

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
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

