

# Gunslinger's Sheet

Name: \_\_\_\_\_

Appearance: \_\_\_\_\_

My High Quality is: \_\_\_\_\_

Mark a Use to gain an **Effect  $\alpha$**  even if you couldn't normally.  
Valid only if you describe how the Quality helps and if you place one Shot in the Effect.  
Quality has priority over the Scratched Effect.



Scratched →	Always get <b>Effect <math>\beta</math></b> , even if you have $\alpha$
Wounded →	You don't get the free Shot anymore
Defeated →	Controlled by the GM, they choose!

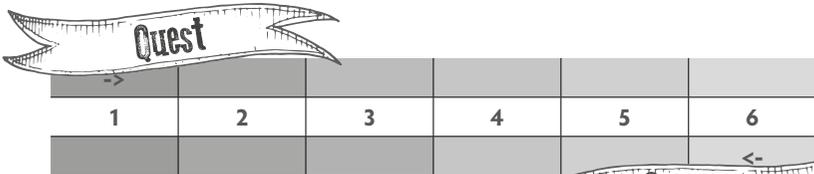
Healing is a Goal. You never get healed alone or by passing time.



description: \_\_\_\_\_

1 | 2 | 3 | 4 | 5 | 6 | 7

Mark one Use, Inflict two damage levels (for NPC = Death)  
Mark one Use, Gain +1 Shot (Max 1 per Conflict)  
Pay 1 Quest to recover and restart



Spendi 1 Cerca per ricaricare e ricominciare  
Se Cerca arriva a 6 scatta il Finale



Corruption drops to 1, Betray and side with evil (become GM helper)  
If a token (Quest or Corruption) moves onto a space with an opposing token on the corresponding space on the other side of the track, push the other token one space toward its starting location. Quest starts at 1 and ends at 6. Corruption starts at 6 and ends at 1.

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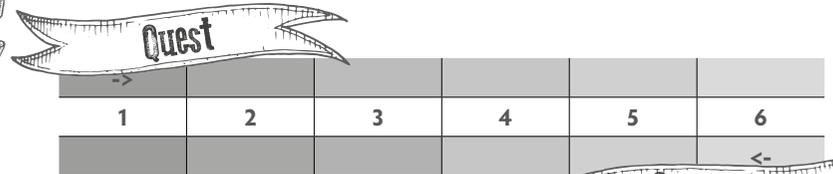
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