



DANIEL

RIGHT
HANDED

HANDGUN RIFLE

+2 +4

SHOTGUN RIDING

+0 +1

BRAWL

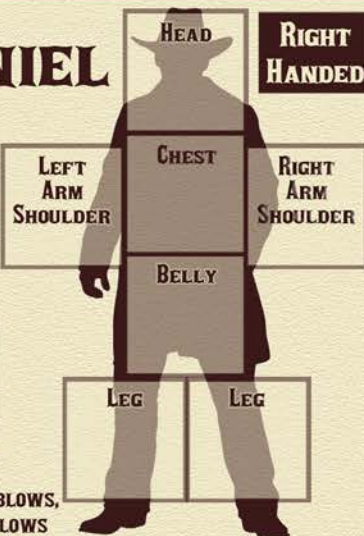
+3

SNAPSHOT

BLOW

HARD HITTER

BODY PUNCH CAUSES TWO BLOWS,
A DODGE CANCELS BOTH BLOWS



ADAM

LEFT
HANDED

HANDGUN RIFLE

+1 +0

SHOTGUN RIDING

+0 -1

BRAWL

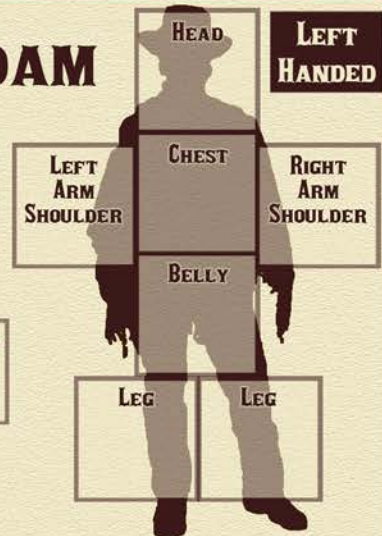
-1

SNAPSHOT

BLOW

COWARDICE

CAN NOT ENTER
ENEMY'S SQUARE



BOB

RIGHT
HANDED

HANDGUN RIFLE

+0 +0

SHOTGUN RIDING

+0 -1

BRAWL

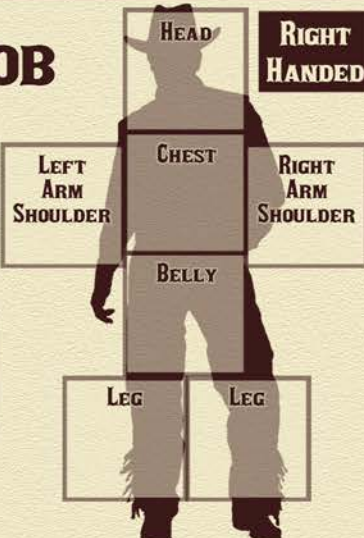
-1

SNAPSHOT

BLOW

LIMP

CANT RUN



JIM

RIGHT
HANDED

HANDGUN RIFLE

+2 +2

SHOTGUN RIDING

+0 +1

BRAWL

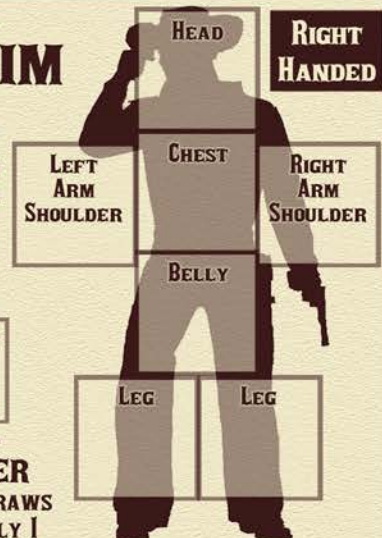
+1

SNAPSHOT

BLOW

KNIFE FIGHTER

ANY KNIFE WOUND DRAWS
2 WOUNDS - USE ONLY 1



SLICKER

SLING
→

HANDGUN RIFLE

+0 +4

SHOTGUN RIDING

+3 +1

BRAWL

+1

SNAPSHOT

BLOW

SHOTGUN SLING

CAN CARRY SHOTGUN IN RIGHT
HAND AND FIRE AS NORMAL



RICK

RIGHT/LEFT
HANDED

HANDGUN RIFLE

+1 +0

SHOTGUN RIDING

+0 +0

BRAWL

+2

SNAPSHOT

BLOW

AMBIDEXTROUS+

CAN FIRE HANDGUN WITH
EITHER HAND, MAY FIRE TWO
GUNS IN A SNAPSHOT

