

# Westward

A STEAMPUNK WESTERN ROLEPLAYING GAME

## CHARACTER

Name \_\_\_\_\_ Description \_\_\_\_\_  
 Player \_\_\_\_\_  
 Trade \_\_\_\_\_  
 Race \_\_\_\_\_ Dominant Hand \_\_\_\_\_  
 Chronicle \_\_\_\_\_ Cinema Points \_\_\_\_\_  
 Gender \_\_\_\_\_ Move \_\_\_\_\_  
 Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Hit Points \_\_\_\_\_

## FEATURES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## PERSONAL EFFECTS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## 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
_____	_____	_____	○○○/○○○/○○○	_____
_____	_____	_____	○○○/○○○/○○○	_____
_____	_____	_____	○○○/○○○/○○○	_____
_____	_____	_____	○○○/○○○/○○○	_____

## 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 ..... ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○

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