BOOT HILL CHARACTER RECORD

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PLAYER NAME _____
CHARACTER NAME _____

OCCUPATION _____ NATIONALITY _____
AGE _____ HEIGHT _____ WEIGHT _____

SKETCH OF CHARACTER

	SPEED	GUN ACCURACY	THROWING ACCURACY	PERSONAL BRAVERY	
% ROLL					
RATING					
MODIFIER				/	FIRST SHOT "TO HIT"

% ROLL	STRENGTH		EXPERIENCE
RATING		% ROLL	
ABILITY		# GUNFIGHTS	
SCORE		MODIFIER	

	WEAPON SPEED	WEAPON SPEED MODIFIER	– PERSONAL SPEED MODIFIER	– PERSONAL BRAVERY MODIFIER	= BASE SPEED
WEAPON					

	RANGE (S/M/L/E)	ACCURACY MODIFIER	– PERONAL BRAVERY MODIFIER	– EXPERIENCE MODIFIER	= TOTAL "TO HIT" MODIFIER	- 50% = BASE ACCURACY
WEAPON						

DISTRIBUTION OF ALL ITEMS CARRIED

LEFT SIDE		CENTER BACK, OR FEET		RIGHT SIDE	
ITEM	LOCATION	ITEM	LOCATION	ITEM	LOCATION

OTHER ITEMS OWNED		MONEY & VALUABLES	
ITEM	LOCATION	AMOUNT OR ITEM	LOCATION
		MAJOR LAND HOLDINGS OR BUSINESSES	
		RESIDENCE	

BRIEF PERSONAL HISTORY

HEREDITARY FAMILY FRIENDS	HEREDITARY FAMILY ENEMIES

MAJOR NON-PLAYER CHARACTERS KNOWN (FAMILY, FRIENDS, ENEMIES, EMPLOYERS, GANG MEMBERS. ETC.)

NAME	RELATIONSHIP	RACE	OCCUPATION	WHERE RESIDING	WEALTH

MAJOR HIGHLIGHTS OF CHARACTER'S LIFE