

Name

# DEAD LANDS™

HUCKSTER

"Occupation"

Ammo 1

## MENTAL

d○ COGNITION \_\_\_\_\_  
 Artillery \_\_\_\_\_  
 Arts: \_\_\_\_\_  
 Scrutinize \_\_\_\_\_  
 Search (1) \_\_\_\_\_  
 Trackin' \_\_\_\_\_

Ammo 2

d○ KNOWLEDGE \_\_\_\_\_  
 Academia: \_\_\_\_\_  
 \*Academia: Occult \_\_\_\_\_  
 Area Knowledge:(2) \_\_\_\_\_  
 Demolition \_\_\_\_\_  
 Disguise \_\_\_\_\_  
 Language: \_\_\_\_\_  
   Native Tongue (2) \_\_\_\_\_  
 Medicine: \_\_\_\_\_  
 Professional: \_\_\_\_\_  
 Science: \_\_\_\_\_  
 Trade: \_\_\_\_\_

Ammo 3

d○ MEN \_\_\_\_\_  
 Animal Handlin' \_\_\_\_\_  
 Leadership \_\_\_\_\_  
 Overawe \_\_\_\_\_  
 Performin': \_\_\_\_\_  
 Persuasion \_\_\_\_\_  
 Tale Tellin' \_\_\_\_\_

d○ SMARTS \_\_\_\_\_  
 Bluff \_\_\_\_\_  
 Gamblin' \_\_\_\_\_  
 Ridicule \_\_\_\_\_  
 Scroungin' \_\_\_\_\_  
 Survival: \_\_\_\_\_  
 Streetwise \_\_\_\_\_  
 Tinkerin' \_\_\_\_\_

d○ SPIRIT \_\_\_\_\_  
 Faith \_\_\_\_\_  
 Guts \_\_\_\_\_

## CORPOREAL

d○ DEFTNESS \_\_\_\_\_  
 Bow \_\_\_\_\_  
 Filchin' \_\_\_\_\_  
 Gunplay \_\_\_\_\_  
 Lockpickin' \_\_\_\_\_  
 Shootin': \_\_\_\_\_  
 Shootin': \_\_\_\_\_  
 Sleight o' Hand \_\_\_\_\_  
 Speed Load \_\_\_\_\_  
 Throwin': \_\_\_\_\_

d○ NIMBLENESS \_\_\_\_\_  
 Climbin' (1) \_\_\_\_\_  
 Dodge \_\_\_\_\_  
 Drivin' \_\_\_\_\_  
 Fightin': \_\_\_\_\_  
 Horse Ridin' \_\_\_\_\_  
 Sneak (1) \_\_\_\_\_  
 Swimmin' \_\_\_\_\_  
 Teamster \_\_\_\_\_

d○ STRENGTH \_\_\_\_\_

d○ QUICKNESS \_\_\_\_\_  
 Quick Draw \_\_\_\_\_

d○ VIGOR \_\_\_\_\_

## EDGES & HANDRANCES

A.B.: Huckster 3  
 Old Hand 3

## WOUNDS

Head  
 Right Arm  
 Left Arm  
 Guts  
 Right Leg  
 Left Leg

GRT

## SHOOTIN' IRONS & SUCH

Weapon	Shots	Speed	ROF	Damage	Range
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Weapon	Defense	Speed	Damage
Fist	-	1	_____
_____	_____	_____	_____
_____	_____	_____	_____

WIND (VIGOR 'N' SPIRIT)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

Occupation

# DEAD LANDS

TM

Name

Ammo 1

## HEXES

Hexslingin':

Hex	Trait	Hand	Speed	Duration	Range	Notes

Ammo 2

### WOUND KEY

- Light White
- Heavy Yellow
- Serious Green
- Critical Red
- Maimed Black

### EQUIPMENT

### BOUNTY

### FATE CHIPS

- White: \_\_\_\_\_
- Red: \_\_\_\_\_
- Blue: \_\_\_\_\_
- Legend: \_\_\_\_\_

### WOUNDS

Head

Right Arm

Left Arm

Guts

Right Leg

Left Leg

### YOUR WORST NIGHTMARE

Ammo 3

### WIND (VIGOR 'N' SPIRIT)

34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1