

# ATTRIBUTES & SKILLS

- Dexterity** ..... ●○○○○○
- Initiative** ..... ●○○○○○
- Athletics.....○○○○○○
- Brawl.....○○○○○○
- Dodge.....○○○○○○
- Heavy Weapons.....○○○○○○
- Melee.....○○○○○○
- Pick Pocket.....○○○○○○
- Ranged.....○○○○○○
- Riding.....○○○○○○
- Sneak.....○○○○○○
- Throw.....○○○○○○
- Strength** ..... ●○○○○○
- Vitality** ..... ●○○○○○
- Climb.....○○○○○○
- Grapple.....○○○○○○
- Jump.....○○○○○○
- Lift.....○○○○○○
- Push-Pull.....○○○○○○
- Stamina.....○○○○○○
- Swim.....○○○○○○
- Persona** ..... ●○○○○○
- Artisan.....○○○○○○
- Command.....○○○○○○
- Deception.....○○○○○○
- Empathy.....○○○○○○
- Gambling.....○○○○○○
- Intimidation.....○○○○○○
- Languages.....○○○○○○
- Persuasion.....○○○○○○
- Willpower.....○○○○○○
- Intellect** ..... ●○○○○○
- Academics.....○○○○○○
- Business.....○○○○○○
- Culture.....○○○○○○
- Law.....○○○○○○
- Medicine.....○○○○○○
- Politics.....○○○○○○
- Search.....○○○○○○
- Streetwise.....○○○○○○
- Survival.....○○○○○○
- Tactics.....○○○○○○
- Aptitude** ..... ●○○○○○
- Communication.....○○○○○○
- Demolitions.....○○○○○○
- Engineering.....○○○○○○
- First Aid.....○○○○○○
- Navigation.....○○○○○○
- Operate.....○○○○○○
- Piloting.....○○○○○○
- Security.....○○○○○○
- Vehicle Weapons.....○○○○○○
- .....○○○○○○
- .....○○○○○○
- .....○○○○○○



## A STEAMPUNK WESTERN ROLEPLAYING GAME

### CHARACTER

Name \_\_\_\_\_ Description \_\_\_\_\_

Player \_\_\_\_\_

Trade \_\_\_\_\_

Race \_\_\_\_\_ Dominant Hand \_\_\_\_\_

Chronicle \_\_\_\_\_ Cinema Points \_\_\_\_\_

Gender \_\_\_\_\_ Move \_\_\_\_\_

Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Hit Points \_\_\_\_\_

### FEATURES

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

### PERSONAL EFFECTS

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\_\_\_\_\_

### GADGETS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### WEAPONS

**Left:** \_\_\_\_\_ **Right:** \_\_\_\_\_

Ammo: \_\_\_\_\_ Ammo: \_\_\_\_\_

Range (S/M/L): \_\_\_\_\_ Range (S/M/L): \_\_\_\_\_

Damage (S/M/L): \_\_\_\_\_ Damage (S/M/L): \_\_\_\_\_

Fire Control (S/M/L): ○○○/○○○/○○○ Fire Control (S/M/L): ○○○/○○○/○○○

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
_____	_____	_____	○○○/○○○/○○○	_____
_____	_____	_____	○○○/○○○/○○○	_____
_____	_____	_____	○○○/○○○/○○○	_____
_____	_____	_____	○○○/○○○/○○○	_____

Quick Creation: 10d Attributes, 7d Skills, Hit Points = 12x Str, Move = Str +3, Initiative = Dex, Vitality = Str, 7 Cinema Points  
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