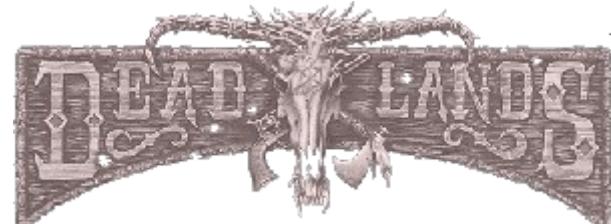


PHUDGE

PLAYER



CHARACTER

OCCUPATION

### SHOOTIN' IRONS AND SUCH

Ranged Weapon	Skill	Damage	Range	Shots	Draw Speed	Concealment	Reliability
Melee Weapon	Skill	Damage					
Unarmed - Fist & foot		Impact at Strength and permanent at Strength - 2					

### EQUIPMENT

### BOUNTY

### FATE CHIPS

White: \_\_\_\_\_  
adv, -1 dam, minor co  
2 = +1 or reroll

Red: \_\_\_\_\_  
+2, -2 dam, major co  
Marshall draws

Blue: \_\_\_\_\_  
+2, -3 dam, major co  
4 max between sessions

### SPENDIN' YER BOUNTY

Cost to go to listed level	Attribute	Skill, Hex, Miracle
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Superb	36	10
Great	30	8
Good	24	6
Fair	18	4
Mediocre	12	2
Poor	6	-

#### Extra Concentration (Specialty)

3

#### Gift (EDGE)

1pt = 5 bounty  
2pt = 8 bounty  
3pt = 11 bounty  
and Marshall  
approval

### YOUR WORST NIGHTMARE

