

# Westward

A STEAMPUNK WESTERN ROLEPLAYING GAME

## CHARACTER

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Trade \_\_\_\_\_  
 Race \_\_\_\_\_  
 Chronicle \_\_\_\_\_  
 Gender \_\_\_\_\_  
 Age \_\_\_\_ Height \_\_\_\_ Weight \_\_\_\_

Description \_\_\_\_\_  
 \_\_\_\_\_  
 Dominant Hand \_\_\_\_\_  
 Cinema Points \_\_\_\_\_  
 Move \_\_\_\_\_  
 Hit Points \_\_\_\_\_

## FEATURES

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## PERSONAL EFFECTS

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## GADGETS

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## WEAPONS

**Left:** \_\_\_\_\_  
 Ammo: \_\_\_\_\_  
 Range (S/M/L): \_\_\_\_\_  
 Damage (S/M/L): \_\_\_\_\_  
 Fire Control (S/M/L):    /    /

**Right:** \_\_\_\_\_  
 Ammo: \_\_\_\_\_  
 Range (S/M/L): \_\_\_\_\_  
 Damage (S/M/L): \_\_\_\_\_  
 Fire Control (S/M/L):    /    /

Weapon	Range (S/M/L)	Damage (S/M/L)	Fire Control (S/M/L)	Ammo
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## 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 .....