



Helen "Iron Nell" Nin | Gun for Hire



Pips

11

Recoup

2

Skills

		2 4 6 8 10 12 14													
		Grip	Verity	Grip	Verity	Grip	Verity	Grip	Verity	Grip	Verity	Grip	Verity	Grip	Verity
Fightin' Skills	Archery	3	6	9	12	15	18	21							
	Handguns														
	Melee														
	Pugilism														
	Quick Draw														
	Rifles														
	Shotguns														
	Thrown														
	Animals														
	Art														
Workin' Skills	Driving														
	Education														
	Gambling														
	Handicraft														
	Medicine														
	Military														
	Occult														
	Performing														
	Search														
	Science														
	Thievery														
	Wild Living														

Weapon

	Dam	RoF	Cap	Step	WR	Wt.
Rem. Model 1875*	7	6	6	25'	H	2.3
[○○○○○○] [○○○○○○]*						
Rem. Model 1875*	7	6	6	25'	H	2.3
[○○○○○○] [○○○○○○]*						
Bullard Repeater	5	4	9	300'	H	9
[○○○○○○○○○○○○○○] ○○○○○○○○○○○○○						
Long Knife	1	2	-	-	M	.5

Gear

Brown Hat	Riding Clothes	Warm Coat
Belt & Holsters	Blanket	Matches
Gloves	2-Person Tent	Lantern
Bottle of Lamp Oil	Rations: ○○○	\$12.50
Rem. Model 1875 Cylinders (empty):	○○	

Charm of Foresight

Magic

Principal Suit:



Path:

Trick

Actions

Power

SP

Recall Penalty

Spent

Recall Check

Card + Weird + Bet ≥ Trick Power + Station Penalty + Recall Penalty

Sleight of Hand Check (Illusion)

Card + Weird + Bet ≥ Trick Power + Station Penalty

Notes

Quote: "Getting old ain't so bad—just means I've had more practice outdrawing fools like you."

Languages (3): English, Spanish, Michif Trade Language (Cree & French - Norther Plains)

Description: At 58 years old, you are a weathered yet formidable gunfighter with decades of experience in the lawless American frontier. Your face tells the tales of hard years, but your piercing eyes and steady hand show you haven't lost your edge. With a no-nonsense attitude and deadly accuracy, you are quick to defend yourself and others if the need arises.

Tales of the frontier call you. While you realize there are fewer areas west of the Mississippi left unexplored, you have felt the urge to travel to the West and learn for yourself if there are any adventures left to be had. You have boarded a train bound for Denver to find your fortune.

Notes:

* These weapons require 1 Action to reload all chambers by replacing the empty cylinder with a loaded one.

◆◆◆ You **Blind-Turn 2 cards** for Search Tests.

◆◆◆ You **Play From Hand** for Handguns and Quickdraw Tests.

Charm of Foresight: You may meditate for one hour to gain a vision about an endeavor or event that will or should occur within the next day. This charm is destroyed after use.

Replacements



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