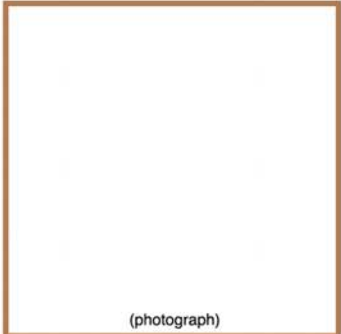


Name:

SCRAPE CODE

SEX	AGE	HGHT	WGHT	EYES	HAIR
HANDEDNESS	RACE	RELIGION			
OCCUPATION	PLACE OF ORIGIN				

STR	▶ Damage Modifier	LIFT	CARRY	DRAG
INT	▶ Skill Learning Modifier	Accuracy Modifier		
WIS	▶ Skill Learning Modifier	Speed Modifier		
DEX	▶ Accuracy/To Hit Modifier	Speed Modifier		
CON	▶ Hit Point Modifier			
LKS	▶ Rep Modifier	Fame Modifier	Charisma Modifier	
CHA	▶ Skill Learning Modifier	Rep Modifier	Max# Companions	



(photograph)

(personal quote)

FAME	REP	# of Gunfights

SPEED	ACCURACY
Speed Modifiers	Accuracy Modifiers

HIT POINTS			▶
POINTS	LOCATION	DAYS TO HEAL	□□□□□□□□□□
			□□□□□□□□□□
			□□□□□□□□□□
			□□□□□□□□

WOUNDS

POINTS	LOCATION	DAYS TO HEAL

Scars: _____

Cash On Hand/Valuables:

NOTES:
Juror Personality: _____

NOTABLE SKILLS

Listening
Riding

THUMBNAILED DESCRIPTION:

TALENTS

QUIRKS

FLAWS

BUILDING POINTS: _____	WANTED?: _____	REWARD _____
------------------------	----------------	--------------

GROUPING

GROUPING II

FACTION

PROFESSION

COMBAT SHEET



~ A ROLE PLAYING GAME ~

Name: _____

SCRAPE CODE

of Gunfights

<input type="text"/>	<input type="text"/>
SPEED	
Speed Modifiers	

<input type="text"/>	<input type="text"/>
ACCURACY	
Accuracy Modifiers	

STR	<input type="text"/>	▶	Damage Modifier
INT	<input type="text"/>	▶	
WIS	<input type="text"/>	▶	
DEX	<input type="text"/>	▶	"To Hit" Modifier
CON	<input type="text"/>	▶	
LKS	<input type="text"/>	▶	
CHA	<input type="text"/>	▶	

(photograph)

HIT POINTS		
POINTS	LOCATION	DAYS TO HEAL

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	BRAWLING CHIPS	MAXIMUM BET per ROUND
	TOTAL CHIPS	<input type="text"/>
DAMAGE	+1 to Damage per Chip	<input type="text"/>
AGILITY	+1 to Hit per Chip	<input type="text"/>
ENDURANCE	-2 to Damage per Chip	<input type="text"/>
		HANDEDNESS <input type="text"/>

WOUNDS

Preferred Gun:

<input type="text"/>	TYPE	DRAW SPEED MODIFIER	RELOAD SPEED
	AMMO TYPE	# OF SHOTS # of Shots 2nd Barrel	SHOTS FIRED
	DAMAGE		

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

Secondary Gun:

<input type="text"/>	TYPE	DRAW SPEED MODIFIER	RELOAD SPEED
	AMMO TYPE	# OF SHOTS # of Shots 2nd Barrel	SHOTS FIRED
	DAMAGE		

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500