

NAME:

Abraham Oppenheimer - Greg



OCCUPATION:

Mad Scientist

# TRAITS & APTITUDES

AMMO ONE

1	COGNITION	2 d 10
2	Artillery	2
3	Arts	
4	Scrutinize	1
5	Search (1)	4
6	Trackin'	

Mad Science	5
Medicine	
Professional	
Science	
Engineering	5
Chemistry	5
Trade	
Physics	5
Biology	3

Horse Ridin'	1
Sneak (1)	1
Swimmin'	
Teamster	2
QUICKNESS	3 d 6
Quick Draw	

WHITE CHIPS

AMMO TWO

1	DEFTNESS	4 d 6
2	Bow	
3	Filchin'	
4	Lockpickin'	
5	Shootin'	3
6	Flamethrower	
7	Sleight o' Hand	
8	Speed Load	
9	Throwin'	
10	Lightning GUnb	3
11	KNOWLEDGE	2 d 12
12	Academia	
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MIEN	1 d 8
Animal Wranglin'	
Leadership	
Overawe	
Performin'	
Persuasion	
Tale Tellin'	

SMARTS	4 d 10
Bluff	
Gamblin'	
Ridicule	
Scroungin'	4
Streetwise	
Survival	
Tinkerin'	4
SPIRIT	3 d 8
Faith	
Guts	3

RED CHIPS

AMMO THREE

1	Area Knowledge	
2	Home County (2)	2
3	Demolition	2
4	Disguise	
5	Language	
6	Native Tongue	2
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NIMBLENESS	2 d 6
Climbin' (1)	1
Dodge	2
Drivin'	3
Fightin'	

STRENGTH	2 d 6
VIGOR	3 d 6

BLUE CHIPS

## SHOOTIN' IRONS & SUCH

Weapon	Shots	RoF	Range	Damage
Flamethrower	30	1d6	20max	1d10/Shot
Lightning Gu	6/bat	1/2	5? 50	4d10

## HAND-TO-HAND WEAPONS

Weapon	Defense	Speed	Damage
Fist	-	1	Str

PACE: 6 WOUNDS

SIZE: 6 HEAD

WIND: 14 RT. ARM

GRIT: 1 LT. ARM

WOUND KEY

Light White GUTS

Heavy Green

Serious Yeller R. LEG

Critical Red

Maimed Black LT. LEG

(mark wounds with colored paper clips)

## WIND

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

# ARCANE ABILITIES

WHITE  
CHIPS

Hexslingin' \_\_\_\_\_ Ritual \_\_\_\_\_ Rituals \_\_\_\_\_

AMMO  
ONE

1	Power	Speed	Duration	Range	Trait	TN	Notes	1
2	_____	_____	_____	_____	_____	_____	_____	2
3	_____	_____	_____	_____	_____	_____	_____	3
4	_____	_____	_____	_____	_____	_____	_____	4
5	_____	_____	_____	_____	_____	_____	_____	5
6	_____	_____	_____	_____	_____	_____	_____	6
7	_____	_____	_____	_____	_____	_____	_____	_____

RED  
CHIPS

1	_____	_____	_____	_____	_____	_____	_____	1
2	_____	_____	_____	_____	_____	_____	_____	2
3	_____	_____	_____	_____	_____	_____	_____	3
4	_____	_____	_____	_____	_____	_____	_____	4
5	_____	_____	_____	_____	_____	_____	_____	5
6	_____	_____	_____	_____	_____	_____	_____	6

AMMO  
TWO

## EDGES & HINDRANCES

## EQUIPMENT

Arcane Background: Mad Scientist  
Dinero +2  
Mechanically Inclined +1

Flamethrower  
Tool Kit  
Doctor's Bag full of strange chemicals  
Spectacles  
\$75

BLUE  
CHIPS

1	Bad Eyes: -2 You have to wear specatcles to read and see things up close
2	Curious: -3
3	Stubborn: -2
4	Tinhorn: -2
5	Paranoid-1

AMMO  
THREE

WOUNDS

## CHARACTER NOTES

## YOUR WORST NIGHTMARE

HEAD

RT. ARM

LT. ARM

GUTS

R. LEG

LT. LEG

WIND (VIGOR 'N' SPIRIT)