

Featuring _____
(Player Name)

As: _____
(Character Name)

A _____
(Disposition) (Class)

HANG EM AT A REASONABLE HEIGHT

A GAME BY LUKE LOOMIS



STATS

Takin' Hits ___ + ___ = ___

Stayin' Alive ___ + ___ = ___

Fightin' ___ + ___ = ___

Shootin' ___ + ___ = ___

Gun Flippin' ___ + ___ = ___

Ridin' ___ + ___ = ___

Gettin' Outta
Trouble ___ + ___ = ___

Sneakin' ___ + ___ = ___

Stealin' ___ + ___ = ___

Smooth Talkin' ___ + ___ = ___

Hollerin' ___ + ___ = ___

Figurin' Stuff Out ___ + ___ = ___

Gussyin' Up ___ + ___ = ___

Bein' Famous ___ + ___ = ___

Drinkin' ___ + ___ = ___

LONG RANGE WEAPON: _____

UP CLOSE & PERSONAL WEAPON: _____

SPECIALTY: _____

FAVORITE TERRAIN: _____

MAX HEALTH (TEN PLUS STAYIN' ALIVE): _____

CURRENT HEALTH:

ALL MY STUFF:

Hat Band Color _____

Facial Hair _____

+ DRUNKIN'!

- DRUNK...

+d6 for
one stat!

-d6 for
all stats...