, may cancel and re-draw an *Encounter* or *Map Card* just drawn. After each use, discard *Old Map* on D6 roll of 1 or 2.** |

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| **Gear Name** | **Type** | **Ability** |  | | **Weight** | **D.stone** |
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| **Used / Total Upgrade Slots** | **Sell Price** |
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| **Used / Total Upgrade Slots** | **Sell Price** |
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| **Used / Total Upgrade Slots** | **Sell Price** |
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| **Old Map: \_\_\_\_ [sell $25]** | **Once / Turn, may cancel and re-draw an *Encounter* or *Map Card* just drawn. After each use, discard *Old Map* on D6 roll of 1 or 2.** |

**For Preacher only (so far):**

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| **Blessing** | **Casting** | **Level Bonuses** | **Judgement** | **Casting** | **Level Bonuses** |
| **Faith Healing - For each Faith Spent, you may heal 1 *Wound* from yourself or an adjacent hero.** | **5+** | **Level 5 - heal 2 *Wounds* for each Faith Spent** |  |  |  |
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**For Preacher only (so far):**

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