

NAME:

Anastasia Dawson (Kenda)



OCCUPATION:

Pinkerton

TRAITS & APTITUDES

AMMO ONE	TRAITS	APPTITUDES	WHITE CHIPS	
1	COGNITION <u>2 d 12</u>	Mad Science	1	
2		Medicine	3	
3		Artillery	Professional	3
4		Arts	Law	4
5		Scrutinize	Science	5
6		Search (1)	Trade	6
	DEFTNESS <u>3 d 8</u>		7	
		Bow	SMARTS	3 d 6
		Filchin'	Bluff	2
1		Lockpickin'	Gamblin'	RED CHIPS
2		Shootin' (Automatics)	Ridicule	1
3		Sleight o' Hand	Scroungin'	2
4	Speed Load	Streetwise	1	
5	Throwin'	Survival	3	
6		Tinkerin'	4	
	KNOWLEDGE <u>2 d 8</u>		5	
		Academia	Persuasion	2
		Occult	Tale Tellin'	
		Area Knowledge		
1		Home County (2)	NIMBLENESS <u>2 d 10</u>	
2		Demolition	Climbin' (1)	1
3	Disguise	Dodge	3	
4	Language	Drivin'		
5		Fightin' (Brawlin')	2	
6				
7				

SHOOTIN' IRONS & SUCH					FACE:	WOUNDS
Weapon	Shots	RoF	Range	Damage	10	
Gatling Pistol	12	3	10	3d6		HEAD
Derringer	2	2	5	3d6		
Gatling Pistol	12	3	10	3d6		RT. ARM
						LT. ARM
						GUTS
						R. LEG
						LT. LEG

HAND-TO-HAND WEAPONS					WOUND KEY	
Weapon	Defense	Speed	Damage	Light	White	
Fist	-	1	Str	Heavy	Green	
Bowie knife	+1	1	Str+1d6	Serious	Yeller	
				Critical	Red	
				Maimed	Black	

WIND

(mark wounds with colored paper clips)

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

Edges:
Belongin's 3: Gatling pistol (2)

Gatling pistol (2), derringer, three boxes of 50 shells,
backpack, file
pad and paper
Canteen, Trail Rations (6), Messkit
Lantern & Oil, Matches
Rope, File, Handuffs

BLUE
CHIPS

Hindrances:
Enemy: -2: Texas Rangers .
1 Habit -3: You never tell your posse everything unless
2 you have to.
3 Obligation -3: You are frequently called on to
4 investigate unnatural phenomenon.
5 Stubborn -2

AMMO
THREE

WOUNDS

CHARACTER NOTES

YOUR WORST NIGHTMARE

HEAD

RT. ARM

LT. ARM

GUTS

R. LEG

LT. LEG

XP remaining - _____

WIND (VIGOR 'N' SPIRIT)

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