Two Fisted Tales Character Sheet

Character Name or Title _____

Ability	Score	Specialty Bonuses / Conditions		
Aim		+2 =		
Charm		+4 =		
Grit		+2 =		
Learning		+4 =		
Mechanics		+4 =		
Money				
Move		+2 =		
Muscle				
Nerve		+2 =		
Science		+4 =		
Sense		+4 =		
Status				
Weird		Min. Ability		Max. Ability

Fields (& Proficencies)		
	Starting HP	
	+ Earned	
	- Spent	
	Left-Over	
	Cards (Left-Over/5)	

Schtick points

Gadgets		HP x Science	Animals		HP x Sense
Martial arts		HP x Nerve	Languages		HP x Learning
Hypnotism		HP x Nerve	Contacts		HP x Charm
Magic		HP x Learning			

Schticks

Weapon	Damage
Bare-handed	

Armor	Bonus

Adjusted Grit _____

STUN Wounds	Bruised	1
	Knock-down	2
	Knock-out	3
	Coma	4
	Dead	5
BODY Wounds	Flesh wound	1
	Painful wound	2
	Mortal wound	3
	Unconscious	4
	Dead	5
HOLD Wounds	Grabbed	1
	Thrown/Disarmed	2
	Pinned	3
FRIGHT Wounds	Lost cool	1
	Cowering/Beserk	2
	Fainted	3
	Insane	4
	Dead	5

FATIGUE _____

Vehicle	Move

Goals	Performance	Experience	Nifty Stuff	Heroism

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Character Name or Title

Physical Description

Habits

Character Picture

Style

Code

Motivations or Goals

Character History

Important People