

<u>DB</u>	<u>WEAPON</u>	<u>DAMAGE</u>	<u>RoF</u>	<u>Shots</u>	<u>Range</u>
	Derringer	3d6	2	2	5
	Pistol	3d6	1	6	10
	Rifle	4d8	1	15	20
	Shotgun, Double-Barrel	<6d6*	2	2	10
	Shotgun, Lever Action	<6d6*	1	4	10
	Bow	STR+1d6	1	1	10
+1	Knife	STR+1d6	1	1	5
-	Tomahawk	STR+2d6	1	1	5
+2	Spear	STR+2d6	1	1	5
-	Brass Knuckles	STR+1d4			
+1	Club	STR+1d6			
+2	Saber	STR+2d8			
+2	Bayonet	STR+2d6			
+1	Whip	STR			
-	Lasso	ENTAGNGLE (vs. dodge)			

*Shotguns: +2 to bonus to shootin' roll.

	<i>Range: Touch</i>	<i>1-10</i>	<i>11-20</i>	<i>21-30</i>	<i>31+</i>
<i>Damage:</i>	<i>6d6</i>	<i>5d6</i>	<i>4d6</i>	<i>3d6</i>	<i>2d6</i>

Got a Hankerin'?

\$2	Whiskey	50¢	Tobacco (tin or pouch)
\$5	Fine Whiskey	\$2	Pipe
5¢	Cigar	5¢	Matches x10

Need Bling?	\$3 Pocket Watch	\$10 Gold Pocket Watch
	25¢ Poker Deck	\$3 Dynamite (3d20)

Survival Gear?	\$1 Canteen	\$5 Rope (50')
	\$4 Bedroll	50¢ Trail Rations (1 day)

Need anything else? Better find a General Store.

STARTING CHARACTERISTICS

1. Use the following stats below for your Traits:

2D12	4D10	2D10	3D8	1D8
4D6	3D6	2D6	2D6	1D6

2. Choose your Aptitudes (skills).

Starting points are equal to your Cognition + Knowledge + Smarts die type. Maximum starting level is 5.

3. Choose Hindrances and buy Edges or more Aptitudes. (see pages 2-3)

4. Calculate the following stats using your Traits:

WIND = Vigor die type

PACE = Nimbleness die type

SIZE = 6 (or modified by edge/hindrance)

5. Buy equipment. Heroes start with \$75 and a horse.

\$15	WORK CLOTHES	Hat, Casual Shirt, Skirt/Trousers, Boots.
\$20	SUNDAY BEST	Hat, Suit/Dress, Shoes.

\$30	PISTOL	w/ Fast-Draw Holster & 30 pistol rounds.
\$30	RIFLE	w/ scabbard & 25 rifle rounds.
\$30	SHOTGUN	w/ thong & 25 shells. <i>Double Barrel or Lever.</i>
\$15	DERRINGER	w/ Concealed Holster & 30 pistol rounds.
\$5	BOW	w/ Quiver & 20 arrows.

\$0	CLUB	\$3	SPEAR, TOMAHAWK
\$4	KNIFE, BRASS KNUCKLES	\$5	BAYONET
\$10	WHIP or \$4 LASSO	\$15	SABER
\$26	Extra Pistol & F.D Holster	\$11	Extra Derringer & Holster