DEADLANDS
RELOADED CHARACTER SHEET

NAME   James Morgan

ATTRIBUTES   MODIFIERS

d12	AGILITY	
d4	SMARTS	
d6	SPIRIT	
d6	STRENGTH	
d6	VIGOR	

DERIVED STATS

		BASE	MODIFIERS
6	PACE	6	
8	PARRY	8	
5	TOUGHNESS	5	
2	GRIT	2	
-2	CHARISMA	0	Outsider,

EXPERIENCE	20	
RANK	Seasoned	

RUNNING DIE	d6
LOAD LIMIT	5 X d6
FATE CHIPS PER SESSION	3

SKILLS

d12	Fighting
d6	Guts
d6	Intimidation
d6	Notice
d10	Shooting
d8	Stealth

EDGES   DESCRIPTION

Ambidextrous	Ignore -2 penalty for using off-hand
Frenzy	1 extra Fighting attack at -2
Trademark Weapon	+1 Fighting or Shooting with one particular weapon

HINDRANCES   DESCRIPTION

Bloodthirsty (Major)	Never takes prisoners
Phobia (Minor)	-2 to Trait tests when the phobia is near
Outsider (Minor)	-2 Charisma, treated badly by those of the more dominant society

WEAPONS

	RANGE	ROF	DAMAGE	SHOTS	WEIGHT	NOTES
Colt Army (.44)	12/24/48	1	2d6+1	6	2	AP1
Winchester '73 (.44-40)	24/48/96	1	2d8	15	7	AP2
Knife x2	0	0	Str+d4	0	1	
Knife, Bowie x2	0	0	Str+d4+1	0	2	AP1
Whip	0	0	Str+d4	0	2	Parry -1; Reach +2; see notes

SHOT TRACKER

Colt Army: O O O O O O
Winchester: O O O O O O O O O O O O O O O

ARMOR

	AREA PROTECTED	PROTECTION	WEIGHT

AMMO   LEFT

50 Pistol Bullet .44	
50 Rifle Bullet .44	

DINERO

STARTING $ 250

CONDITION

WOUNDS   K.O. / **FATIGUE**

-1   -2   -3   INC.   -2   -1

O O O   O O O

GEAR

		GEAR NOT IN SHEET INVENTORY	
Shirt / blouse, work	1		
Shoes	1		
Trousers / skirt	2		
Backpack	3		
Bed roll	10		
Canteen	5		
Cigar x4	0		
Hatchet	2.5		
Mess kit	3		
Rope (per 50')	8		
Rifle boot	0.5		
Horse	0		
Saddle	0		
		TOTAL GEAR WEIGHT	61

NOTES

POWER POINTS [ ]   POWER POINT REGENERATION [ ]   POWER POINTS FROM OTHER SOURCE [ ]

POWERS

	POINTS	RANGE	DURATION	EFFECT